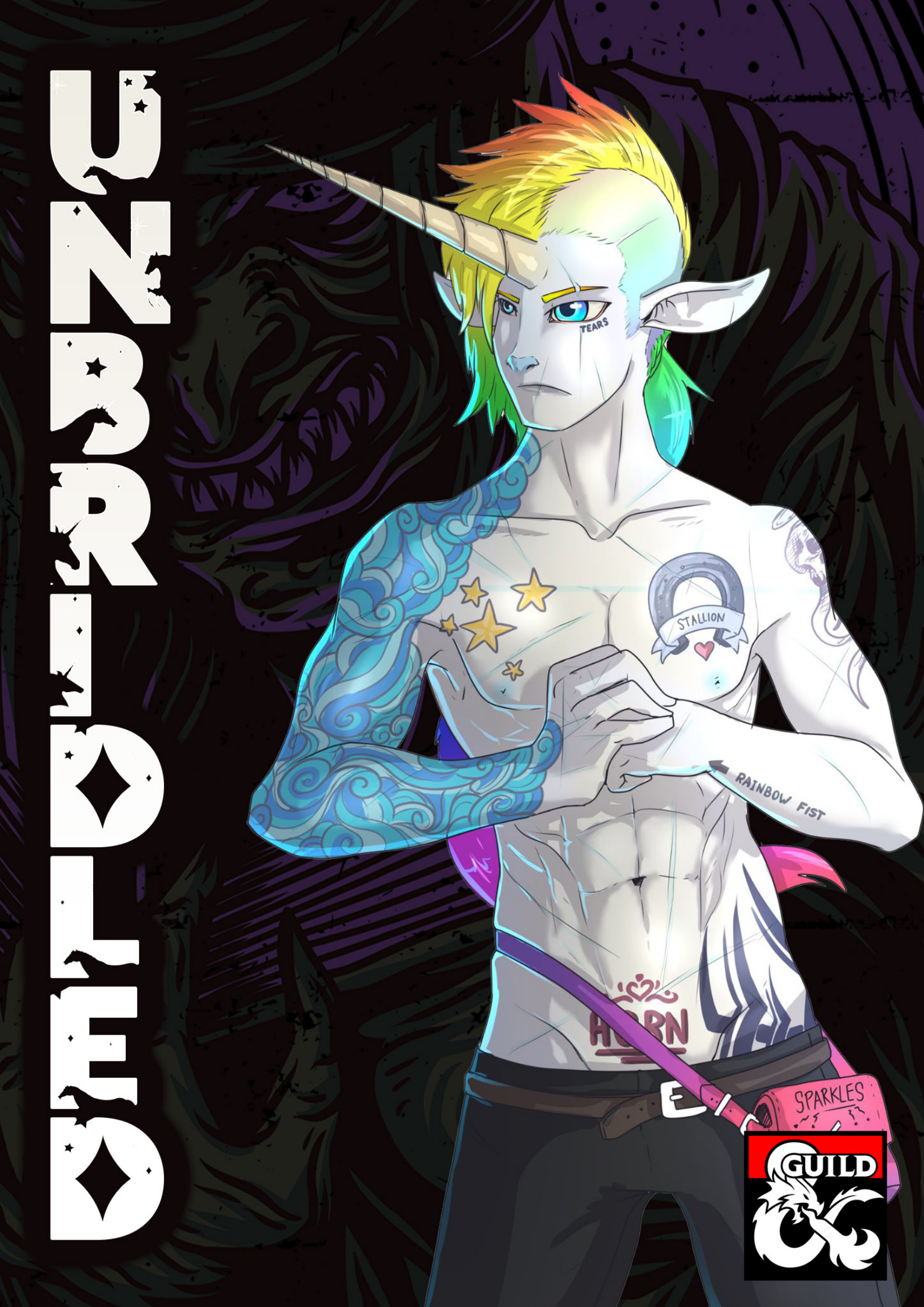
UNBOUND



WELCOME TO UNBRIDLED

an adventure anthology for D&D5e



– THINGS ARE ABOUT TO GET REALLY F*CKING WEIRD

CONTENT WARNING

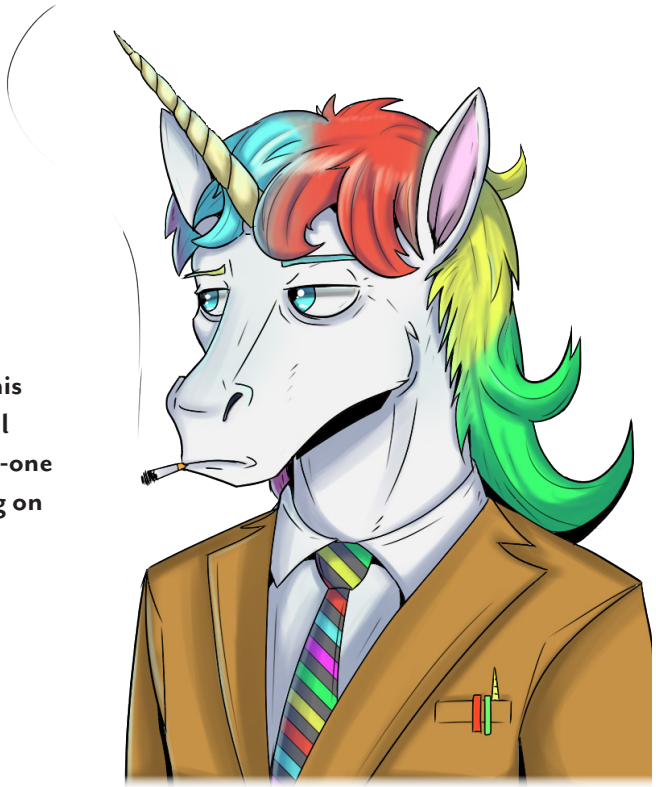
Unbridled might be the worst adventure anthology of all time. We certainly hope so, or what did we put in all this lack of effort for? This book is in extremely bad taste and there were too many content warnings to comprehensively list. You won't find any sexual assault, but otherwise the worst of all human/hag/unicorn life is here. Sorry.

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If you have any complaints about this book, you are kindly advised to mail them up your backside, because no-one is coming back to this, we're moving on from this tragedy.



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CONTENTS

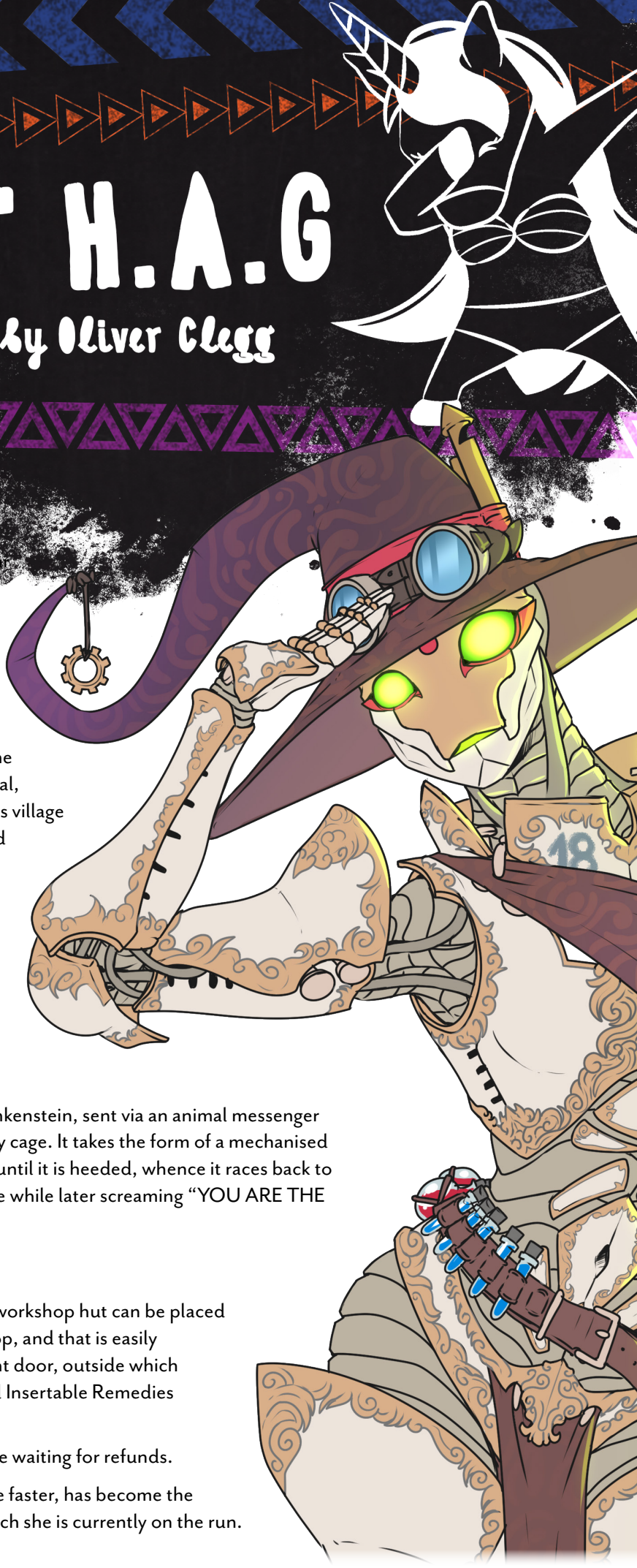
We got hags and unicorns and all kinds of whatever.
You want robot hags? We got em. Mutant unicorns? Fork yes.
Pink shit? Why the hell not, lets get all gay up in here.

PAGE	TITLE	AUTHOR	HAGSPLANATION
5	PROJECT H.A.G	Oliver Clegg	Robot Hag. Explosives. Gnome in a cage.
8	THE FREAKIEST OF FRIDAYS	Matthew Whitby	Switcheroo. Magic wands. Hilarity ensues.
12	FELINE FERVOR	Jessica Marcrum	Cats. Hagbaxi. Be nice to cats. Pet cats. Yes.
16	SUCH DEVOTED SISTERS	Catherine Evans	Taxidermy unicorn thirst trap. Feuding sisters.
19	PAVE PARADISE	Zeke Gonzalez	Prehistoric hag shenanigans. Centipeople.
24	PINK AND PURPLE	Kai Linder	Kitchen lazer cooking battle in the astral plane.
28	WHAT DREAMS ARE MADE OF	Liz Gist	Sentient princess teratoma. Rapunzel gone WRONG.
31	SECRETS IN THE GARDEN	Alicia Furness	Hidden hag cult. Rescue? Maybe. Who knows.
35	CRACKED	Brittney Hay	Wild magic. Adorable plants. Bad hunters.
38	SUGAR, SPICE AND UNICORNS	Jacky Leung	Gingerbread unicorns of the apocalypse.
42	COVEN OF THE DIVINE HORN	R. Morgan Slade	Get Happy Quick scheme. Lots of Hag gurus.
47	THE MAGNIFICENT REVENGE OF AGNES WORMWIGGLE	Jonny Robertson	Build a frankenunicorn from parts. Dead fish.
52	THE FOREST OF CLAWS AND TEETH	Kat Kruger	Forest. Claws. Teeth. You get the picture.
57	UNDER THE HORN	Richard Malena-Webber	Evil hag on trial. Unicorn lawyers. Courtroom drama.
60	WITCHICORNCOP MYSTERIES INC.	Joshua Barbeau	Hag solving mysteries like Nancy Drew but ugly.
66	FEYMARELY TIES	Alison Huang	Ruin a party. Find a missing child. Make sacrifices.
70	JAILBREAK AT MIDNIGHT	Kayla Bayens	Dreamscape wandering. Evil hag wants out. Keys.
75	ANARCHO-UNICORNISM	Em Miller	Virginal hags. Lots of wine. Succession shenanigans.
78	SEA SAID SHE SAID	A. Kelly Lane	Underwater angst. Wheels. Stormy storm stuff.
82	HAGPENDIX A: MONSTERS & NPCS		Hags, Unicorns and Hags-Unicorn-Adjacent creatures.
108	APPENDIX B: HAG ITEMS AND WEIRD MAGIC STUFF		A collection of hag weird magic found in these adventures and some others just for the lolz.
120	APPENDIX C: UNICORN RACE		Be a Unicorn. Live as a Unicorn. Weep in Unicorn.



PROJECT H.A.G

by Oliver Clegg



This hag is not optimized for characters of any particular level. Heck, it isn't optimized at all. It will probably just disintegrate everyone you love or explode them into rainbows.

ADVENTURE BACKGROUND

A gnome inventor called Crankenstein with perfectly good intentions but poor execution decided to build the perfect community hub: an automaton which could heal, provide advice, perform rituals and any other service his village might need. He called it the Hypertechnical Automated Golem, or Project H.A.G Alas, the overeager gnome forgot to program the robot with ethics, morality, empathy or any of the other social skills it might need to perform as desired. So, when he had finished, it promptly locked him in a cage and took over his house, dispensing cures and curses to the neighbourhood with dire whimsy.

HOOK

The characters receive an S.O.S message from Dr. Crankenstein, sent via an animal messenger spell the gnome has spent weeks constructing in his tiny cage. It takes the form of a mechanised rat, which circles squeaking "HELP, HELP, FOLLOW" until it is heeded, whence it races back to the gnome's hut. If it is not heeded, it circles back a little while later screaming "YOU ARE THE WORST PEOPLE ALIVE." It does not depart again.

THE INVENTOR'S WORKSHOP

Project H.A.G is invested in the local community. The workshop hut can be placed anywhere convenient to you, in a city or a rural backdrop, and that is easily accessible by foot. The residence is accessible via a front door, outside which hangs a sign reading "Re-adjustments, Corrections and Insertable Remedies Available - Enquire Within".

Outside, a little queue of unhappy **commoners** are waiting for refunds.

Isidora, who asked for a way to clean her house faster, has become the proud owner of a homicidal roomba, from which she is currently on the run.



Giselle, who bargained for a more convenient way to dye her hair, was the victim of a simple translation error and all her hair fell out.

Flavius wanted a dog that would win at pet shows, which it proceeded to do by assassinating all the competition.

Despite their outrage at their treatment, none of these individuals wants to be the first to step inside the hut .

BLEEP BLOOP - I AM A HAGBOT

The H.A.G workshop is where PROJECT H.A.G plies her craft. It used to belong to Dr. Crankenstein, but H.A.G has made some adjustments.

> *This open plan hut is a riot of colour, whirring gears and spurious mechanized phalanges. Gadgets whirl and gewgaws spin, dazzling the senses and invoking mild nausea. Popping up from behind a table of mechanized frogs, an android in a witch's hat greets you with a shrill "HOW MAY I HELP?"*

H.A.G is always happy to help, but there is a 50% chance in any scenario that it will do so by committing murder. H.A.G calculates this on a case-by-case basis.

Features of the Workshop

The workshop is filled with oddities piled on top of each other, the purposes of which are unclear until they have been inspected. Each time a creature investigates an item, touches something, or otherwise interacts with anything in the workshop, it falls into one of the following categories.

Toys: PROJECT H.A.G provides only the best in extendables and insertables for all purposes. Whatever you need a doodad for, H.A.G can provide. It may or may not explode, of course. H.A.G can provide any item in the Equipment list of the Player's Handbook, which functions in a bizarre and entirely overcomplicated way. (ie. a boomerang powered by tiny rockets that almost always send it entirely awry)

Traps: Some items in the workshop are not safe for consumption, amounting to little more than temperamental explosives. Picking up any object comes with a 50% chance that the object will explode, triggering a roll on the Wild Magic Surge table (PHB, Classes) and scorching the holder for 2 (1d4) fire damage.

Gnome in a Box: H.A.G has trapped poor old Dr Crankenstein in a metal cage in his own house. The gnome uses the statistics for a **mage** with the following considerations:

- The cage prevents him from using spells of any kind
- He only has one spell prepared: *expeditious retreat*

Dr Crankenstein yells for help whenever anyone enters, and begs to be released. PROJECT H.A.G ignores him most of the time, aside from offering the occasional *shocking grasp* to keep him quiet with a cry of "NEGATIVE". If he is released, Crankenstein sets about trying to dismantle H.A.G, who responds by attempting to disintegrate him in turn.

H.A.G is eager to make deals and bargains, and overly enthusiastic when it comes to throwing random devices at people. See the table below for a list of example phrases for it to scream at people whilst it throws them slightly dangerous machines. H.A.G always throws the devices at people with a tinny scream rather than handing them over.

Battle Mode. If anyone tries to free the gnome, H.A.G reacts with force. If push comes to shove, H.A.G devolves





into their Unicorn-Mode-Mega-Form and rampages until defeated.

The eyes of the automaton turn an ugly red, and alarms begin to flash all over the workshop. INTRUDER ALERT, the creature shrieks in robotic tones, UNAUTHORIZED ITEM IN THE BAGGING AREA. It begins to whirr and spin, gears mutating and folding into a weaponized form replate with a bevy of mini-cannons, lazers, and other mechanical death-dealers

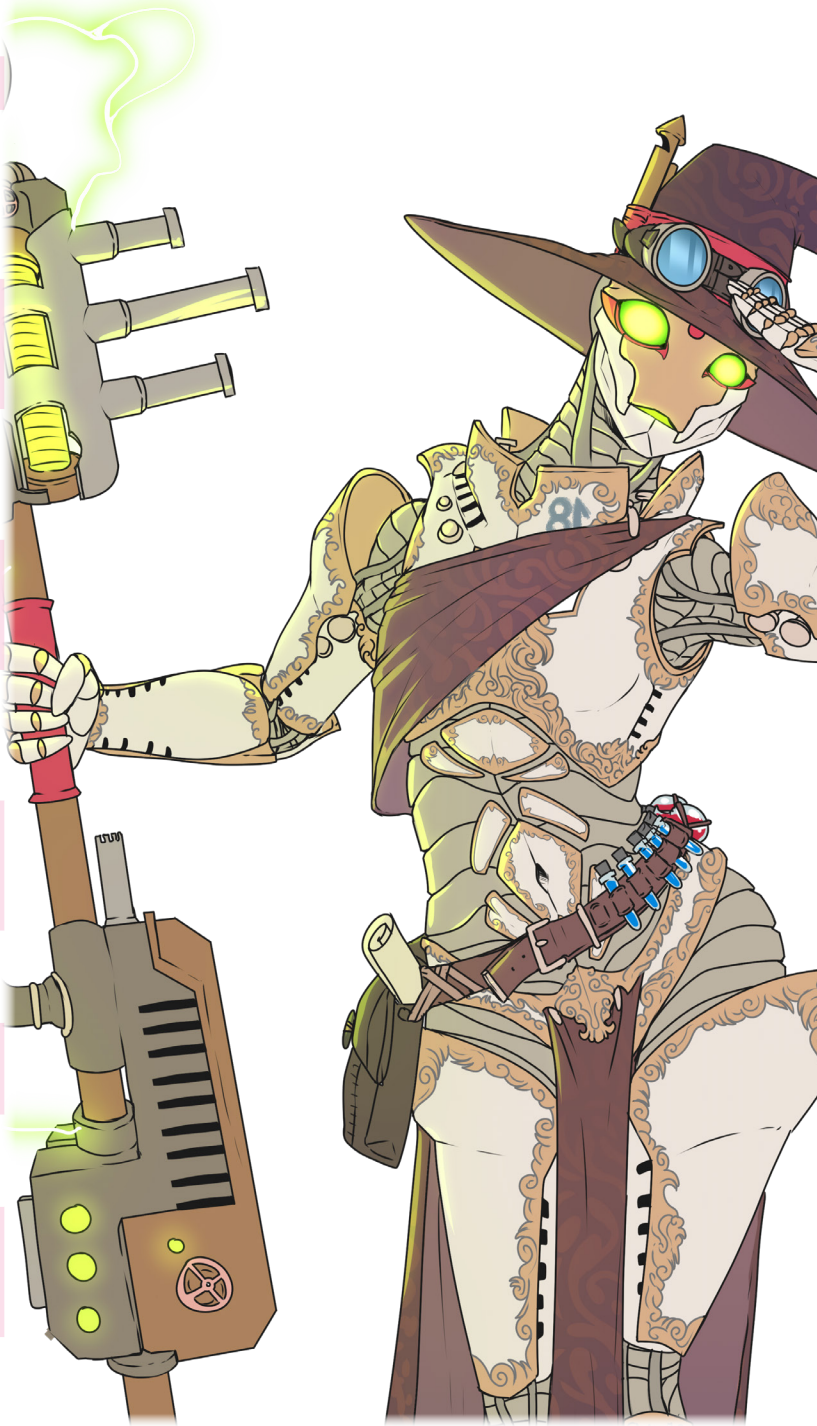
WEIRD MAGIC

PROJECT H.A.G has access to a plethora of premium grade junk to give to anyone who passes by. They do so with gusto. You can use the table below to decide what comes to hand for PROJECT H.A.G at any one moment, or make your own.

d10	Line	Item Thrown
1	OVERHEATED FAN	A small hand fan which detonates in a *fireball* when it is used, centered on the fan-waver-person
2	GENERATING COOKIES	A box which you can open to reveal a single cookie.
3	SPAM	It's a can of spam. It does not make for pleasant eating.
4	YOU GOT MAIL	*+1 chainmail* cursed so that the wearer can never take it off
5	VIRUS DETECTED	A cake that if eaten casts a *Contagion* spell [DC15] on the eater
6	MIXING SOLUTION TO FORMULA	A cup of tea that is treated as if it were a vial of alchemist's fire
7	ACCESSING ETHERNET	A *potion of etherealness*
8	REBOOTING	An old boot containing a **poisonous snake**
9	INSTALLING MOUSE	A cranium rat concealed in a large fruit
10	UPLOADING TO INTERNET	A net which casts *levitate* [DC10] on anyone restrained by it

CONCLUDING THE ADVENTURE

The adventurers can buy, sell or interact with PROJECT H.A.G however they like. H.A.G wants the gnome in the box, and the gnome wants out. How and if the adventurers choose to solve this dilemma is up to them. The sheer amount of potential explosives in the room may cause some chaos, and depending on how rude they are to H.A.G it may or may not decide to disintegrate them. This story isn't winning any Nobel Prizes for innovation or anything, but we'll all just have to live with that.



the FREAKIEST of FRIDAYS

by Matthew Whitby



A hag in the body of a unicorn, and a unicorn in the body of a hag. What could possibly go wrong?

This dungeon is optimized for four 5th-level characters.

ADVENTURE BACKGROUND

Peilin Randlesprout is the worst. He's the sort to believe that just because he can use magic, he has a right, nay a destiny, to show people the error of their ways. In truth, there are no errors to be shown or any possible lesson to learn from Peilin's magic.

His most recent abuse of magic has Peilin find two beings that he believes are complete opposites, and using his Life-Enricher to have them swap bodies. He's swapped dragons and kobolds, goblins and giants, cats and dogs, all with mostly gruesome results. He's so convinced he's offering them an enlightening experience that he'll swap their bodies back once they proclaim to have seen the error of their ways. No-one has done that yet.

Recently, his path crossed with Aunt Pat, a hag, and Doriel, a unicorn. Somehow, Peilin convinced himself that this would be his chance to enrich their lives with a sudden and chaotic change of perspective. Peilin truly is the worst.

Aunt Pat and Doriel awoke the next day only to discover they were no longer in their bodies. Unaware of the other, they both came to the same conclusion: that trying to blend in would be best, until they can discover what in the realms happened to them. This is where the adventure begins...

HOOK

This adventure is set around the small village of Colent, tucked into the middle of a forest. It offers two different starts, one where the characters encounter Doriel attempting to be a hag, and the other with Aunt Pat trying to deliver messages as a unicorn.



You've Got Mail

Unicorns are frequently used as messengers of gods. Doriel was known to be one of the quickest and most reliable couriers of all. Aunt Pat is having serious issues adjusting. She's yet to fully grasp that being a courier means handing out messages freely, without the need for a bargain or trading of body parts. She's leaving a path of confusion across the village, with most locals baffled by how Doriel is acting.

Toil and Trouble

Aunt Pat is part of a coven, joined by her two daughters; Abatha and Nat. Doriel awoke in Aunt Pat's body on the day of a life extending ritual that the coven had been preparing for weeks. This placed him in something of a predicament. Thinking fast on his hooves, which were now toes, Doriel explained how a core ingredient was required for the ritual. One that Aunt Pat must venture out and gather alone. Now there are sightings of a hag roaming the forests outside the village, muttering to herself as she carries out a bizarre search.



The Freakiest of Fridays

This adventure is split into two sections. In the first, the party finds Doriel and Aunt Pat trying to blend in with their new bodies. Choose either *Stand and Deliver* or the *One Hag Short of a Coven*, either functions as the opening encounter that will lead to the other. The second section brings everything together for the confrontation with Peilin Randlesprout.

PART 1: BODY SWAP

The first part introduces the adventuring party to Doriel and Aunt Pat as they attempt to pass as one another. They are inadvertently causing chaos, but each can provide some information about who might have caused their problem.

STAND AND DELIVER

Tucked away off the eastern side of the road is a modest house, where an altercation appears to be unfolding. A pair of men stand outside , one holding back the other, who makes fierce pointing gestures to the unicorn that stands in the road.

> *Tucked away off the eastern side of the road is a modest house, where an altercation appears to be unfolding. A pair of men stand outside , one holding back the other, who makes fierce pointing gestures to the unicorn that stands in the road.*

Features of the Area

Cobbled Road: The 15 feet wide road twists and turns off into the distance, finely worn cobbles begin to emerge the closer the road gets to the village. Intermittent stretches of wooden fencing, each about 20 feet long, line the road.

Building: The house is two stories high with a pitched, thatched roof. It consists of three cramped rooms; a kitchen, a front room, and a bedroom upstairs, each with low-hanging support beams.The soft scent of baking pastries drifts from behind the open doorway.

Surrounding Forest: Behind the hamlet and cobbled road is a vast forest. Wildlife like deer, boars, giant badgers, and elk, can be spotted roaming freely as they graze.

Creatures: Krandal and Morten Hampsin (lawful neutral male human **commoners**, MM) have been waiting for a shipment of cooking supplies for Morten's patisserie business. Instead of the fruit they were expecting, Aunt Pat, unicorn form (see Appendix A) has provided a collection of 5 (1d10) evil living fruit (use **awakened shrubs**, MM).



Aunt Pat fails to see the problem, which is why the three began to argue. Morten is furious, whereas Krandal is attempting to mediate the situation. A successful **DC 13 Wisdom (Insight) check** reveals that the unicorn isn't quite what it seems.

What Krandal and Morten Know: They have regularly dealt with Doriel as a courier, and, they both are incredibly concerned by this uncharacteristic behaviour. Krandal even hints that it might not be Doriel who stands in front of them.

What Aunt Pat Knows: A successful **DC 10 Charisma (Persuasion) or DC 17 Charisma (Intimidation) check** is enough for Aunt Pat to reveal that she is in fact a hag in a unicorn's body. If asked where her body is, Aunt Pat says that today was supposed to be the day of a ritual with her coven. Aunt Pat begins to curse out Abatha and Nat for not solving things sooner.

The last strange thing Aunt Pat remembers, other than her warts shifting, is cursing out a bizarrely dressed halfling that dwelled too close to her hut. The halfling was clutching some forked wand, before fleeing back towards the nearby stone monolith circle.

ONE HAG SHORT OF A COVEN

The lush forest trees climb high into the sky, beams of sunlight peeking through the leaves to set a tranquil scene. Or, well, it would be tranquil if not for the frantic pacing of a frumpy black-robed figure as they carve through the knee-high shrubbery.

Features of the Area

Surrounding Forest: This deep into the forest, the surrounding trees are enormous, each over 100 feet high with trunks that are 20 feet wide. They block out the sunlight, meaning that even during the day the forest floor is only cast in dim light.

Thorny Shrubbery: The entire forest floor is covered in knee high thorny shrubbery, which is difficult terrain. Treat the shrubbery as an object with AC 11, 15 hit points, and immunity to bludgeoning and piercing damage. When a creature comes into direct contact with thorny shrubbery for the first time on a turn, the creature must succeed on a **DC 10 Dexterity saving throw** or take 2 (1d4) piercing damage. If the creature fails the check by more than 5, the creature is also knocked prone.

Creature: Doriel, hag form (see Appendix A) is wildly searching in the thorny shrubs, muttering as he catches himself on the barbs. He stands roughly 100 feet from the road, with all the thorny shrubbery between him and the party. Upon discovering the adventuring party, he immediately confesses everything and begs them for help getting back into his body.

What Doriel Knows: Doriel is a unicorn, but woke up in the body of a hag. The rest of the hag coven were preparing for a ritual, but Doriel excused himself by saying he needed to get another ingredient. This bought him time to try and think up a solution to his problem, but so far he has been unsuccessful. If asked about where his body might be, Doriel recalls that today he had to deliver some fresh fruit to the Hampins in their home on the outskirts of town.

The only odd thing Doriel can remember before his body changed, was a halfling atop a cliff who pointed at Doriel as he flew by. He can guide the adventurers to the cliff, as it is a local landmark with a circle of stone monoliths.

PT 2: SETTING THINGS STRAIGHT

Both Doriel and Aunt Pat mentioned the circle of stone monoliths, that must be more than a coincidence, right?

It is time to set things straight and find out who could possibly think swapping the bodies of a unicorn and a hag was a wise idea.

A Meeting with Peilin Randlesprout

When the characters arrive at the clearing, read or paraphrase the following:

The sloped forest path gives way to a clearing where the mud underfoot turns to stone, where uneven monoliths create a circle that draws your eyes to the centre. A wooden table and three chairs have been set out, and a halfling sized figure stands atop the table trying to make their cloak billow in the non-existent wind.

Features of the Area

Cliffside: This area of the forest sits atop a small cliff, with gently sloped paths leading up to it. At the very top the surface is replaced with uneven rock, and the northern side is a sheer cliffside with a 35 feet drop.

Monolith Circle: Each stone monolith is five feet in diameter, and ten feet high. They are evenly spaced 15 feet apart in a circular formation. Their surface is unnaturally slick, so any attempt to climb the monoliths is made at disadvantage.

Creatures: Peilin Randlesprout (chaotic neutral male halfling **enchanter**, VGtM) stands on the table equipped with the *Life-Enricher*. He is flanked by two **giant elk** (MM) that he has charmed into following his bidding. The number of giant elk should be adjusted according to the party's strength; 1 elk per 2 characters rounded down is recommended.

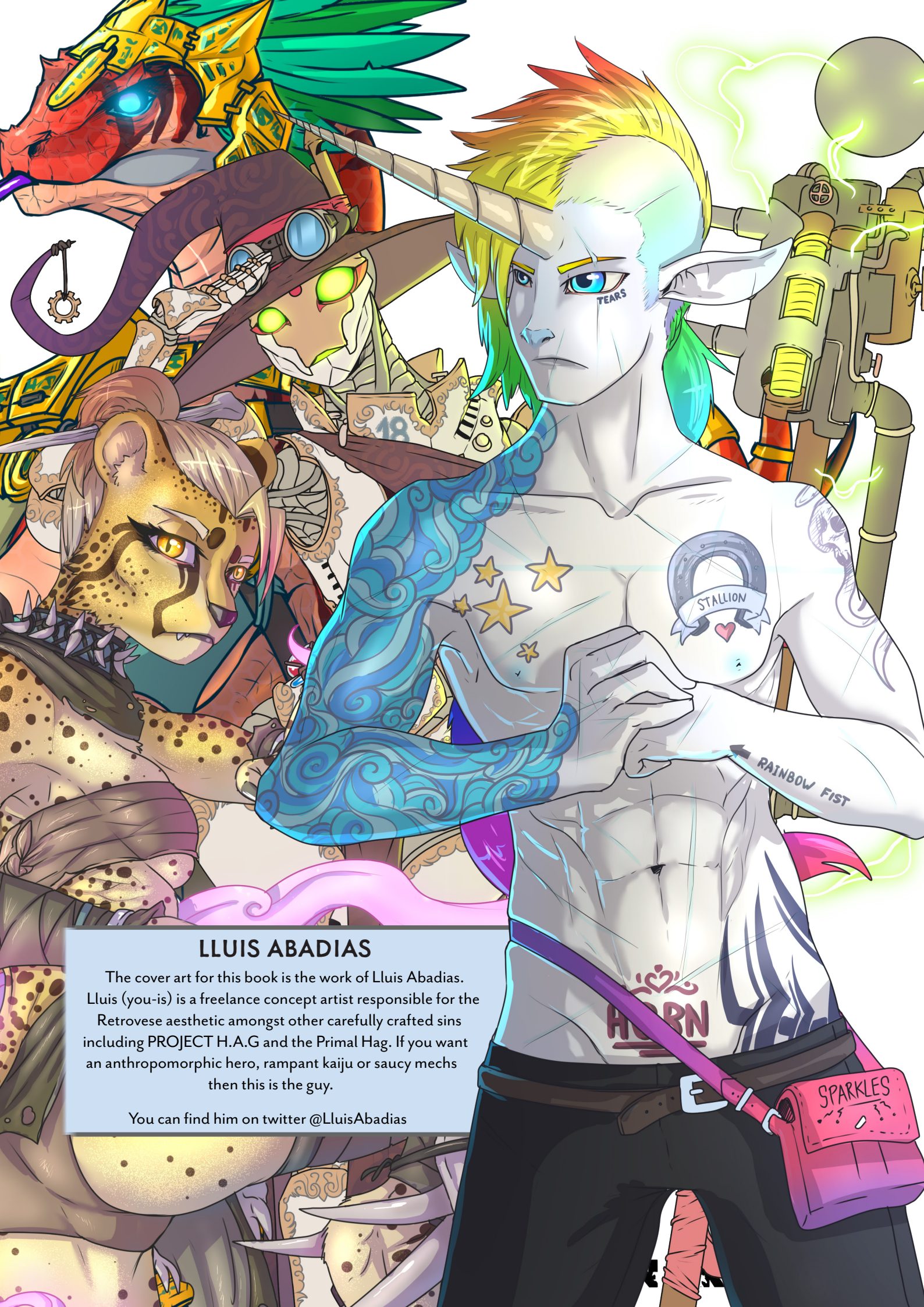
Peiling breaks into an obviously prepared speech about how he gifted a new perspective to a unicorn and a hag. He stops if he notices the adventuring party because he was only expecting Doriel and Aunt Pat. Peilin is a coward at heart but overestimates his power: he attacks unexpectedly with a *fireball* then immediately flees. When pursued, he attempts to get the heroes on his side through the use of *charm person* or *suggestion*. Peilin uses the giant elk to stop the punchier looking heroes from getting close to him. If he is reduced to fewer than half his hit points, Peilin surrenders and grovels endlessly.

Development: Both Doriel and Aunt Pat are quick to demand that Peilin change them back, which he flatly refuses until the pair admit their lives have been enriched, and thank him for the experience. Nothing else will convince Peilin to change them back. Characters can either persuade Doriel and Aunt Pat to go through the motions of Peilin's request, or take the *Life-Enricher* from him by force.

CONCLUDING THE ADVENTURE

Through the use of the *Life-Enricher,* Aunt Pat and Doriel can be returned to their own bodies. Before going their separate ways, the pair comment on the irony that Peilin managed to get them to see eye to eye only by making himself a common enemy. Alternatively, Aunt Pat might try and steal some of Doriel's hair, or express desire to borrow some unicorn blood, whatever floats your boat.





LLUIS ABADIAS

The cover art for this book is the work of Lluis Abadias. Lluis (you-is) is a freelance concept artist responsible for the Retrovese aesthetic amongst other carefully crafted sins including PROJECT H.A.G and the Primal Hag. If you want an anthropomorphic hero, rampant kaiju or saucy mechs then this is the guy.

You can find him on twitter @LluisAbadias



FELINE FERVOR

by Jessica Marcrum

A misguided hagbaxi riding a caticorn has gone from rescuing cats to stealing them from caring homes. Journey to her large farm in the mountains where lost cats roam and convince her there is good left in humanity.

This dungeon is suitable for 4-6 8th to 10th level characters and is optimized for 5 characters with an average party level (APL) of 8.

ADVENTURE BACKGROUND

Once known as a friend to all animals in need, centuries of witnessing humanity's cruelty has rendered Grizmelda Tattershanks bitter. Her former life as a druid long forgotten, her name is whispered as a warning from tabaxi parents to their children who slack on caring for the family's pets. No longer restricting herself to rescuing animals from abusive or neglectful homes, Grizmelda steals any pet that suits her, whisking them away on her faithful caticorn Sparkletufts to her farm high in the mountains. While cats are her pet of choice, she takes any small beast she perceives needing her help, and has acquired quite a collection of rabbits, small dogs, and guinea pigs.

HOOK

Jenny, a halfling girl, asks for help recovering her lost cat, Jellybeans. She offers her whole allowance, 5 cp plus dinner with her family for Jellybeans' return.

Western Cay, an island known for its feral cat colonies, suddenly finds itself with no cats, and three dead townsfolk, apparently killed by a wild animal. Governor Demeter Jones requires an investigation and is willing to pay 75 gp per person for results.

Famed tabaxi skeptic Professor Admetus offers an exorbitant sum if anyone can prove beyond a doubt the legendary hagbaxi Grizmelda Tattershanks exists. He offers 500 gp plus his treasured *figurine of wondrous power (golden lions)* as a reward.





FELINE FERVOR

Legend has it that Grizmelda Tattershanks makes her home high in the Mountains of the Moon. Anyone risking the climb must have the strength of a tiger and the reflexes of a kitten, or at least a decent set of climbing gear and a healthy dose of optimism.

PART 1: LANDING ON YOUR FEET

The forest surrounding the Mountains of the Moon is steeped in magic and mystery. Tall, winding trees with sturdy branches seem to have glowing eyes peering out through the dark forest canopy. In the daytime, small animals frolic in sunbeams, romping through tall plants with jagged green leaves and small purple blossoms that smell faintly of mint.

Up, Up, Up

The forest gives way to a sharp, steep incline. Overhead, snow weighs down evergreen branches. Plants on the ground are sparse and interspersed with jagged rocks.

The hike up the Mountains of the Moon is approximately 15 miles. Equipped with proper hiking and climbing gear, the ascent takes ten hours, assuming there are no delays such as falls or rests. Without proper equipment, the trip takes fifteen hours, assuming no delays.

Features of the Area

Atmosphere: Halfway up the mountain, the air is cold and difficult to breathe. When they reach the halfway point, characters must succeed on a **DC 15 Constitution saving throw** or take one level of exhaustion. They must repeat the saving throw every two hours they spend on the upper half of the mountain, and the difficulty increases by 2 each time.

Plants: The grasses in the valley and sparsely on the mountain can be identified as catnip by succeeding on a **DC 15 Intelligence (Nature)** or **Wisdom (Survival) check.** Tabaxi and anyone with a feline familiar make this check with advantage. Catnip brewed into tea becomes *catnip tea* (see Appendix B).

Wildlife: The mountains are home to packs of wild felines, specifically twenty bobcats and lynxes (use **giant badger** stats) and ten mountain **lions**. They do not attack unless provoked by characters or directed by Grizmelda, and are never encountered in groups larger than eight bobcats and lynxes, or four lions.

Wind: The wind is powerful on the mountains. After they climb more than a fifth of the way up the mountain (two hours of climbing, if they are properly equipped) characters must succeed at a **DC 12 DC Strength saving throw** to keep their footing or a **DC 16 Strength saving throw** if they lack proper equipment. If characters are roped together, they make this check is made as a group, with advantage. Failure on this save results in falling 30 feet down the mountain, taking 10 (3d6) bludgeoning damage.

Three hours into the climb, Grizmelda becomes aware of the characters' presence. Characters must succeed on a **DC 16 Wisdom (Perception) check** to notice five lions following their trail. Grizelda uses her *beast sense* to see through the eyes of one of the lions.

If the party have any Small or Tiny beasts with them, Grizmelda attempts to liberate the creatures while the party rests. If no one rests, she commands five lions to attack the party in order to cause a distraction. If caught mid-theft, Grizmelda and Sparkletufts attack, but both flee together when either Grizmelda is reduced to 40 hit points or Sparkletufts to 30 hit points.



Every hour, roll 1d10 to see what the adventurers find on their climb.

1d10	Encounter
1	A mother lynx (**giant badger**) nursing six kittens, burrowed under a pine tree.
2	Four snowshoe hares (**cat** stats, replace slashing with bludgeoning damage) frolicing in the sunlight
3	A wrecked camp with decaying humanoid corpses and three days' dried rations for five people.
4	Clawed hoofprints, accompanied by tiny white and pink feathers
5	An evergreen tree with broken branches and pink feathers
6	Six tabaxi **archers** hunting game
7	An abandoned hunting camp with a sack of 15 sp, a broken bow, and an animal crate
8	Three **lions** rolling in a field of catnip
9	Unsteady ground requiring a DC 18 Dexterity (Acrobatics) saving throw to avoid falling 40 ft. down the mountain, taking 14 (4d6) bludgeoning damage.
10	An abandoned lion cub (**cat** stats) mewing for aid

PART 2: A FIEND IN FELINE SHAPE

After a lengthy climb, characters reach the peak. The cold breeze stops as soon as they stand atop the summit, and an uncanny, comforting warmth fills the air. The characters stand on the boundary of Grizmelda's farm.

Mystical Divinity of Unashamed Felinity

Grizmelda's farm is massive and full of prowling, yowling felines. Scattered amongst them are large, fluffy kittens with tiny rainbow horns growing from their foreheads, standing on spindly legs ending in clawed hooves. In the distance, several hundred feet away, stands a small farmhouse with an unusually large stable. On the porch of the farmhouse, Grizmelda sits on a rocking chair, an ancient cat sleeping in her lap. Lying in the yard in front of the house, a large pink cat with a rainbow horn, Sparkletufts, purrs loudly.



Note: If Hook One was used, the cat in Grizmelda's lap is Jellybeans. If an adventurer's pet was stolen, it is also present.

Features of the Area

Atmosphere: The area is warm and despite the high peak, the atmosphere is easy to breathe.

Cats: There are at least one hundred felines, from domestic cats to lions, bathing, lounging, and playing as far as the eye can see, plus a flock of kittencorns in the stable. They are friendly to anyone who succeeds on a **DC 10 Wisdom (Animal Handling) check.** Shifters and tabaxi make this check with advantage. Otherwise, the felines ignore the intrusion unless attacked by adventurers or commanded by Grizmelda.

Feline Allergies: Adventurers must succeed on a **DC 10 Constitution saving throw** or discover they are allergic to cats. They immediately suffer one level of exhaustion, increasing by one level for each hour spent in the cats presence, up to a maximum of Exhaustion Level 3. If they touch or are touched by a cat, they immediately reach Level Three Exhaustion if they have not already. Any allergic character bitten or scratched by a cat takes additional 2 (1d4) necrotic damage in addition to any damage dealt by the cat. After two hours spent in the presence of cats, their eyes water so much they are **blinded** until treated by any healing spell or potion, or until they take a short rest away from cats.

Plants: Catnip is plentiful on the farm.

Sparkletufts

Sparkletufts is a good-hearted caticorn who loves Grizmelda more than anything, but over the last century has begun to doubt she's doing the right thing. The cats she rescues live happily and are wonderful playmates for his foals, but he feels deeply for the humans missing their pets.

If adventurers attack him, Grizmelda, a cat, or a foal, Sparkletufts fights on Grizmelda's side.

Grizmelda

Grizmelda is impressed that anyone could brave her mountain and live, saying this entitles the adventurers to say their piece. She gestures to a few cat-covered wicker chairs on the porch, tells the party to have a seat, and offers them each a cup of *artisan catnip tea* (see Appendix B).

Note: All **Charisma (Persuasion) checks** with Grizmelda are made at advantage if characters have first spoken with Sparkletufts and asked him for help. If adventurers killed any cats, including lynxes, bobcats, and mountain lions, prior to speaking with Grizmelda, they deduct 2 per feline victim from the result of their roll.

Jenny & Jellybeans: If asked about Jenny's cat Jellybeans, Grizmelda gestures to the ancient

cat sleeping in her lap. She doesn't care a bit that Jenny misses her cat, insisting the farm is a much better place for Jellybeans. Adventurers wishing to rescue Jellybeans without a fight must succeed on a **DC 16 Charisma (Persuasion) check** or roleplay exceptionally well.

Western Cay: If asked about Western Cay, Grizmelda honestly responds she murdered the town for profiting off the labor of the cats without providing them adequate food and shelter. She has no regrets and says the people who died got in her way. Characters wishing to prove her wrong must succeed on a **DC 15 Intelligence (History)** check to recall Western Cay is renowned for caring deeply for the local feline population, and its denizens are known for building magnificent cat towers. Anyone who investigated Western Cay prior to setting off to the Mountains of the Moon makes this check with advantage. They must additionally succeed on a **DC 18 Charisma (Persuasion) check** to convince her that humans aren't universally evil.

Professor Admetus: If asked to show herself in some way to Professor Admetus, Grizmelda laughs heartily, referring to him as a "very cruel little boy" who "should have learned the first time." She resolves to demonstrate exactly who she is, darkly implying he won't enjoy the experience. Characters can convince her to provide some other proof of existence (flying by Professor Admetus' home peaceably, offering a ring he'll recognize, etc.) by succeeding on a **DC 14 Charisma (Persuasion) check.**

You Stole My ___!: Anyone who wants Grizmelda to return their stolen pet must convince her that a life of dangerous adventuring is preferable to a comfortable home on a farm and either succeed on a **DC 15 Charisma (Persuasion) check** or roleplay exceptionally well.

Whichever hook was used, and regardless of the topics of conversation, if Grizmelda is unconvinced by adventurers, she thanks them for the chat and commands them to leave. She offers them a bag of dried *artisan catnip tea* to take home for their trouble. If any character refuses to leave or attacks any creature on the farm, she attacks them, summoning Sparkletufts to aid her. Again, both Grizmelda and Sparklefufts flee together when either Grizmelda is reduced to 40 hit points or Sparkletufts to 30 hit points using Sparkletufts' *shadow friends* ability to take as many cats involved in the fight as possible with them.

CONCLUDING THE ADVENTURE

Adventurers who achieved the goal specified in whichever hook was used receive the promised reward. Those who failed but lived get to leave the mountains, possibly with some nice tea.

If any characters befriended Sparkletufts, he entrusts them with a **caticorn foal** (see Appendix A) to raise, saying the little one needs to see the world before flying off on their own.

If Grizmelda is dead, a bunch of cats and caticorns probably died too, in which case everyone is probably a little sadder. If the adventurers died, at least they died covered in cat fur and rainbows.



"Hagbaxi" - Lluis Abadias (@LluisAbadias)

Such Devoted Sisters

by Cat Evans

A pair of night hags fight over their mother's inheritance: a polymorphed, petrified, unicorn. Can the adventurers free the prisoner, or will they just give him a change of scenery?

This adventure is optimized for 5 4th-level characters.

Content warnings: abducti on & imprisonment, paralysis



ADVENTURE BACKGROUND

Ragged Soula was a powerful hag. So naturally, her daughters killed her, cooked her and gnawed the power from her bones. The two sisters subsequently parted ways after a dispute involving a halfling, a talisman, and several gallons of swampwater. Drizzling Mertha kept their mother's house and most of her possessions; Black-Eye Bethel can accept most of her losses... but she cannot stand to be deprived of Ademar. Ademar was their mother's unicorn, kept paralysed and in demi-human form after he tried (and failed) to persuade Soula to break a curse. The details of the curse, and Ademar's capture, are long lost. What matters is that now Mertha has a frozen unicorn in a case, and Bethel is about to manipulate some adventurers into stealing him back.

HOOK

Black-Eye Bethel has been watching the party from afar and has decided they're the right people for the job. She waits until they are in dire need, and then approaches them with a bargain.

PART 1: BETHEL

Black-Eye Bethel offers the characters a way out of a predicament, in exchange for a small favour.

Generous Assistance

Bethel (see Appendix A) appears to the characters in their hour of need: when the odds are against them, and their chances of survival are slim. This is best tied into your campaign, but for a 'quick and dirty' introduction, have the party blunder into the path of some deadly beast while travelling: something that could kill them in a heartbeat. A **dire troll** (MToF) or **remorhaz** (MM) should do the trick. Go ahead and throw in a **tarrasque** (MM) if your players are a bit too cocky.



If you are running this adventure as part of a campaign, Bethel visits the characters the night before some decisive battle; in the 'quick and dirty' version, she appears during the fight, safely out of harm's way. She offers her assistance in "pulling your fat out of the fire," promising she can even the odds and help the characters achieve victory. All she asks is their help with a problem of her own. If pressed, she tells them the problem is her sister.

If the characters refuse her help, Bethel hangs around, waits until they are near defeat, then repeats her offer. She uses her Weird Magic (see Appendix A) to assist them. For the sake of this encounter, assume monsters automatically fail saving throws against Bethel's magic.

Repayment

After the immediate danger is past, Bethel conjures a campfire with a few rabbits cooking over it, and some strong-smelling tea brewing. She explains her terms:

- Her sister, Drizzling Mertha, got something in their mother's inheritance that Bethel wants back. Something Bethel played with as a child, and always liked more than Mertha.
- It's a full-sized unicorn, in humanoid form. "You'll know it when you see it. He's six feet tall and pretty as a forest fire."
- She insists that Mertha is only keeping it to spite her (absolutely true).
- She can provide detailed directions to Mertha's home ("which should also be mine. I'm the oldest. Snot-nosed brat, she is"), but doesn't know what protections her sister may have put in place.
- She advises against negotiating with Mertha ("she's a surly old cow, not sweet like I am.")

PART 2: MERTHA

How the characters go about retrieving Ademar the unicorn is entirely up to them. Some suggestions are listed below.

Negotiate with Mertha. This is unlikely to go well. She doesn't want to part with Ademar, and whatever the characters say she assumes they're working for Bethel... she *really* doesn't want to give the unicorn to her sister. If the characters attempt to bargain, she offers them terms such as "ten first-born children," "your capacity to love," "your greatest victory in battle." She refuses to clarify what such terms mean, but will honour any deal the characters agree to.

Fight Mertha. Fighting Mertha is a viable solution, though a challenging one: her lair is well-protected.

Steal the unicorn. See above.

BREAKING A PROMISE

If the characters accept Bethel's help, then refuse to retrieve the unicorn, she concedes immediately, and leaves. Then she follows them around (stealthily) and uses her Nightmare Haunting to slowly kill the party member who seems most fragile. When that party member is close to death, Bethel appears to them and asks again for their help. If the characters attack her at any point, she uses her Heartstone to become ethereal and flee.

If the characters really don't want to do what she asks, that's fine: they now have a night hag with a grudge working to thwart their every endeavour. She will never stop, get bored, or die of natural causes. .

MERTHA'S LAIR

Mertha dwells in the middle of a foul-smelling swamp a few days' travel away. Her domain covers twenty square miles.

The swamp is putrid and miserable. Narrow tracks of semi-solid ground weave between pools of black, stagnant water crowded with cat-tails and overhung by willow trees. Frogs croak and birds cry, mournful and vaguely threatening.

Features of the Area

Slow Going: The swamp is difficult terrain for creatures without a fly or swim speed.

Mertha's Eyes and Ears: Mertha can 'ride' any Tiny living creature of CR ¼ or lower within her domain, borrowing its senses and directing its movement. She does this frequently: unless the characters are invisible, use *pass without trace*, or have some other means of completely concealing their presence, Mertha becomes aware of their presence after 1d4-1 hours. After this point, she watches them through birds, frogs, and the like. Characters with a passive Perception of 14 or higher notice animals paying suspiciously close attention: suspicious squirrels surveying them over half-eaten nuts, and unblinking toads half-submerged in murky water.

The Drowned: The swamp used to be home to a population of bullywugs, but they annoyed Ragged Soula, so she drowned them. This required a baffling amount of effort, and was possibly the most inefficient way to dispose of a population of frog people, but Soula was powerful, not blessed with common sense. The swamp is infested with bloated, maggoty, zombies and skeletons of drowned amphibians, who crawl up out of the waterways to attack. Characters have a cumulative 25% chance per hour of encountering 1d8+1d6 undead **bullywugs.** If the characters take a short or long rest in the swamp, the undead find them at the most inconvenient moment imaginable.

Undead bullywugs use the bullywug stat block, with the following changes:

- Change creature type to Undead
- Add immunity to poison damage and the poisoned condition
- Undead bullywugs cannot speak any languages
- Add **Undead Fortitude.** If damage reduces the undead bullywug to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the undead bullywug drops to 1 hit point

Shifting Paths: If Mertha learns that the characters mean to hurt her or steal Ademar, she causes the swamp paths to twist and lead them out of her domain. Characters can overcome this by re-entering and either avoiding Mertha's notice or succeeding on a DC 15 Wisdom (Survival) check to avoid being led astray a second time. She uses the time she gains this way to prepare for the characters' arrival by riling up the snakes in her pot and laying out a *rug of smothering*.

MERTHA'S HOME

Mertha's stone hut is small and round, with a crooked, pointy roof. Smoke belches from a listing chimney, and the many windows are so caked in grime that they're impossible to see into.

Drizzling Mertha does not like visitors. Not one bit. Her little hut is practically a fortress.

The welcome mat: if Mertha is forewarned of the characters' arrival, she will set out a dirty *rug of smothering* as a doormat. The words "wipe your feet" are stitched into it. Doing so is unwise.

The front door: Mertha has several pet **mimics**, which she inherited from her mother. The front door is one of these mimics. If the characters hide and observe the hut for a few hours, they'll see Mertha come out to feed the door a couple of thick, brown, snakes, and hear her chatting away about 'feeding time' to another creature inside.

Ground floor: The part of the hut above ground is a fifteen-foot radius circle. The ceiling is twelve feet high. It's cluttered with old clothing, rotting furniture, and waterlogged needlework (not one single piece is finished). A narrow, winding, set of stairs in the middle of the hut leads up to the balcony.

Pot of snakes: Next to the fire is a large wooden barrel. The lid is held down by a large iron weight, but it's not sealed shut. Characters who succeed on a DC 13 Wisdom (Perception) check hear things moving around inside. It's full of thick, brown **flying snakes**. Mertha uses them to feed the mimics.

When the barrel is opened by someone other than Mertha, four snakes launch themselves out and attack immediately. There are many, many more in the barrel.

Stairs: The stairs are also a mimic.

Balcony: The balcony is five feet wide, and is where Mertha displays all of her most precious things: a mosaic made entirely of children's teeth, a glass case full of shadow puppets (but nothing that *casts* a shadow), a three foot tall jade urn that feels like flesh and smells like wet dog (it's cursed: once you own it, you feel compelled to display it as prominently as possible, refusing to sell it)... an assortment of trapped, paralysed woodland creatures such as sprites and blink dogs, and Ademar.

Ademar: Ademar is impossible to miss. He assumed a humanoid form when he originally visited Ragged Soula, and is still trapped in it. He's a muscular, wide-eyed, pretty creature with pointed ears and shining rainbow hair and tail. His legs end in hooves - partially hidden by more rainbow fur - and a pearlescent horn spirals out of his forehead. He's been draped in a length of iridescent silk, for decency's sake. Ademar's eyes move, but no other part of him, and characters who can read his thoughts hear him pleading to be set free. Ademar weighs 175 lbs (80kg) and is extremely inconvenient to carry.

Drizzling Mertha

When the characters arrive, Drizzling Mertha is up on her balcony, dusting her precious treasures. As soon as one of her defenses attacks the characters, she uses her heartstone to slip into the ethereal plane. She returns if one of the characters persuades her they wish to negotiate, or when they try to move Ademar. In the latter case, she attacks immediately.

See 'negotiating with Mertha' for roleplaying tips.

Mertha summons creatures to fight alongside her, and she fights to kill.

CONCLUDING THE ADVENTURE

The characters have a unicorn, and some options.

Return Ademar to Bethel: she is grateful, and their debt is paid. She invites them to call on her for a future favour, "not quite free of charge... but a price you'll like this time."

Cure him: restoring Ademar requires a *remove curse* spell cast at fifth level. Characters will likely have to call in a favour, pay steeply, or go on a quest (their next adventure!) to procure the service. No good deed goes unpunished.

Sell him: unicorn parts are worth a bundle on the potions market.

Keep him: he does make a very pretty decoration, and he doesn't need to eat or drink.



PAVE PARADISE

by Zeke Gonzalez



Eon Valley is a beautiful, verdant land inhabited by enormous prehistoric animals, including a herd of elasmortherium, the shaggy unicorns. Granny Frogswallow, a greedy primal hag, plans to destroy the herd's home to construct a jungle resort. Can the heroes beat Granny Frogswallow' at her own game, or will they become grubs in her stew?

This adventure is optimized for 4 5th-level characters.

ADVENTURE BACKGROUND

Eon Valley is a prehistoric valley beneath an unthinkably vast fossilized ribcage. It is an ancient place of old magic and the animals there are suffused with the arcane. Any Beast within the Valley who has an Intelligence of 5 or lower has their score increased to 6 for as long as they remain in the valley, and all Beasts speak both Common & Primordial. Eon Valley is ruled by the Pleistoqueen, the herd mother of the wooly unicorns, otherwise known aselasmotherium (**rhinoceros MM 336**). The current Pleistoqueen, Kaisa, has grown weak in the past several months and become reliant on her advisor Fanre Fairbrand, a beautiful human woman who lived with the elasmotherium for several years. In truth, Fanre is the **primal hag** (Appendix A) Granny Frogswallow. Granny Frogswallow has slithered her way into the Pleistoqueen's good graces and tricked Kaisa into signing over property rights to Eon Valley. Granny Frogswallow will soon enact a plan to evict the elasmotherium and construct a lucrative jungle resort.

HOOK

The party is hired by Duscha (LG **elasmotherium oracle** (Appendix A)), the current Pleistoprincess and Kaisa's daughter. Kaisa is concerned about her mother's sudden decline in health and suspects that Fanre is up to something. She offers the party a *primordial blade* (Appendix B) and *mantle of instinct* (Appendix B) in exchange for discovering Fanre's plans and putting a stop to them.

PART 1: THE SERENE SURFACE

Duscha (the current Pleistoprincess and Kaisa's daughter) has used her Innate Spellcasting to *scry* on Fanre and knows that when the hag sneaks away from the herd, she swims into the waters of Lake Placid. However, Duscha has been unable to see what Fanre is up to while she is in the lake. Duscha leads the party to the shore of Lake Placid, instructs them to enter its waters, and encourages them to uncover Fanre's secrets while she stands lookout nearby.

LAKE PLACID

The sun shines through the colossal ribcage which covers the entirety of Eon Valley and glitters on the eerily still surface of Lake Placid. Winged dinosaurs wheel in lazy loops overhead, chattering in high-pitched voices, and enormous heavily-plated creatures crawl slowly across the beach, occasionally rumbling to one another in slow, careful tones. Submerged aquatic vegetation rustles beneath the gentle waves lapping against the sandy beach.

Winged Dinosaurs: A character who succeeds on a DC 12 Wisdom (Nature) check identifies these creatures as **quetzalcoatlus**, a toothless group of flying dinosaurs called pterosaurs. 1d8 of these creatures fly over the surface of Lake Placid, looking for fish and gossiping idly. A character with a Passive Wisdom (Perception) of 14 or higher overhears them discussing a recent rash of stolen eggs.

Arcane Waters: Even when disturbed, the surface of Lake Placid remains completely still. A character who succeeds on a DC 12 Intelligence (Arcana) check discovers that Lake Placid hides all creatures within from Divination magic as if by the *nondetection* spell. This explains why Dascha was unable to *scry* on Fanre when she swam beneath the lake's waters.

Plated Beach Trawlers: A character who succeeds on a DC 12 Wisdom (Nature) check identifies these creatures as giant trilobites (use **giant crab** statistics, **MM 324**), an enormous variant of an extinct marine arthropod. 2d6 of these creatures are scouring the beach for tiny creatures to eat.

Submerged Grass: A character who succeeds on a DC 14 Wisdom (Nature or Medicine) check recognizes that this is chokeweed, a slimy and unpleasant plant that grants the benefits of *water breathing* for 1 hour when eaten.



Development: Once the heroes eat the chokeweed or otherwise brainstorm a method to enter and explore Lake Placid, they may proceed to the Saltwater Search. Be generous when allowing players to brainstorm interesting ways to survive underwater: storing air in the shell of a dead trilobite, constructing makeshift diving bells with their bags, or breathing through a tall reed can all be excellent ways to search underwater.

SALTWATER SEARCH

Beneath the calm surface, Lake Placid teems with life. Enormous arthropods with strange claws and appendages swim rapidly through the water, chasing and eating one another in an orgy of violence. The rocky floor of the lake bears bubbling fissures, colorful sponges, and more of the heavily-plated creatures from the beach.

Aquatic Arthropods: A character who succeeds on a DC 12 Wisdom (Nature) check identifies the swimming creatures as anomalocarids (**reef shark MM 336**), an early relative of the first arthropods. 4 of these creatures power through the water nearby with undulating appendages, devouring small hard-bodied creatures. They will attack any Small or smaller characters who do not Hide. A character with a passive perception score of 16 or higher overhear them discussing (in Common) a woman who transforms into an enormous, terrifying fish and lives in a cave hidden below the lakebed.

The commotion of battle attracts a

eurypterid (**giant scorpion MM 327** except with *water breathing* and a swim speed of 30 ft.) from nearby, which reaches the battle when only 1 anomalocaris remains.

Asking for Directions: A character who engages residents of Lake Placid in conversation and succeeds on a DC 14 Charisma (Persuasion or Intimidation) check is told where the cave entrance is. A character whose check succeeds by 5 or more is warned to beware the cave's guardian: the sarcosuchrus Gutripper (see *Flesh Crocodile Emperor* section below).

Hidden Cave Entrance: A character who searches lakebed or the bubbling fissures for any abnormalities and succeeds on a DC 16 Intelligence (Investigation) check discovers a well-disguised tunnel that leads beneath the rocky lakebed. A check that succeeds by 5 or more notices a large, reptilian scute caught on an outcrop of rock near the entrance.

PART 2: BENEATH THE LAKEBED

After following this tunnel downwards into the dark, the party reaches a small air-filled grotto.

VILE GROTTO

Through the water's surface, a small grotto is visible due to 2 large purple lights that move around the chamber in erratic, geometric patterns. The sound of dripping water echoes through the cave and the tunnel's walls shake as something enormous in the grotto shifts and lets out a deep and ominous rumbling sound. Several mutilated & decomposing dinosaur corpses lie around the room.

Corpses: A character that succeeds on a DC 12 Wisdom (Medicine) check identifies that the decomposing corpses are the victims of a vicious animal attack. A check that succeeds by 5 or more discovers an enormous crocodilian tooth embedded in the spine of one corpse.

Purple Lights: A character that succeeds on a DC 14 Wisdom (Perception or Nature) check can see that the lights are meganeura (**blood hawk MM 319**), a gigantic form of dragonfly that are somehow casting unnatural light. A character who succeeds on a DC 15 Intelligence (Arcana) check recognizes the purple illumination is due to a permanent form of the *light* spell. If the meganeura are killed, their illumination is extinguished.

Flesh Emperor Crocodile: The sound is the growl of Gutripper, a *Sarcosuchus imperator* or flesh emperor crocodile, which uses the statistics of a **giant crocodile MM 324** except with the following changes:

- Gutripper has an intelligence score of 16 (+3)
- **Senses** tremorsense 60 ft., passive Perception 10
- **Languages** Abyssal, Common, Primordial

Gutripper guards the entrance to Granny Frogswallow's underwater lair. However, as with any servants of capitalist "entrepreneurs," Gutripper has developed a greed which nearly outstrips that of his master. He sits on a hoard of shiny rocks and 20 gp & 60 sp. Should the party attempt to talk their way into the lair, Gutripper will allow the party entry if they contribute 5 gp per person or a single magic item to his hoard.

Lair Entrance: Behind Gutripper is a stone door bearing a series of sigils drawn in dried gore and smeared giant caterpillars. A character who succeeds on a DC 14 Intelligence (Investigation or Arcana) check recognizes that hidden among these sigils is an Explosive Rune via the *glyph of warding* spell (spell save DC 14), which will go off if the door is opened without speaking the password, which is "gold." The sigils are a riddle in Primordial whose answer is the password.

I love to hold and bite it,

But it is not a carrot,

It is a precious metal,

Of pure 24 karat.

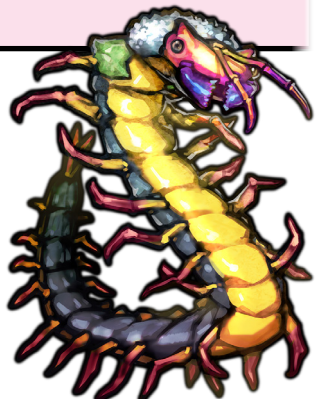
PART 3: SOMETHING ROTTEN

After the party deals with Gutripper and the trapped entrance to her lair, they enter Granny Frogswallow's lair, discover her plans, and are confronted by the hag.

FROGSWALLOW'S FILTH HOLE

This hidden lair is where Granny Frogswallow has cultivated her plans to build her jungle resort and make millions from the destructive tourist industry. This filthy hole is also where she creates her disturbing weird objects, which carry powerful spell effects (see **primal hag**, Appendix A).

The walls of this chamber are covered in sheets of filthy parchment bearing strange diagrams and the dried husks of small animals hang from the ceiling. A cauldron bubbles in the center of the room, next to which rests an ancient wingback chair draped with blood-matted elasmotherium hides. An enormous centipede uncoils from the far side of the room and speaks in Common: "Granny Frogswallow, have you returned? How can Skitterlump serve you, mistress?"



Skitterlump: Skitterlump (LE **giant centipede**) is an arthropleura, an ancient relative of the centipede known for their thick-plated armor. Skitterlump is nearly nine years old, which is ancient for his species and he is completely blind. He assumes

that the party is Granny Frogswallow and will answer their questions and help them if a character succeeds on a DC 12 Charisma (Deception or Persuasion) check.

Diagrams: A character who speaks Primordial and spends 5 minutes examining the diagrams discover that they are plans to bulldoze the elasmotherium grazing grounds and build a lucrative jungle resort. Granny Frogswallow's notes in the margins gleefully recount how she has poisoned the mind and body of Kaisa, the current Pleistoqueen, and tricked her into signing over the property rights to Eon Valley.

Cauldron Experiments: A character who searches the bubbling cauldron discovers Granny Frogswallow's latest weird magic creation: the *spellfyre egg* (Appendix B).

Development: Granny Frogswallow can sense when unfamiliar creatures enter her lair and furiously races home when she senses the party intrude. After 15 minutes, or whenever you feel is appropriate, Dascha uses *sending* to send one of the characters the following message:

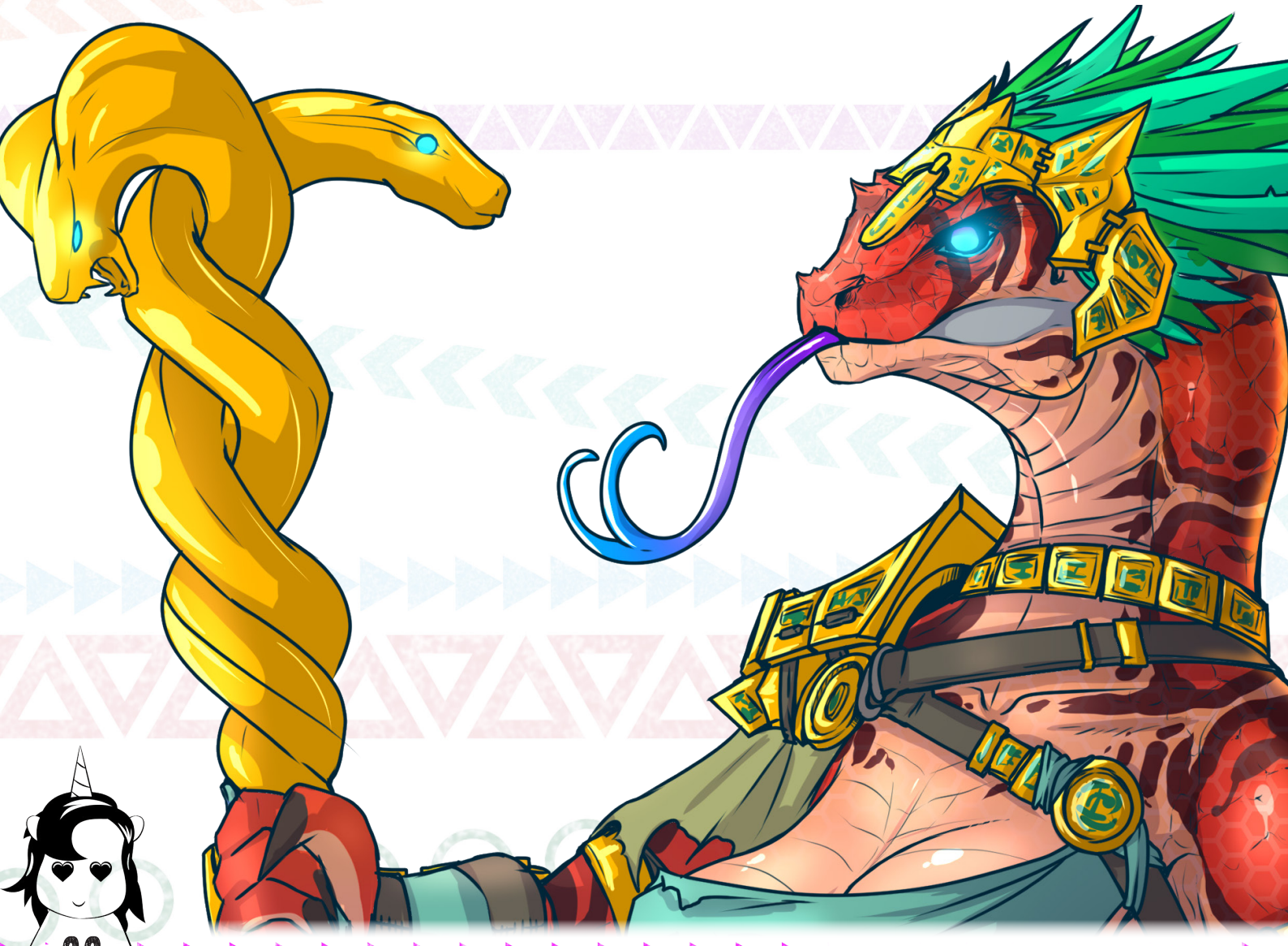
> *"I just saw Fanre swim into Lake Placid! She's moving very quickly and looks angry. Hide or get out of there, quickly!"*

The party has 1 minute to prepare themselves for Granny Frogswallow to arrive. She uses her Shapechange ability to swim as a dunkleosteus (see Appendix A) through Lake Placid and into the Grotto, after which she uses Shapechange to revert to her beautiful human form, ready to trick then dispatch the invaders. While fighting in her lair, Granny Frogswallow may give Skitterlump a command on her turn which he will follow on his next turn. Gutripper is too large to enter her lair, but if any characters exit the lair while she is alive, he will attack them on her behalf.

CONCLUDING THE ADVENTURE

When characters defeat Granny Frogswallow, a character who searches her corpse discovers any of the Weird Magic items she did not use as well as the arcane contract wherein Kaisa signed the property rights of Eon Valley over to the hag. If this contract is destroyed, then it is nullified.

Once the characters destroy the contract, Duscha is satisfied and believes that her mother will be able to recover. She will give the party the promised rewards: the *primordial blade* (Appendix B) and *mantle of instinct* (Appendix B) and also invites them to dine with the elasmotherium herd that evening.



KEVIN MILLER

The interior art for the Unicorn Lawyer, Witchicorncop, Gingerbread Unciron and Princess Swefn the Teratoma are the work of Kevin Miller, a freelance artist and token creator who has worked on several projects including Killer Kobolds from Outer Space and Mastershark: Cook or Die. If you need token sets, busts or draconic/kobold like art, you should hit him up.

You can find him on twitter @KevDng





PINK & PURPLE

Or, How we ended up in an ASTRAL LAZER COOKING BATTLE

By Kai Linder



A dreamy adventure where an accidentally fused hagicorn takes the party into the Astral Plane for a cooking battle to decide the fate of their two souls. Using lasers.

This adventure is optimized for four 11-16th level characters.

ADVENTURE BACKGROUND

Once upon a time there was a magical pink unicorn and a purple-skinned night hag who dreamt of defeating each other. And so, In their astral dreams, Princess Rainberry Silverwind of The Seven Heavens of Mount Celestia and Granny Gasp fought with brilliant light, tearing at each other until they sundered the boundaries of who they were, and somehow became one. This new being, the hagicorn (they/them), knew this wasn't who they were. Rainberry wanted escape from this wrongness while Granny Gasp wanted dominion of their form. The hagicorn found they could not attack their component parts directly, but icons of their dream-essence continued to war, firing pure psychic energy at each other. So they pulled in proxies to fight for them, feeding what power they could to these icons. Even in their proxy war, the two parts of the hagicorn proved perfectly matched: neither could gain any real advantage over their enemy.



Eventually, the hagicorn realised that without another strategy, they would drain their power and condemn themselves to this nightmarish existence . For the first time, the hagicorn agreed with themself. They needed adventurers to resolve the matter, creatures full of potential for both great good and terrible evil.

HOOK

The hagicorn approaches the party as they rest to ask for their help in resolving their problem, offering magical rewards and a boon or bane from the victor.

In Part 1, the hagicorn appears to the characters and offers them their quest.

In Part 2, the characters fight through the Astral Plane astride the titanic hagicorn.

In Part 3, the characters arrive at the laser cooking battleground and join the fray.

PART 1: OF HAGICORNS...

As the characters are preparing to take a long rest, the hagicorn suddenly appears in their midst. This can happen anywhere. Read aloud:

> *As you settle, you notice an unreal creature in your midst. Their equine body has shiny, iron-coloured fur and from it rises a humanoid torso, crooked and bent with arms like winter trees. A black crystal pulses in their chest and a silver mane sparkles gold and pink in nonexistent wind. Their face is feminine and decrepit. Eyes like deep, black, pits stare from beneath a long, spiralling golden horn, and their voice is joyous song and struggling wheeze.*

The characters can question the hagicorn, who shares information from the Adventure Background. They're a creature in conflict however, and neither Rainberry nor Mother Gasp allows the other to promote their own goals for more than a moment. The characters can determine that Rainberry believes the hagicorn an abomination that must be split to their original forms, promising a blessing as reward, while Mother Gasp sees the form as a powerful opportunity and wants Rainberry suppressed, giving her sole control, and promises a curse upon a single enemy as a reward.

When the characters take the hagicorn's hands, it casts *astral projection* and takes them into the Astral Plane. They immediately receive the benefits of a long rest. Read the following:

> *The hagicorn envelops you and something tugs away from between your shoulder blades. Around you is an endless silver sea, dark streaks twisting bizarrely into an imperceivable distance. Your lungs fill with heavy air and you see that you stand on the back of the hagicorn, now titanic in proportions. Beneath their cantering hooves is nothing.*
> *"The astral sea, dreamhome. We must travel swiftly, we will certainly try to attack you."*

PART 2: AND DREAMS...

Parts 2 and 3 of this adventure take place in the Astral Plane, a place of dreams. This region of the Astral abides by the following rules:

- Characters can move freely in three dimensions. Move speed is equal to 3 x their Intelligence score.
- No time passes, so resting has no effect
- If a character dies, they wake unharmed where the hagicorn appeared to them, finding the other characters unconscious
- On initiative count 20 in combat, roll a d6. On a result of 5 or 6, a Psychic Wind buffets the characters, who must succeed on a DC 15 Intelligence save or suffer a random effect from the Psychic Wind Mental Effects table (DMG, *Creating a Multiverse*).

The now massive hagicorn transports the characters on their hundred-foot long back, galloping to their icons' battleground. While travelling, the party is attacked by creatures manifested by the hagicorn to try and stop themselves from bringing aid. These can appear in any order.

Encounter 1 - Blink Crocodiles

Three **blink crocodiles** (Appendix A) attack the party, attempting to separate and gang up on a good-aligned character. If the party struggles, the hagicorn advises the characters, in song, to throw their mane hair at the crocodiles. A mane hair can be plucked as an action, and counts as a magic javelin that deals 2d10 radiant damage. A crocodile hit with it is magically tethered to the hagicorn and can't use its Necrotic Blink feature until the end of its next turn.

Treasure. Slain crocodiles disintegrate, leaving two *crocodile eyes* (Appendix B) floating in their space.

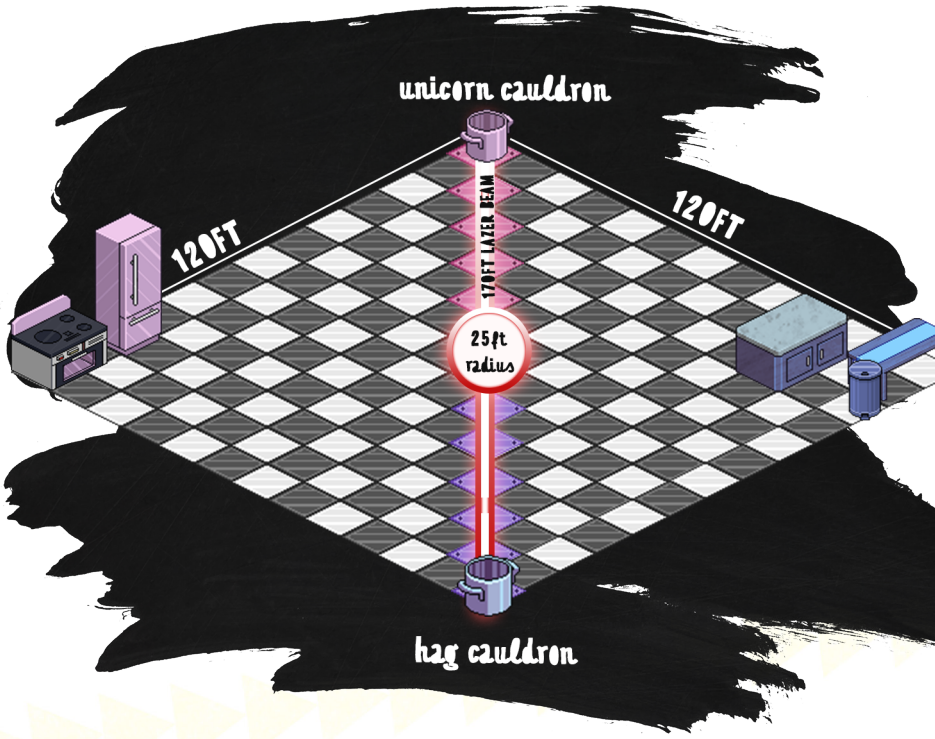


Encounter 2 - Rainbow Elementals

Two **rainbow elementals** (Appendix A) attack the party, prioritising evil-aligned characters. If the party struggles, the hagicorn shrieks at the characters to stab the elementals with splinters of its nails. They hold their hand back so the characters can reach it. A shred of fingernail can be ripped off as an action, and counts as a magical shortsword that deals 2d10 necrotic damage and curses rainbow elementals hit by it. The next time you or an ally of yours damages the rainbow elemental with an attack or spell, the creature has vulnerability to all of that damage, and then the curse ends.

Treasure. Each destroyed elemental leaves a *prismatic shard* (Appendix B) in its space.

After completing both encounters, the hagicorn arrives at the battleground. Go to Part 3.



PART 3: AND BIG LASER BEAMS

"There". Floating far beneath you are a golden horn and a black heartstone gem on opposite sides of a battleground. Intense beams of pink and purple light blast from the icons to clash violently in the centre, turning the angry ether magenta. Behind each icon is a large cauldron, and facing each other across the beams are two kitchens run by small beasts who frost cakes, broil mud, and dice odd ingredients. Creatures monstrous and holy clash, attacking and defending the kitchens and cauldrons, locked in a stalemate.

The hagicorn explains that each icon represents its entity's self-desire. Their minions prepare special meals to feed the cauldrons, empowering that icon. Should an icon be destroyed by the other's laser, the winning entity's desires will become true. The party must enter the battle and sway it as they see fit. The hagicorn stays 200 feet above the battlefield, unable to approach closer or affect the outcome of the battle.

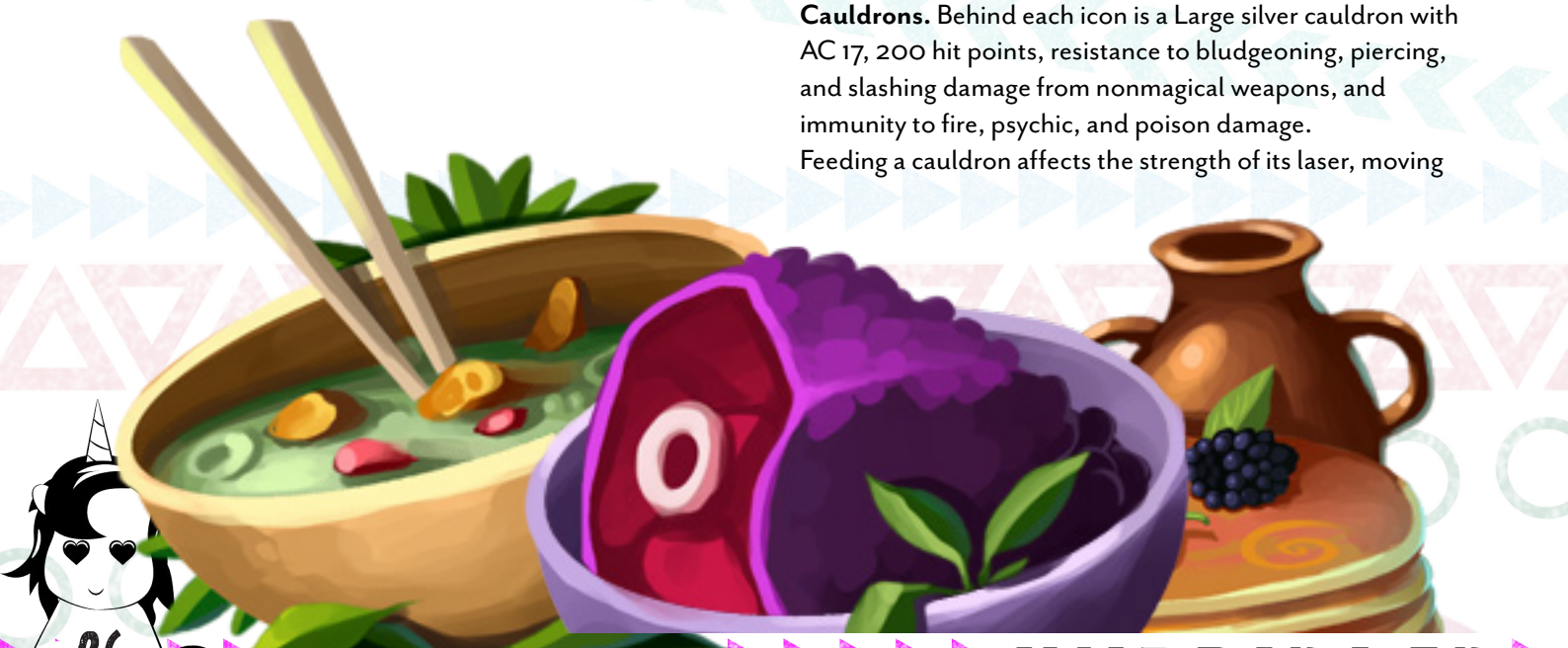
The Cooking Laser Battleground

This three-dimensional battleground (see Map) has many moving parts and ways to resolve the laser conflict. Detailed here are special rules and features for this battle.

Lasers. Lasers are 10-foot-wide cylinders of light fired constantly by each icon. The clash point is a 25-foot-radius laser sphere created where the two lasers meet. Lasers pierce any physical object and are immune to spells. Creatures that touch any laser take (99) 18d10 psychic damage.

Icons. Icons are Huge incorporeal objects that cannot be moved by any means. If touched by the clash point, an icon starts shattering, and explodes on initiative count 0 of the next round. It's possible for both icons to be destroyed.

Cauldrons. Behind each icon is a Large silver cauldron with AC 17, 200 hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and immunity to fire, psychic, and poison damage.
Feeding a cauldron affects the strength of its laser, moving



the clash point forward (away from that icon) or backward (toward that icon) depending on what it's been fed:

- Own meal: 15 feet forwards
- Enemy meal: 15 feet backwards
- Own creature: 10 feet forwards
- Enemy creature: 10 feet backwards
- Player character: 40 feet forward

If a cauldron is destroyed, its laser moves backwards 10 feet each round on initiative counts 15 and 5.

Kitchens. On initiative count 10 a kitchen produces a prepared meal for its respective cauldron. Characters can use an action or other inventive means to help cook. The kitchen produces an extra meal for each character that has helped cook since it last produced a meal. If no cooks are alive, no meals are produced without intervention. Characters can pick up or drop a meal as a free action, requiring both hands. NPCs must use an action to pick up a meal. If a creature takes damage while carrying a meal, they must succeed on a Dexterity saving throw with a DC of 12 or half the damage taken, whichever is higher. On a failure they drop the meal and ruin it.

Cooks. Small beasts that prepare meals at each kitchen; toads, snakes, and rats for Granny Gasp, and rabbits, hedgehogs, and doves for Rainberry. Each kitchen has 100 cooks. Each cook has 1 hit point, AC 10, and fails all saves. If a damaging spell's area includes a kitchen, 11 (2d10) cooks are killed.
A character at a kitchen can use an action to cook a delightfully or vile meal. At the start of their next turn, if they have been within 5 feet of a kitchen since they took the cooking action, they make a DC 12 Wisdom check with cook's utensils. On a success they produce a meal. If they succeed on the check by 5 or more, they create an exceptional meal that moves a cauldron's laser by 20 feet. On a failure, no meal is produced.

Runners. Evasive creatures who deliver completed meals to their icon's cauldron. Three **quicklings** (VGtM) speed meals to Rainberry's cauldron, while three **imps** (MM) invisibly sneak to Granny Gasp's cauldron.

Warriors. These creatures are the main combatants, attacking the opposing side and defending their own. Rainberry's offense is three **redcaps** (VGtM), and her defense is two **korreds** (VGtM) and a **deva** (MM). Granny Gasp's offense is two **draegloths** (VGtM) and a hired **orthon** (MToF), and her defense is three **grell** (MM). Warriors ignore characters until they do something that aids one or both sides.

End Conditions. The battle ends when one or both icons are destroyed. When it ends, all creatures other than the characters are banished. Any party members who are killed wake as if from a bad dream.

CONCLUDING THE ADVENTURE

The conclusion depends on how the laser battle ended.

Granny Gasp's Icon Destroyed.

The heartstone icon explodes with light and the hagicorn splits back into a **unicorn** (MM 294) and a **night hag** (MM). Granny Gasp swears vengeance and teleports away. Rainberry thanks the party for returning her to her true form, and bestows upon each character a Blessing of Protection (Appendix B). She then departs for home, exhausted.

The characters awake back on the Material Plane feeling refreshed. On the ground before them is a *robe of scintillating colors* (DMG).

Rainberry's Icon Destroyed.

The unicorn horn icon implodes into darkness as Granny Gasp takes full control of the hagicorn. Read:

"This power is mine," cackles the hagicorn, stretching. "Thank you my beloved maggots. Such dear friends you have been, rewarded you must be. Granny has much to do, so speak the name of your enemy and wake. You deserve a little something extra."

Whoever the characters name, the hagicorn dutifully afflicts with the **night hag's** Nightmare Haunting feature every night. The characters awake back on the Material Plane lying in twisted positions. On the ground before them are a *robe of eyes* (DMG, *Treasure*) and *broom of flying* (DMG, *Treasure*).

Both Icons Destroyed.

Destroying both icons causes the hagicorn's inner conflicts to resolve. The hagicorn becomes one perfect fusion, ascending to aberrant godhood. It shudders and sighs with relief. Read:

"Unexpected, but I am whole." The hagicorn speaks with one steady voice that threatens to burst your hearts. "Old desires reconciled," the new thing muses. "Now I am more than this reality, I have much to contemplate. You've done well. My thanks. Farewell."

The characters jolt awake back on the material plane, dripping blood from their ears and eyes. On the ground before them is a *deck of many things* (DMG, *Treasure*).

And that, my friends, is how you ended up in an astral laser cooking battle. I'm so sorry.

what DREAMS are made of

By Liz Gist



It's a tale as old as time: a brave party rescues a princess from a tower. But not all is as it seems, and the adventurers will need to seek the aid of the princess' captor in order to survive to sunrise.

This dungeon is optimized for five 5th-level characters.

ADVENTURE BACKGROUND

For the most part, the town of Farthing is normal: its residents live their lives, neither particularly downtrodden nor especially prosperous. Each month, though, the **night hag** Grey Ginny terrorises the townsfolk. During the night of the new moon, she rides her **nightmare unicorn** (see Appendix A) through the streets, spreading wicked nightmares and feeding off the fear they cause.

As she feeds, her weird magic twists fragments of these nightmares into a **teratoma** (see Appendix A) within Ginny's tower. After decades of feeding and growth, this amalgamation of flesh has gained sentience and seeks to leave Ginny's tower in order to see the world. All it needs is a willing host... or unwilling, if it comes to it. Using the collective knowledge its fragments of dreams have given it, the teratoma has devised a plan to lure a potential host to its lair.



Afterall, every good hero wants to rescue a princess from a tower, right?

HOOK

The adventure begins at the base of Ginny's tower. While passing through Farthing, they received a mysterious letter from 'Princess Swefn,' (sweh-vn) telling them of her plight as a captive of the hag Grey Ginny and begging them to rescue her while the hag is away in Farthing that night. The letter included a hasty map of the surrounding forest.

WHAT DREAMS ARE MADE OF

The teratoma intends to lure the party to the tower while Grey Ginny is distracted in her monthly feeding. It attaches itself to a party member and seeks to take control. In order to free themself of the teratoma, the adventurers must seek out Grey Ginny's aid, interrupting her ritual of nightmares.

PART 1: HIGH IN HER TOWER

Passing over the trek through the forest, the party begins by arriving at the tower, which they must gain entry to in order to rescue Princess Swefn. Once inside, the teratoma is quick to make its move and gain itself a host.

Grey Ginny's Tower

Having travelled for two hours through the forest, the party arrives at the base of Grey Ginny's tower as night falls, guided by the map included with Princess Swefn's letter. In their approach, they could hear hoofbeats and a bone-chilling cackle as Grey Ginny left for Farthing. .

The stone tower stands before you, just where the map said it would be. From just outside its clearing, you can still hear the hag riding away. As it fades, it is replaced by gentle singing.

Entry to the tower is deceptively easy: if they call up to the princess, the teratoma answers by waving a single delicate hand out the window - this is all it shows of itself until the party is fully inside the tower. It graciously thanks the party for coming to its aid and promises that the king will offer great rewards for the princess' rescue.

Once it is sure that the party is willing to help, it extends a rope of hair from the window and suggests that the party climb. A successful **DC 12 Strength (Athletics) check** allows the characters to climb up the hair. As the characters climb, they notice that the hair is made up of numerous different colored and textured strands. This is due to the teratoma being formed by a variety of bits of dreamers.

Features of the Area

The Tower: Grey Ginny's tower is fifty feet high and made of ivy-covered stone. While most windows have been bricked up, a single window from the highest room is open, with light coming from inside. There is no visible entrance. If anyone attempts to climb or break down the walls, they are attacked by 1d6 **vine blights**.

The Voice: The voice belongs to the teratoma and sounds like that of a young woman. A successful **DC 13 Intelligence (Performance) or Intelligence (History) check** informs the characters that the song is a familiar one about longing to explore the world.

Roleplaying the teratoma: The teratoma is intelligent and manipulative, focused on achieving its goal (getting free of the tower to see the world). Its favoured methods of manipulation are flattery and sweetness, but it is also bratty and selfish, quick to try and encourage pity or sympathy in others if it isn't getting its way.

Inside the Tower

The first character through the window sees that the twenty feet-by-twenty feet room is crowded with furniture made of gnarled wood. While candles are lit, there is no fire in the fireplace, giving the room a distinct chill. The teratoma is bundled in blankets near the window, only a single hand and a pair of blue eyes visible.

From inside the bundle, the teratoma continues the act of Princess Swefn until the last party member is inside: it wants to assess its options. It engages in conversation with the party, sounding both distraught and grateful. A successful **DC 15 Wisdom (Insight) check** reveals that it sounds like the voice isn't coming from where one would expect the princess' head would be. If the roll is above **DC 20**, the character notices there are other sounds of breathing coming from under the blankets.

Given the choice, the teratoma chooses the most attractive of the party (chosen at DM's discretion), favouring anyone who seems particularly worldly or fashionable. If no such fashion-conscious choice is available, it favours bards, paladins or fighters. It tries to draw its choice closer, asking them to help it to its feet. In the midst of the conversation - when it seems most appropriate, or at the first hint of suspicion from the party - it lunges at the character of its choice. The character must make a **DC 17 Dexterity saving throw** (at disadvantage, as they count as *surprised*) or be grappled by the teratoma. Read or paraphrase the following:

The blankets fall away to reveal a truly horrifying sight: a child-size lump of pale flesh streaked with pulsating veins. Several misshapen appendages protrude from its mass, eyes staring out at you from all directions. Lipless mouths of shiny, white teeth grin in eager anticipation.

The teratoma starts to meld together with its host the moment it touches bare skin. Ropes of flesh wrap around the creature's limbs, as it pulls itself onto their back over the course of one round. Afterwards, a successful **DC 14 Wisdom (Medicine) check** reveals that the teratoma and the host are bound together as if they are one and the same. Once they are bound, the teratoma can only be removed through its own choice or by killing it, which also kills the host (see the *amalgamation* ability in its stat block).

If its first attempt is unsuccessful, the teratoma casts *hold person* on the nearest character and tries again. It continues its attempts until it is successful, or reaches half hit points.

If at any point the teratoma is brought to half hit points, if still unsuccessful in its bonding attempts, it pleads for mercy and sobs openly. Should the party prove reluctant to help the teratoma, it uses *detect thoughts* to try to figure out the best way to manipulate the characters, including offering them treasure or power; it has neither.

Once it has attached itself to a character or surrendered, it explains that it longs to explore the world. It knows that it came from Grey Ginny's weird magic, growing ever larger each time she feeds from the fear caused by her nightmares as she rides through Farthing. While it has implored Grey Ginny to let it see the world, she has always insisted it do so of its own merit.

If the party refuses to accept their new companion, it offers an alternative: it has seen the nightmare unicorn that Grey Ginny rides each month, and thinks that would make an even better host.

On the off chance that the teratoma's new host is happy with their new circumstances, the teratoma will insist on seeking out Grey Ginny in order to say goodbye.

PART 2: GREY GINNY

Assuming the teratoma's host hasn't simply accepted their new fate, the next step is to track down Grey Ginny and her mount. Once found, they can either try to convince Grey Ginny to remove the teratoma or slay her to take her unicorn.

In the Streets of Farthing

Farthing is quiet when the party reaches its streets, the residents all shut away in hiding from the night hag. The only sound is the echo of hooves on cobblestones and the occasional, gleeful cackle of Grey Ginny.

Features of the Area

Farthing: The town has ~2000 residents and ~600 houses. Everyone is hiding in their homes from Grey Ginny, and remain so until she is either defeated or has retreated back to her tower, come morning. With no lights on in any of the houses and no moon out, the town counts as heavily obscured for those without darkvision.

Moving Target: Grey Ginny keeps moving throughout the night, riding her mount through the streets. Her voice carries for 200 feet, while the sound of the unicorn's hooves carry for 100 feet. A successful **DC 15 Wisdom (Perception) check** reveals the direction the sounds are coming from.

Minions of Terror: Grey Ginny isn't the only thing to terrorise the streets: there are flocks of **vargouille** (VGtM) flying through Farthing as well. For every 100 feet that the party moves without a successful group **DC 12 Dexterity (Stealth) check**, they attract 1d6 vargouille. Every two rounds, there is a 20% chance that the sounds of fighting attracts another 1d4 vargouille. If combat lasts more than three rounds, Grey Ginny arrives to see what the commotion is about, but does not engage unless attacked.

Facing Grey Ginny

Grey Ginny is a tall, lanky hag, hunched over with incredibly long, black hair that covers her nude, grey body. When she speaks, multiple rows of teeth are visible. Her mount is a unicorn of mottled grey the colour of the moon, with a flaming blue mane and a single, razor-sharp horn of steel black.

Regardless of who finds who first, Grey Ginny initially expresses confusion that there are people fearless enough to be out on the streets. She soon notices the teratoma and begins to cackle with delight that the creature has finally gotten itself out of the tower.

Grey Ginny offers the teratoma's host a deal: she removes the teratoma in exchange for a year and a day of service. Taking this offer grants the character the *Magic Initiate* feat for the Warlock spell list. What Grey Ginny expects from their servitude is left up to the DM's discretion.

If the character refuses, she barks a laugh and wishes them well, attempting to ride off. If the party attacks, she and her mount both fight until Grey Ginny reaches thirty hit points, at which point she casts *planeshift* to escape, leaving her mount behind.

Should the nightmare unicorn reach zero hit points in battle, roll death saving throws for three rounds. Make it clear to the party that it is not yet dead.

EFFECTS OF THE TERATOMA

Even if it hasn't yet taken a host, the teratoma insists on traveling with the party away from the tower and needs a host in order to do so. Still being fed by Grey Ginny's nightmare gorging, the teratoma starts out weighing 40 pounds, and increases 5 pounds per hour until dawn. For the sake of this adventure, the encumbrance rules described in the PHB apply.

The mechanical impacts of serving as host to the teratoma include suffering -10 to any Charisma check. If the host's strength is below 18, their speed also drops by 5 feet, on top of any encumbrance-related restrictions.

CONCLUDING THE ADVENTURE

The adventure ends when the party resolves their teratoma problem.

If the character accepts Grey Ginny's deal, she beckons a random villager out of their home and orders the teratoma to move to its new host, promising it that they will find somewhere new to menace now it's found its freedom.

If the nightmare unicorn survives the battle, the teratoma expresses keen delight and asks to be brought closer so that it can leave its current host and meld with the creature. Once transferred, the teratoma expresses its deep gratitude. It leaves the party with one of its eyes, which acts as a *sending stone (DMG)* for the purpose of communicating with it, should they need its assistance in future.

If the nightmare unicorn was killed in the battle, the host is stuck with the teratoma until they can find an alternative host it deems worthy. But at least it's no longer growing.



SECRETS IN THE GARDEN

By Alicia Furness



A local town has been losing youth to a strange group who have taken up residence on an abandoned farm outside of town. What secrets does the group have that hold such sway over impressionable youth?

This adventure is intended for characters of level 5 or 6.

ADVENTURE BACKGROUND

The small town of Blainesburg is known for its strict adherence to tradition. The residents strongly believe that they have weathered economic and social ups and downs that have plagued the area by remaining steadfast in their beliefs and traditions. Until now, Blainesburg has remained untouched by upheaval, but something has changed. The youth of Blainesburg have been leaving in droves; silently packing up their things, and disappearing into the night. Six months ago, a trio of hags and their unicorn familiars moved into an abandoned farmstead, and nearby youth were attracted to their free spirit attitude, communal living arrangements, and the promise of a better, more authentic future. From the outside, the community has all the trappings of a cult. The three hags are charming, vibrant leaders who easily attract the awe of other people. The community speaks of building a better future, and abandoning those old world values that prevented people from reaching their full potential. Perhaps most suspicious is the large greenhouse that visitors are not allowed to enter, and the mysterious ceremony that occurs there. People who undergo the ceremony claim to be changed, and some even speak of the ability to use magic to alter the world.

The three hags are Auntie Halfbottom (she/they, **green hag** (MM)), Nanny Poolie (they/them, **night hag**, (MM)), and Grandmother Flammish (she/her, **bheur hag**, (VGtM)). They appear as human women, despite being hags. Each hag uses her relevant stat block with the following exception: they are all chaotic good. Combined, the hags form a coven.

The coven and their unicorn familiars have moved into the area after being chased out of their previous residence for 'corrupting' the youth. In actuality, the hags are simply giving space for queer youth in their late teens to find themselves and make a home. The hags offer the youth magical power, and grant it to them during the ceremony. If the youth choose, they are also able to change their appearance and bodies, with several of them taking on unicorn-like features including horns, rainbow hair, and/or unnaturally coloured eyes.

HOOK

The Blainesburg town watch has undertaken an investigation and found the youths living on a small, abandoned farmstead a couple hours' walk from town. The mayor of Blainesburg, Jaxen Thrankle (he/him, human **noble,** MM, lawful neutral), is certain that the youths have been indoctrinated into a cult, especially since his son, Halfred (he/him, human **noble,** MM, chaotic good) left for the farmstead with his best friend, Kassen (he/him, half-elf **commoner,** MM, chaotic good).

The mayor has hired the party to ensure the speedy return of his son and the other youths of Blainesburg.

The adventurers are informed that the farm is guarded by dangerous magic and that there is a large greenhouse that Jaxen is certain holds something evil.

To keep this adventure tight, assume that the characters have already met and discussed the situation with the mayor. Drop the players right into the action by opening with the farm investigation. The adventurers are now armed with the information that Jaxen gave them. They will need to make their way on to the farmstead to investigate and find Halfred.

PART 1: INVESTIGATE THE FARM

Characters find themselves on the outskirts of the farmstead. It is surrounded by a tall fence, with small holes cut into it about 4 feet off the ground, 20 meters apart, which can be used by farmstead patrols to observe things outside of the compound. A successful DC 12 Intelligence (Investigation) or Wisdom (Perception) check reveals that beyond the fence, two people are patrolling with three angry, barking dogs (**blink dogs (MM)**).

ACCESS THE FARM

The fence is overgrown with weeds and grapevines, and the sun beats down intensely, with no trees around the perimeter to grant protection from the sun. Long grass allows characters to hide more easily. In order to get into the farmstead, the characters must either sneak over the fence, or make their way around to the main gate and convince the residents to let them in.

If the characters choose to sneak onto the farm, they must succeed on a group DC 16 Dexterity (Stealth) check in order to climb the fence without being seen. If they reach the other side, they should repeat the check any time they move through open space or between buildings. If caught, an NPC from a nearby building summons Anastasia (below). If the characters approach through the gate, they are greeted by a young human (Anastasia, she/her, human **druid,** MM, lawful good) in a friendly manner and welcomed to the community. However, she cannot allow them to enter unless they abandon their weapons, and commit to drinking the 'welcome tea.' The tea is a vibrant purple colour and smells like orchids, but is otherwise regular tea.

Characters who attempt to smuggle weapons or fake drinking the tea must succeed on a DC 17 Charisma (Deception) or Dexterity (Sleight of Hand) check. If the check fails, Anastasia reminds the party that she cannot let them in if they don't agree to follow the rules. If they agree to the rules, she lets them through. If the characters act aggressively, Anastasia denies them access, and the party will have to find a way to sneak in with a successful DC 16 group Dexterity (Stealth) check.

TOUR THE FARMSTEAD

As the party tours the farmstead, they can visit a number of different buildings and meet several residents. Use the locations below to fill out the farmstead as the characters explore.

Tents:

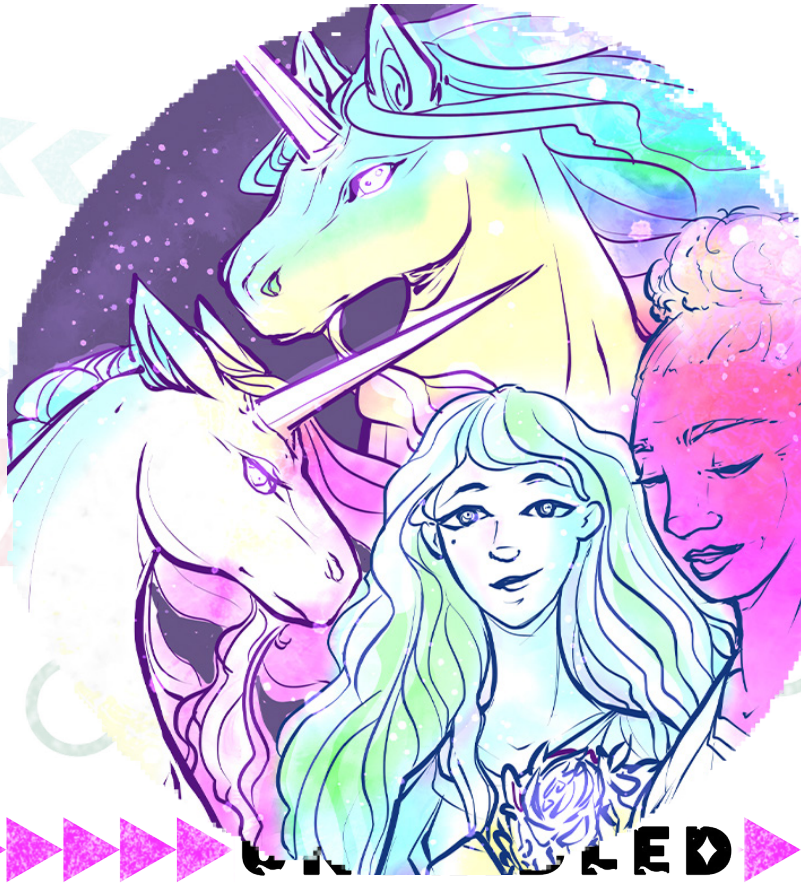
The residents live here. Each tent holds four cots. There are about 50 people living at the farmstead in total

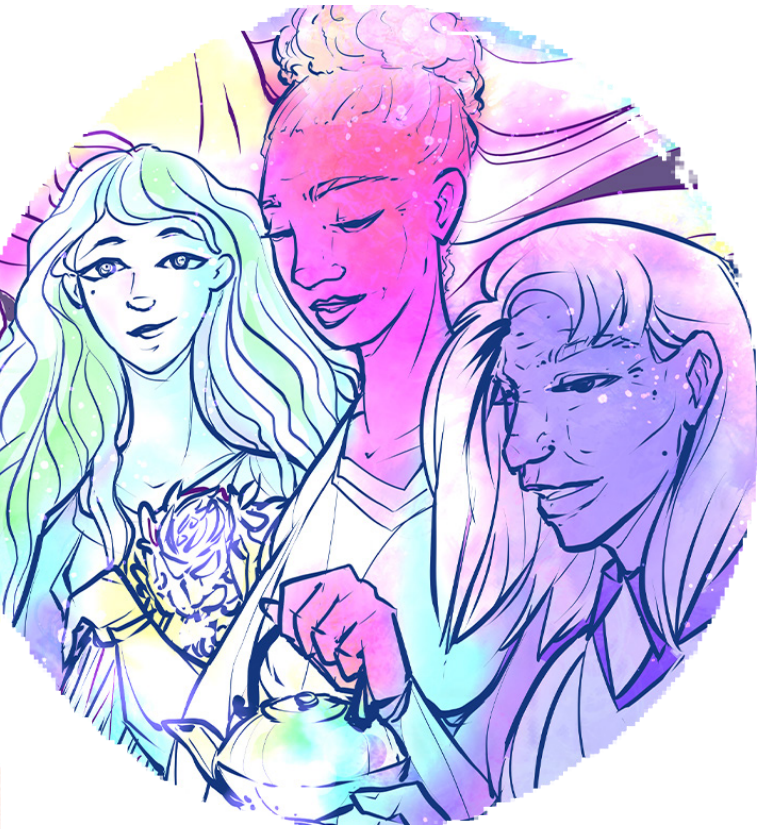
Hannala (she/her, human **commoner,** MM, lawful good). Left Blainesburg because her parents were pressuring her to leave school and marry the boy next door. She knows that Halfred and Kassen are on the farm, but is hesitant to divulge where they are.

Barn:

The barn is where people practice for the ceremony. When the characters arrive, five youths are engaged in strange, ritualistic dancing, while a unicorn creates a rainbow light show from her mouth.

Gurtax (they/them, half-orc **apprentice hag** (see Appendix A), lawful good). They are overseeing the preparation for the ritual. If approached, they will answer questions about how undergoing the ritual allowed them to find family, connect with their true selves, and create a life they wanted to live. On a successful DC 16 Charisma (Persuasion) check, Gurtax will explain that the ceremony involves the hags imbuing the teens with some of their magical powers through ritual chanting and dance.





Farmhouse:
The three hag leaders teach magic lessons to apprentice hags here after the ceremony. Each room has been turned into a small classroom. Characters might find instructions for brewing the welcome tea, books filled with strange runes, or diagrams of the inside of the greenhouse that depict a large, red pentagram.

Dante (he/him gnome **commoner** (MM) neutral). Derek is responsible for tidying the farmhouse while he waits to be selected for the ceremony. He happily tells the party that everyone contributes to the farm to the best of their ability and according to their skillset. He is full of self doubt, but believes that the hags can teach him to love himself, so that one day he will be ready to be selected for the ceremony.

Campfire:
A gathering place for the residents to meet each night and discuss philosophy, values, ethics and the future. A group of young people and 3 **unicorns** are sitting around the campfire. A young woman gives a lecture about "shaping the world to fit your essence." The youth are drinking a pink tea that smells strongly of lilies while the unicorns observe. Athena (she/her, human **apprentice hag**, chaotic good) was one of the first to undergo the ceremony with the leaders. She believes strongly in helping the new arrivals meet their potential by preparing for and undergoing the ceremony. She has vibrant rainbow hair as a result of the ceremony, which matches the manes and tails of the unicorns at the farmstead.

Pond:
Residents swim and fish here, but it is also the site where the youth participate in a ritual cleansing before undergoing the ceremony. When the characters arrive, they can see from a distance that four youths are participating in the ritual cleansing. Characters who interrupt the cleansing are shooed away, but can watch secretly from the long grasses around the pond with a successful DC 16 Dexterity (Stealth) check. Any attempts to engage the participants in discussion is shut down. The characters are told they are interrupting an important spiritual moment. Characters seeking out information about the ceremony can get information from Gurtax (The Barn) or Athena (the Campfire). Halfred and Kassen are participating in the cleansing in order to prepare for the ritual. Characters who watch the cleansing secretly witness the four teens submerging themselves under water, while reciting the following chant "I emerge as my full self in the presence of the love of my family."

If the characters wait, they can approach Halfred and Kassen after the cleansing. Halfred is eager to share his experience, and will explain that he left home in order to be with his love Kassen, and that they hope to build a home here at the farm with the coven.

PART 2: THE GARDEN HOLDS THE SECRETS

Once the characters have investigated the farm, they should be drawn to investigate the greenhouse. The greenhouse is where the ceremony takes place, and the characters should interrupt the ceremony of Halfred and Kassen during their investigation.

THE RAINBOW GUARD

Around the greenhouse are a number of unicorns. Some are grazing, some are standing alert. A successful DC 14 Wisdom (Perception) check reveals that the unicorns are causally guarding the greenhouse, their rainbow manes and tails blowing gloriously in the subtle wind.

Characters can either attempt to sneak past the unicorns with a successful DC 20 Dexterity (Stealth) check, or distract them from their post. The unicorns are most drawn to rainbows, queerness, and kittens. If the characters include any of these features in their interactions with the unicorns, they gain advantage to attempt a successful DC 16 Charisma (Performance or Persuasion) to distract the unicorns and draw them away from the greenhouse.

Characters who act aggressively against the unicorns draw the ire of any one who sees, who summon Anastasia to accompany the characters as they leave the party. If the characters continue to use violence or aggression to enter the greenhouse, move to The Truth Revealed, and follow the directions for combat.

THE CEREMONY

When the characters successfully pass the unicorn guard and reach the greenhouse, read or paraphrase the following:

> *Peering into the windows, you can see that the greenhouse is filled with lush tropical plants, bursting with flowers in every colour of the rainbow. Three elderly women, stand in the middle of this tropical paradise, surrounded by a handful of youth. In front of the women are three teenagers, each wearing a crown of flowers. The women hold hands and begin to chant, and an arcane rainbow arc begins to sprout from them and move towards the teens.*

If the characters want to gather more information, they can wait and watch, or interrupt the ceremony.

If they wait and watch, the rainbow reaches the teens, engulfing and then dissipating in a flash. The teens now have the stats of an **Apprentice Hag** (Appendix A). Some, but not necessarily all, of the teens will also have new appearances. Some have brightly coloured hair, tattoos, or even unicorn horns. If asked, they explain that they have chosen to make themselves visible in a world that wants to keep them silenced. The ceremony turns into a party, and the characters can easily sneak in and gather information. If the characters interrupt, the ceremony comes to a halt. The three older women immediately take up defensive positions, shooing the youth behind them.

TRUTH, REVEALED

The hags make no moves against the characters unless someone takes aggressive actions against the youth or if a character uses violence directly against a hag. If pulled into a fight, the hags' primary concern is protecting the youth. They will fight until all the youth have escaped until safety, and then flee after them. Otherwise, they will fight to the death protecting the teens. They will absolutely use their coven powers in this case (use the normal coven rules and spells in combat). Additionally, **3 apprentice hags** join the combat if it looks like the hags are struggling to hold back the characters. The teens are eager to defend the women who have given them a home.

Two of the teens undergoing the ceremony are Halfred and Kassen, easily recognized if the characters saw them at the pond or by the sketch provided by his father. If the youth get involved in a conversation or a struggle, Halfred will take the lead.

Characters who engage the hags in conversation can learn:

- the hags are trying to make a home for the teens
- they believe that everyone should experience love and validation for who they are
- they have no interest in violence, only love

On a successful DC 16 Charisma (Persuasion) check, the teens will reveal:

- they chose to live with the hags
- they want to undergo the ceremony in order to become as magical as they feel. They want to bring their bodies in line with their minds, and/or step fully into the power that has been denied to them by their communities

The hags promise that the ceremony does not harm the youth. Instead, they become apprentice hags, who have access to coven magics, can speak with the unicorns, and have the ability for further study with the hags to grow their power.

CONCLUDING THE ADVENTURE

If the ceremony hasn't been completed, and the characters have backed down, they are invited to watch as Halfred and Kassen become apprentice hags.

If the ceremony is complete, or the characters accept the invitation to witness it, the coven throws a giant party when it is complete. During the party, the unicorns make cool light shows with their mouths, and the apprentice hags use their new magics to create music everyone can dance to.

Queer characters might be tempted or invited to join the coven.

If the characters decline, try to stop the ceremony, or indicate that they are returning to the mayor to report their findings, the coven allows them to leave, but then disappears in the night before anyone can return, fearing retribution from the town.

If the characters return to the mayor, he thanks them for their service, and pays the party 100gp. If the characters told the truth about what they found, Jaxen believes that the children must be liberated by force, and announces that he will make arrangements to storm the farmstead. He offers the party an additional 100gp if they assist him in this task. Jaxen can be convinced that this a terrible idea only with a successful DC 18 Charisma (Persuasion) check.

If the characters cannot stop, or choose to assist the mayor, they learn that the coven and their followers have moved on. A letter is left at the abandoned farmstead, explaining that the teens will only return home if their families can learn to accept them for who they are.



CRACKED

By Brittney Hay

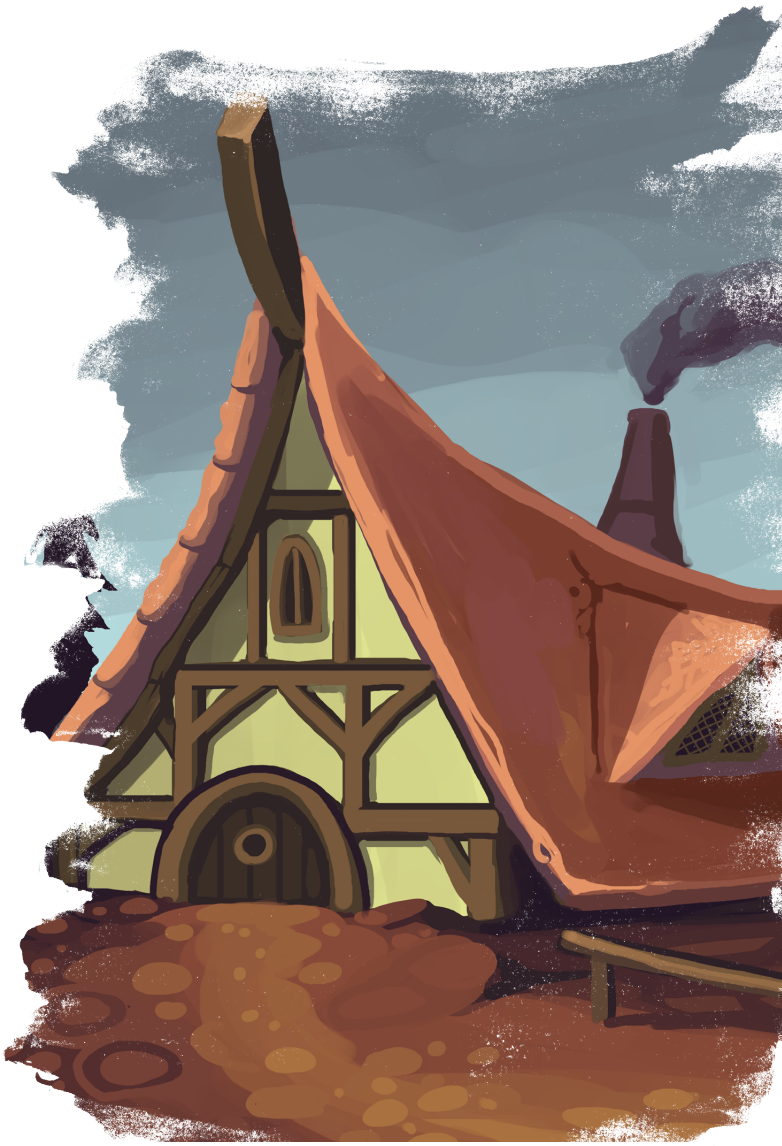
A group of hunters hire the adventurers to reclaim their prize, a unicorn they snared in the woods. Appearances can be deceiving though. Did the old hag capture the unicorn for nefarious purposes, or are the hunters attempting to secure the unicorn for themselves?

Thisadventure is optimized for 5 7th-level characters.

ADVENTURE BACKGROUND

Agatha Crumb (she/her CG Appendix A) is an eccentric old lady who lives alone in the forest on the outskirts of a small village. She used to live with her two other sisters until misfortune befell them; Eugina's soul was trapped in a magical mirror after she was transfixed by her own beauty and Maxinne died from a case of the hag pox. The villagers generally leave Agatha alone unless they require her medicinal knowledge in helping them heal the sick and injured.

Recently a group of hunters managed to trap a unicorn in the forest. Agatha heard the frightened creature's screams and rushed to its aid, scaring off the hunters. She brought the injured beast to her hut, and has been attempting to nurse it back to health. The hunters went back to the village defeated but not deterred. They are determined to recapture the unicorn because of the tales told about their magical properties and how much they are worth.



HOOK

The characters are enlisted to help when they stop for the night in a village, and hear rumors of the unicorn captured by the "evil" hag in the woods.

PART 1: JUST PASSING THROUGH

In-between adventures, the characters are approached by a group of hunters **(thug)** in the tavern/inn where they have stopped for the night.

We'll Make It Worth Your While

While settling down for the evening, the characters are approached by a group of 4 hunters from the village, lead by a half-orc woman named **Cera (she/her LG, veteran)**. Any character who has a passive Perception above 12 notices this group size them up as they entered and sat down at a nearby table, quickly looking away if any of the characters caught their eye.

What The Hunters Know

- They were in the forests near the village when they noticed that one of their traps had been sprung. They investigated and found a unicorn.
- The unicorn was injured; a broken leg and a crack on its horn.
- Before they could capture it, Agatha attacked and scared them off by making vines sprout from the ground and attempt to swallow them whole (Agatha's *entangle* spell).
- One of them hid close by and watched Agatha take the unicorn, leading it off towards her hut further in the forest
- They assume that Agatha means to use the unicorn's power for herself, though they confess they do not know how.
- Agatha is known to the village as a witch and very eccentric though her healing remedies are very sought after by the local populus
- They want the characters to head into the forest and reclaim the unicorn unharmed and alive. In return they will pay the characters 100 gp.

The hunters seem very eager to reclaim their prize but any character that succeeds on a DC 18 Wisdom (Insight) check notice that they are not being entirely forthcoming with all the information. If pressed, the hunters blather on about the magical properties of unicorns and how it could be beneficial to the village. In truth, the hunters want to sell the unicorn to the highest bidder. If pressed further, the hunters agree to split the profits from selling the unicorn with the characters.

PART 2: THE HAG IN THE HUT

Agatha's hut is not hard to find. The characters can get directions from anyone in the village and the hunters are more than happy to point them in the right direction. While the forest is not normally a dangerous place, the **Weird Magic (see the Cracked Horn below)** has warped certain aspects of the forest. You can roll on the random encounter table below or choose 1-2 encounters as the characters make their way to Agatha's hut.

Random Encounter Table

1d4	Encounter
1	Invisible Stampede
2	Modron
3	Explosion Zone
4	Potted Plant

Invisible Stampede. Characters with a passive Perception of 10 or higher hear stampeding animals getting closer but nothing appears. They must make a DC 18 Dexterity saving throw or take 2d10 bludgeoning damage, half on a save. Characters who fail by more than 5 also are knocked prone.

Modron. The characters come across a metallic figure (LN **modron, MM**) confused and lost in the forest. They do not know how they got to be here, and after a minute of conversing with characters, they vanish.

Explosion Zone. The characters come to an area of the forest that is burnt and charred beyond recognition. Foliage has been scorched from the earth, and there is a faint metallic smell in the air. Characters that succeed on a DC 16 Intelligence (Arcana) check know that this was created by a *fireball* blast.

Potted Plant. Along the way, characters who succeed on a DC 15 Wisdom (Perception) check hear barking and growling. Upon further investigation they find the source of this noise is a peculiarly placed potted plant at the base of a dead tree.

Agatha's Hut

Agatha's hut is a small shelter nestled under a grove of trees. Moss grows up the stone facade, towards a thatched roof. An ancient oak tree sprouts from the left side of the dwelling and rises into the canopy above. A small curl of smoke can be seen escaping from the chimney stack. There is a well groomed lawn and small vegetable patch to the right side of the hut.

When the characters reach Agatha's hut, they can accomplish their task in a variety of ways:

Persuade Agatha. Agatha is a stubborn old lady, though with her sisters gone, her powers are not what they once were. If the characters approach in a nonviolent manner, Agatha politely listens to their request. Any mention of handing the unicorn over to the village or the hunters is met with a firm refusal. She continues to be adamant that the unicorn needs more time to heal. They can persuade her



to let the unicorn go with a DC 25 Charisma (Deception check) but even then she's skeptical of their intentions and insists on letting her accompany them to see the unicorn off safely.

Fight Agatha. If the characters engage Agatha she fights to the death, defending the unicorn who is in her care and though she is weaker without her sisters, she is not entirely defenseless.

Steal the Unicorn. This is also a viable option but the unicorn is injured and unwilling to leave and fights the characters should they try to take it by force or trickery.

Features of the Area

The Hut: Agatha's home is a one story, 15 foot diameter circular stone structure, with a 12 feet domed ceiling. The oak tree has been carved out to house a small fireplace that has a cauldron with something bubbling away, and several branches have various articles of clothing hanging from them. The hut is otherwise sparsely furnished with a bed, table and chairs. In the rafters are all manner of drying herbs. Jars are stacked neatly on shelves, filled with cures of Agatha's own creation.

Bristlebrush: While Agatha maintains that she lives alone, she often keeps the company of a **vine blight** named **Bristlebrush (Appendix A)**. Unless Agatha is attacked, Bristlebrush keeps watch from the rafters, indistinguishable from the herbs and plants around them due to its False Appearance feature. Characters who look around the hut see that Agatha has laid out two sets of china, and there are two steaming mugs sitting on the table.

The Unicorn: Agatha makes no attempt to hide the unicorn who is laying on the bed. The unicorn is clearly injured, a bandaged hindleg and crack running down it's otherwise pristine iridescent horn.

The Cracked Horn: While Agatha was able to heal the unicorn's physical injuries, she has been unable to do anything for the horn. A strange magical energy seems to be emitting from the cracked horn. It is clear that it is causing the unicorn a lot of pain. Every so often a crackle of energy seems to emerge from the crack saturating the area with **Weird Magic.** If a spell higher than 1st is cast within the hut or 20 feet around the horn, the creature who cast the spell must roll on the **Wild Magic Surge Table (PHB)** and resolve the roll.

If a fight breaks out, the unicorn starts combat with these modifications.

- It begins combat with only 50 HP
- Because of its broken leg, it can only move at half speed and cannot use its **Charge** feature

WEIRD MAGIC

To make the hut seem more chaotic you may choose to have several Wild Magic Surges already have gone off in Agatha's Hut. Perhaps both Agatha and the unicorn are invisible, or the hut is in shambles because it looked like a large explosion detonated inside. Choose things that might add a sense of confusion or hilarity to what the characters experience upon seeing the hut for the first time.

CONCLUDING THE ADVENTURE

The characters have a few ways of concluding the adventure:

The Hunters: The characters can return the unicorn and collect their reward.

Profit: The characters know how valuable a unicorn can be and they could sell it, without the hunters.

Freedom: If the characters defeat or persuade Agatha to let the unicorn go, the characters could simply set the unicorn free.

Heal: While Agatha might not have been able to cure the unicorn, it's clearly beyond her capabilities, the adventurers could attempt to in a future session by extending the adventure beyond this module.

Alternative Ending

After resolving the encounter with Agatha and the unicorn, the characters could, on the way back to the village, or right after stepping out of the hut, come face to face with Cera and the other hunters who have gotten up the courage to come confront Agatha with half a dozen villagers (scouts) who have tagged along to see the conflict for themselves.



SUGAR, SPICE & UNICORNS

By Jacky Leung



Granny Matilda is in the middle of finalizing her ultimate culinary masterpiece for the annual bake-off but it's missing some important ingredients. Be a dear and help granny out, or else.

This adventure is designed for 4-5 8th to 10th level characters and is optimized for 5 characters with an average party level (APL) of 9.

ADVENTURE BACKGROUND

Granny Matilda is a powerful hag that resides in the outskirts of the village of Belmy. The village hosts the annual Great Belmy Bake-Off featuring local entries, as well as participants from neighboring regions. Matilda has spent centuries perfecting her magical culinary arts, earning her the nickname "the Gastrocrone of Belmy". Every year she creates a new arcane pastry, each recipe better the last.

However, Matilda was disqualified in last year's Bake-Off and seeks revenge on the townsfolk. She needs special ingredients to finalize her plans but time is running out. Desperate, she outsources tasks to any ignorant adventurers making their way to the town for the Bake-Off. Once completed, she arrives in style atop her life-sized gingerbread creations into the Bake-Off to get her just desserts.

HOOK

Several locals mention the Great Belmy Bake-Off and give directions to reach the remote village. The promise of the best confectionary splendors of the area entices your curiosity, if not your bellies. When you arrive, a crystalline bird brings a box containing baked sweets and a letter from a "Granny Matilda". The letter asks for your immediate assistance on a delicate matter regarding the impending Bake Off, along with directions to her grotto in the outskirts of the village.

> *The annual Great Belmy Bake-Off is in full swing. The village is decorated and the scent of cakes, pastries, and confections could be smelled from miles away.*

If the characters heeded Granny Matilda's letter, it takes an hour of travel to the outskirts of Belmy, where they arrive at a large cave made of decorated gingerbread and assorted candies.

PART 1: GINGERBREAD GROTTO

The party meets with Granny Matilda, a powerful **gastrocrone** (Appendix A), in the middle of preparing her culinary entry for the Bake Off. Each character within 10 feet of the grotto must make a **DC 14 Wisdom saving throw** or take a bite of the delectable decor. Any character that has eaten a piece of the grotto or the sweets from the

letter has disadvantage on Charisma and Wisdom ability checks against Granny Matilda for the next 24 hours.

Roleplaying Granny Matilda

Granny Matilda behaves like a sweet, old woman who takes pride in her culinary skills that she has cultivated for centuries. While she enjoys making baked goods, she also enjoys outshining her competition each year at the Bake-Off with grand magical presentations. She does whatever it takes to see her creation come to life, literally. What she doesn't tell the party is she was disqualified last year after her confectionary ate one of her competitors and she wants revenge.

Development

Once introductions are complete and the party accepts to aid the crone, Granny Matilda gives the locations for three ingredients: the pollen of a Sugar Flower, the extract of a Spice Beetle, and the leaves of the Glitter Herb. The gastrocrone promises to award the party a *basket of baked goods* (Appendix B) along with 2,500 gp worth of jewels and gemstones.

POCKET FLOWERS

A forest grove filled with brightly colored flowers greets you. You hear the buzzing of bees and other insects busy collecting the precious pollen.

Features of the Area

Canopy: The tree canopy rises 50 feet from the ground, blocking out most of the sunlight.

Light: Due to the dense canopy, the area is considered dimly lit.

Grove: The grove is 50 feet wide and the area is considered difficult terrain due to the density of the flower patches.

Insects: A dozen **swarms of insects (wasps)** (MM 338) populate the grove and attack if provoked or when the party starts harvesting the pollen from the Sugar Flowers.

After three successful **DC 14 Intelligence (Nature)** or **Wisdom (Survival) checks**, the party harvests enough pollen from the Sugar Flowers. For each failed check, two additional swarms of wasps appear and attack the party.

Tactics

The characters are treated as being under the *insect plague* spell until the swarm of wasps is reduced by half. When there are three or fewer swarms, they disperse and leave the party alone. Alternatively, if the party leaves the grove, the wasps do not pursue and return to pollinating the grove.

SPICY BEETLE

You find the hollowed-out remains of an ancient tree, its trunk is nearly as tall as a giant.

Features in the Area

Tree Trunk: The tree trunk is 15 feet tall, 15 feet wide, and 100 feet long. The inside of the trunk is dark and considered heavily obscured.

Spice Mushrooms: The mushrooms inside are toxic, except to the Spice Beetle (**frost salamander MTOF**). Creatures starting their turn inside the tree trunk must make a **DC 14 Constitution saving throw** or be poisoned for 1 minute.

Spice Beetle: The Spice Beetle attacks the party once they are 60 feet inside of the tree trunk.

A successful **DC 14 Wisdom (Survival) check** allows the party to harvest the Spice Beetle. On a failed check, the extract is unknowingly contaminated and may affect Matilda's final confections.



PART 2: EXPEDITION TO WITCH MOUNTAIN

The party has to climb the treacherous Witch Mountain and brave the elements while also surviving the experience.

THE SHINIEST HERB

The climb up Witch Mountain is unsurprisingly treacherous. You eventually spot the glittering bushes rooted on a steep and narrow ledge.

Features of the Area

Ledge: The ledge is considered difficult terrain. At the start of each character's turn, they must succeed a **DC 15 Strength** or **Dexterity saving throw** to remain on the ledge. On a failed save, the character tumbles 40 feet below, taking 14 (4d6) bludgeoning damage.

Glitter Herb: The Glitter Herb is actually a **corpse flower** (**MTOF**) and attacks the party when approached.

Mocking Winds: At the start of each round, a strange wind blows filled with vile mockery. Each creature, except the Glitter Herb and its **zombies** (**MM**), must make a **DC 14 Wisdom saving throw** or have disadvantage on the next attack roll it makes before the end of its next turn.

Once defeated, a successful DC 14 Intelligence (Nature) or Wisdom (Survival) check allows the characters to harvest the Glitter Herb. On a failed check, the herb has rotted and may cause a different result for Matilda's confections.

PART 3: RIDE OF THE UNICORNS OF THE APOCALYPSE

Once the party has gathered the ingredients requested by Granny Matilda, she graciously thanks the party and quickly adds the components to her confectionary mix. She tells the characters to return to Belmy and and arrives later with a procession of animal-shaped cookies, flying candied apples, and floating strings of taffy.

The Great Belmy Bake-Off

The village of Belmy is festive and lively as the Bake-Off commences. Contestants and onlookers crowd the village square, eagerly waiting for who is declared Best Baker.

Features of the Area

Belmy Bake-Off: The village square is 60 feet by 60 feet with three main streets 20 feet wide on the North, East, and South directions.

Crowds: All of the contestants and crowds are **commoners** (MM 345).

Granny Matilda arrives with four **gingerbread unicorns of the apocalypse** (Appendix A) and demands that she be named the Bake-Off's Best Baker. She claims she was unjustly disqualified and seeks reparations. The party may attempt to parley with the gastrocrone, a successful **DC 14 Charisma (Persuasion) check** makes her reconsider her vengeance if she is given a fair chance in the Bake-Off again. If the party fails to persuade Granny Matilda, she attacks the townsfolk.



Tactics

Granny Matilda is mounted on the gingerbread unicorn of the apocalypse Death at the start of combat and sends the other gingerbread unicorns to attack the townspeople while she focuses her attention on the party. The gingerbread unicorns defend themselves against the party while attempting to fulfill their objectives. The gastrocrone uses its Foodmorph ability on the party's martial character to take them out of the fight. Granny Matilda relies on physical attacks to dispatch enemy spellcasters. The gingerbread unicorn of the apocalypse Dread stays close to Granny Matilda to mitigate melee combatants targeting her.

If the party gave Granny Matilda any damaged or corrupted ingredient, the gingerbread unicorns of the apocalypse lose their Magic Resistance and Magic Weapon features.

CONCLUDING THE ADVENTURE

If the party persuades Granny Matilda to not exact her revenge, she wins the Bake-Off and happily shares her baked goods with the entire town. She awards the party the bounty promised and a *gingerbread cookie of vitality* for each of them.

If Granny Matilda is defeated by the party, the town thanks the characters for their efforts but regrettably, cancel the Bake-Off. The group may return to the grotto to find the *basket of baked goods* and 2,500 gp worth of jewels and gemstones originally promised.



WEIRD MAGIC RITUAL: BAKER'S DOZEN



With this ritual, the hag creates doughy replicas of a living humanoid creature. The hag must have a piece of flesh, hair, bone or other organic material from the creature they intend to copy. The hag must remain in their ritual circle for 1 hour whilst they chant and and tramples the organic remains into a large batch of dough on the floor. When the ritual is complete, twelve clones (as per the spell) of the chosen creature arise from the dough, and obey the hag's commands. The clones are pale and doughlike to look at, and resemble the copied creature only in a crude way. The clones are immune to nonmagical weapon damage. Exposure to water, such as by rainfall or the effects of a *create water* spell, causes the clones to fall apart at the end of their turn. The clones can find their progenitor flawlessly and track them across the same plane of existence.

COVEN OF THE DIVINE HORN

by R. Morgan Slade



A coven of Hagurus run a snake-oil self-help temple designed to trick hapless adventurers into corrupting a unicorn for their own nefarious ends.

This adventure is not optimized for characters of any particular level. Honestly it will more than likely piss off your min-maxers and will most definitely infuriate anyone who thinks that yelling at a unicorn until it grants them wishes is a good idea.

ADVENTURE BACKGROUND

A trio of Hagurus (Xenophon, Jodhpur, and Hackamore) have formed a coven, captured a unicorn, and built a cult-like spiritual enlightenment temple pledging to cure physical, emotional, or spiritual wounds quickly and effectively to unlock dormant inner strength, ability and purpose hidden deep within through a snake oil pitch of meditating one's inner demons away with the help of a sacred unicorn: the majestic Martingale.

Like many quick-fix self-help schemes before them, the Coven of the Divine Horn is not a path to true enlightenment, or even a road to long term personal growth and healing. Should weary adventurers take part in the Hagurus' ritual, they will only serve the goals of Xenophon, Jodhpur, and Hackamore: to corrupt their captive unicorn Martingale into a powerful, subservient Nightmare, allowing them to control and twist Martingale's powerful magics to serve their desire to seek and capture more unicorns and franchise their Divine Horn self-help temples across the continent until each Haguru commands their own corrupted beast of untold power.

Martingale's corruption is progressing, but the Hagurus grow impatient and agree to send followers to venture beyond the temple grounds to seek out and tempt adventurers who desire the chance to unlock their hidden potential at any cost.

HOOK

A **Divine Horn Cultist** (see Appendix A) approaches the adventurers with an initial greeting, inferring heavily that they can sense a capacity for great potential within members of the party. Should the adventurers wish to travel to the Temple of the Divine Horn, they can surely unlock inner potential through their meditation rituals.

When the adventurers press the Cultist for more information:

- "Unlocking inner potential" implies a permanent increase to a core stat. A successful DC 14 Wisdom (Insight) check reveals the Cultist believes what they are saying, and go so far as to insist that they feel better since discovering the temple, so much so that they pledged to become representatives to help others find their best selves.
- The meditation ritual is a group prayer meant to identify inner demons and release that negative energy safely, allowing



space for positive self-improvement.

- The temple is run by the great Hagurus Xenophon, Hackamore, and Jodhpur, who lead the prayers and are the only ones allowed to tend to the majestic unicorn that facilitates the filtering of negative energy to allow for positive inner growth.
- The unicorn is sacred, and can only be viewed by those who have proven themselves ready to receive their divine blessings.

If the adventurers are overly suspicious or make a scene, the Cultist will immediately change tactics and insist that they need the adventurer's help to expose which of the Hagurus means their sacred unicorn harm.

When the adventurers press the Cultist for more information:

- The Hagurus have trusted this Cultist with information that the unicorn is unwell, and to find adventurers of character with the capacity for great personal growth to meet with the Hagurus and discuss the possibility of assisting to discover a cure. A successful DC 14 Wisdom (Insight) check reveals that the Cultist believes this to be the absolute truth.
- Discretion is absolutely necessary. The temple itself is well hidden for the protection of the rare unicorn they worship and care for.
- If asked why the Cultist didn't lead with the plea to help their unicorn, the Cultist will say that they were expressly told to ensure that any prospective help show interest in the benefits of the temple, as the Hagurus do not have wealth to pay for aid, but would be willing to facilitate divine blessing bestowed from the unicorn once cured.

Alternatively, the adventurers may simply stumble across the Temple of the Divine Horn in their travels and meet with the Hagurus within for a chance to unlock their inner potential.

THE COVEN OF THE DIVINE HORN

The Temple of the Divine Horn has several rooms and chambers outlined below. Divine Horn Cultists welcome those willing to devote themselves to a life of personal and spiritual enlightenment through the Ritual of the Divine Horn.

The Temple of the Divine Horn

The temple is circular in construction, with one oversized front entrance. Within the temple itself is an outer ring that houses living quarters for worshippers, and an Inner Sanctum where the divine ritual takes place.

The forest parts to reveal a secluded clearing with a large circular stone temple at its center. The temple grounds are overgrown and overdue for proper tending despite several worshippers strolling through unkempt grass.

Features of the Area

Divine Horn Cultists (x8): Referring to themselves as worshippers, these cultists greet newcomers openly, asking if they are here to rid themselves of their inner darkness through worship of the Divine Horn.

Unicorn-shaped awakened plants (x6): These curated bushes line the southern path toward the temple, swaying with a magical breeze, appearing to blow the front legs of the rearing unicorn silhouette. A successful DC 18 Wisdom (Nature) check reveals these curated shrubs to be **Awakened Plants**, which will not attack unless attacked first. They will crane their heads to "look" toward any creature within 20 feet that swears, expresses sarcasm, or utters threats near them.

A successful DC 14 Wisdom (Nature) check reveals that small animals and critters seem to be gathering in the trees at the edge of the forest, looking at the temple, sounding cries of alarm as the adventurers enter the clearing. A successful DC 18 Wisdom (Animal Handling) check reveals the animals' cries of alarm are not directed at the adventurers, but are in fact directed toward the temple.

The Divine Horn Cultists wear rainbow-fabric robes with a brass circlet supporting a long brass spiraling horn onto their forehead, and welcome newcomers with a direct question:

Divine blessings to you, disheartened ones. Divine connection to the great potential within you lies within. Seek our holy Hagurus within, Xenophon, Hackamore, and Jodhpur to take your first stride toward your new life basked in the light of Martingale. May we escort you inside?

When adventurers ask a Cultist about the Divine Ritual:

I have partaken in the Divine Ritual faithfully and soon, once Martingale sees I am worthy, I will be blessed with their divine gift.

When adventurers press a Cultist for more information:

Speak not to me, but to our divine priests within. Delay your journey no further.

If the adventurers express frustration, anger, sadness, or sarcasm:

Stay your thoughts of darkness in this sacred place until the ritual. Martingale will cure you of your pain, and free your deepest glorious potential to the surface.

If the adventurers directly provoke or attack a cultist, every cultist present casts *calm emotions* until the fight is stalled, smile proudly and say:

You are clearly led by the light of the divine. Your presence is destined. You hold such darkness within you. Martingale will break your chains, and in their absence incredible potential will shine through beyond your wildest dreams.

If the adventurers force a brawl, Xenophon, Hackamore, and Jodhpur will exit the temple and join the fight with the goal of subduing the party. If the adventurers reach zero hit points, they are spared and stabilized by the cultists and brought within the temple, stripped of their weapons (which will be held in the Coven's Abode), and revived in the Outer Chambers. The priests attempt to convince the party that there is no ill will between them and the temple, and that if they will freely allow it, the temple seeks only to help purify them of their darkest pain, and if they can show themselves worthy to Martingale, receive divine blessings in place of their healed deep-rooted pain through the Divine Ritual. The priests will allow the party to leave, but will not return their weapons directly unless they undergo the ritual for the safety of the remaining worshippers.

The Hagurus: Xenophon, Hackamore, and Jodhpur

The Coven of the Divine Horn consists of three Hagurus working toward a common goal: trap enough dark energy into a unicorn to corrupt it into a creature that they can control, and utilize its Wish spell to become more powerful than they could possibly imagine. The Hagurus appear to be elven priests wearing flowing rainbow robes, but that is an illusion that hides a spindly, decrepit appearance with rotten nails, moldy hair, and clouded eyes. Adventurers are promised access to dormant inner strength hidden below pain and suffering, and that by participating in the Divine Ritual, that suffering can be magically cleansed and once Martingale deems them worthy, the unicorn will unlock their potential. In truth, Martingale will never grant the wishes of a creature who harms it or inflicts dark energy onto it through the Divine Ritual.

Each of the three Hagurus pledge loyalty to the coven while paranoid about the possibility of betrayal. Each Haguru has their own personal agenda, and if the balance of power were to tip heavily in one Haguru's favour, the other two are quick to force equilibrium. This uneasy truce is felt by their followers, none of whom would dare question the Hagurus for fear of being ejected from the temple before earning their moment to receive divine gifts from their beloved Martingale.

Xenophon schemes toward forcing Martingale to grant their wish for immortality. If Martingale grants the wish, Xenophon can no longer die of natural causes but can still be injured, feel pain, and to Xenophon's great surprise, be killed outright should their body be sufficiently destroyed.

Hackamore plans to force Martingale to grant a wish for Martingale to be bound to them. If Hackamore's wish is granted, Martingale permanently transforms Hackamore into a bridal harness.

Jodhpur hopes to use Martingale to grant a wish to become a unicorn, believing it to be a clever way to gain access to Martingale's power, unaware that most unicorns do not possess the level of power that Martingale wields.

Each of the three Hagurus will make attempts to broach the topic of overthrowing the other two in the name of protecting Martingale's best interests, should the adventurers decide to work with any of the hagurus, and scheme to separate the Hagurus from each other to improve the odds of a successful betrayal. Notably, whenever two Hagurus are together, they scheme against the third in a constantly revolving circle of distrust, and will openly include the adventurers in their schemes to guarantee their wish is the one granted first.

THE OUTER CHAMBERS

One continuous, curved hall on the outskirts of the temple houses several small rooms where worshippers make their beds overnight. Sound does not carry between rooms, and there are thin windows in each room barely wide enough for a tiny-sized creature to squeeze through. A hard twin-sized bed is the only furniture inside each dorm room.

Features of the Area

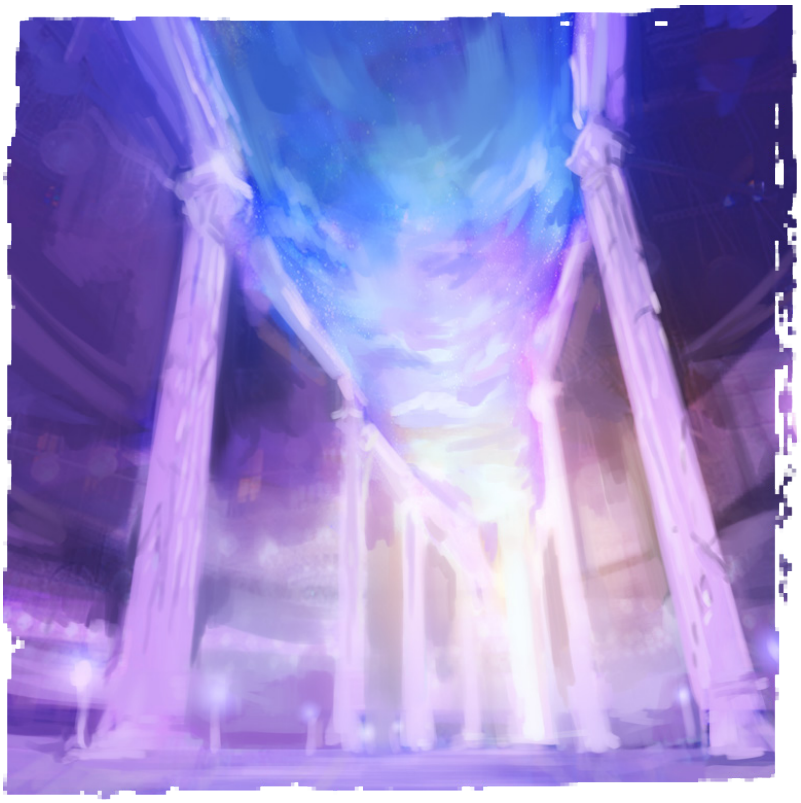
Outer Dorms: There are simple rooms along the outer hall of the temple, each with a wooden door literally shaped like a rearing unicorn silhouette, spaced such that there is one feature at nearly every hour position relative to a clock. Position 11's locked room (DC 20 Dexterity (Sleight of Hand) check reveals a staircase down to the Coven's Abode. Position 6 holds the temple entrance. The rest are dorm rooms with beds for worshippers and travellers to rest.

Inner Sanctum Entrance: Large steel-reinforced double doors protect the inner sanctum entrance located immediately across the hall opposite the main temple entrance after entering the Outer Chambers. A successful DC 125 Strength check pries the hinges loose.*(Editor - this DC was a mistake, but we left it in because LOL)* A successful DC 18 Dexterity (Sleight of Hand) check reveals a Rune Trap that would trigger an explosion of force, dealing 3D8 Force damage on a failed save. The lock is arcane in nature, and can be locked or unlocked if any two of the Hagurus touch the lock at the same time, or through the use of *dispel magic* or other similar magic.

THE COVEN'S ABODE

The Coven's Abode holds the sleeping and working areas of Xenophon, Hackamore, and Jodhpur, maintained underneath the inner sanctum. A thick stone ceiling bears all the weight of the temple area above, with no danger of collapse.





An overwhelming potpourri invades your nostrils: lavender, cinnamon, and peppermint. A large open cave appears before you with three distinct living spaces, and a series of twelve blue glowing runes affixed in a circular pattern in the center of the ceiling.

Features of the Area

Xenophon's Abode: Stacks of parchment with detailed notes on Martingale's worsening condition are piled throughout, with calculations that Martingale will become fully corrupted after two more Divine Rituals. The scent of cinnamon is strongest here, due to scrawling their notes with a cinnamon stick quill.

Hackamore's Abode: The scent of peppermint is strongest here. Fabric and sewing materials to create worship attire litter the area around the bed, with several completed, rainbow-stitched cloaks piled and ready to be worn. These cloaks are infused with magic that allow Hackamore to detect the movements of any cloak within 100 feet at all times, but cannot identify the wearer. Peppermint candy crumbs lay scattered around Hackamore's bed and workspace.

Jodhpur's Abode: Food fit for a horse is kept and maintained here, along with bales of fresh hay, barely saving room for a poorly constructed bed and crude mattress. There are also crates of white powder and paint. The clear effort appears to be spent on ensuring Martingale's necessities are properly maintained and stored. Clumps of lavender shoved into pillowcases overpower the area with the calming scent.

The Ceiling Runes: A successful DC 14 Wisdom (Perception) check reveals these 12 blue ceiling runes glow with enough light to bathe the entire room with low blue light where no other light source exists. These runes continue through the ceiling into the Inner Sanctum, and are the same runes that appear in the moat surrounding Martingale. Several of the runes each maintain different effects:

Rune positions 12, 3, 6, and 9 together maintain a spell that will raise or lower Martingale's Pedestal down into the Coven's Abode, or up into the Inner Sanctum. These runes are activated by the voices of the three hags speaking the word "raise" or "lower" in Sylvan in unison. Destroying any of these runes will cause the platform to descend. A creature close enough to smell any of these runes will discover a strong lavender scent. A successful DC 16 Intelligence (Arcana) check reveals these runes are controlling the direction of an object nearby. A successful DC 19 Intelligence (Arcana) check confirms the ceiling area within the rune circle is that object, which is the platform Martingale rests on within the wall of force. These runes can be deactivated or reactivated on a whim should Jodhpur touch them, as they are who originally set the runes.

Rune positions 1, 4, 7, and 10 together maintain a Wall of Force around the pedestal within the Inner Sanctum. Destroying any of these runes will dispel the wall. A creature close enough to smell any of these runes will discover a strong peppermint scent. A successful DC 16 Intelligence (Arcana) check reveals these runes maintain a persistent magic construct nearby. A successful DC 19 Intelligence (Arcana) check confirms they maintain a wall of force. These runes can be deactivated or reactivated on a whim should Hackamore touch them, as they are who originally set the runes.

Rune positions 2, 5, 8, and 11 together maintain the Moat Trap within the Inner Sanctum. Destroying any one of these runes will dispel the magic and disable the trap. A creature close enough to smell any of these runes will discover a strong cinnamon scent. A successful DC 16 Intelligence (Arcana) check reveals these runes maintain a persistent magic construct nearby. A successful DC 19 Intelligence (Arcana) check confirms they directly affect the moat above. These runes can be deactivated or reactivated on a whim should Xenophon touch them, as they are who originally set the runes.

These runes can be dispelled through magic or destroyed by force (DC 15 Strength check) but explode and deal 3d6 force damage within 10 feet for every rune destroyed. A successful DC 18 Dexterity saving throw results in half damage taken.

THE INNER SANCTUM

The Inner Sanctum is where Martingale resides, and the Ritual of the Divine Horn takes place. Worshippers are not to enter the Inner Sanctum without a member of the coven present. Xenophon and Hackamore can be found here during daylight hours, loudly arguing with each other about which of them is the most enlightened.

The temple's most central chamber is lined with exquisite wall paintings depicting unicorns frolicking carefree through majestic meadows. A five foot wide moat surrounds the center pedestal. An opaque wall encircles the centre of the room at the centre of the moat, obscuring the silhouette of a unicorn.

Features of the Area

Martingale's Pedestal: 20 foot wide inside the moat, covered in hay and uneaten vegetables. Any attempt to cross the moat and reach the pedestal will be thwarted by a Wall of Force.

Wall of Force: The Wall of Force, which reaches up to the 10 foot ceiling and is flush with the edge of the pedestal, leaves no ledge to stand on. While the ritual is being performed, the Wall of Force becomes transparent, otherwise the wall is opaque.

The Moat Trap: Crystal blue water is littered with offerings of gold and gems. As long as all four of the Moat Trap's runes are active, the surface of the water acts as a one-way barrier. Any physical object or creature, once submerged, cannot break through the surface of the water from underwater. A successful DC 20 Investigation (Intelligence) check or successful DC 25 Perception (Wisdom) check reveals one single strand of rainbow thread trapped below the surface of the water, unable to float to the surface.

MARTINGALE, THE UNICORN

Martingale is a rare and majestic unicorn, captured by the Haguru coven desperate to control Martingale's powerful ability to grant wishes. As a beast pure of heart, Martingale naturally calms and quells creatures with their mere presence. With Martingale's strength dampened by the Mystical Chains, dark energy becomes too great for them to dissipate, and the excess energy hangs near Martingale with nowhere to go. In time, with enough dark energy, Martingale will succumb to the darkness and corrupt into a terrible Nightmare.



Behind the opaque Wall of Force at the center of the Inner Sanctum is Martingale. Martingale has been painted to appear pure white, masking large, dark, veiny splotches across their hide, noticed only by a successful DC 20 Wisdom (Perception) check. If Martingale undergoes two more rituals after the adventurers arrive, the unicorn will transform into a Nightmare (see appendix A: Martingale, the Nightmare) and will obey the command of the Hagurus. If Martingale becomes a Nightmare and the Wall of Force is still active, Martingale will immediately break their chains and dig away at the pedestal itself to escape the Wall of Force, breaking through in two rounds and falling into the Coven's Abode.

Martingale is bound by a set of Mystical Chains which prevent the unicorn from speaking, standing, or using any abilities. A successful DC 20 Dexterity (Slight of Hand) check will open the lock, or a successful DC 25 Strength check will destroy the chains. If danger persists, Martingale will fight against the coven and worshippers if able-bodied, prioritizing its own escape.

THE DIVINE RITUAL

Twice daily, at approximately 11am and 11pm, the coven leads all worshippers in the Ritual of the Divine Horn. Participants sit facing Martingale and choose one phrase to speak aloud about something they despise about themselves, then rephrase that phrase to speak it as though Martingale is the subject instead. For example, "I hate my lack of confidence" becomes "I hate your lack of confidence" when directed at Martingale. Over the course of one minute as these phrases are chanted repeatedly, an increasing number of dark, veiny splotches appear across patches of Martingale's hide. Once complete, the worshippers believe that Martingale's magic has cleansed their auras of negativity, but that feeling is only due to a placebo effect.

Martingale will know if anyone is pretending or refusing to contribute to the ritual, and will see them as kind-hearted. Once free and safe from harm, if an adventurer is deemed kind-hearted by Martingale, the unicorn will gently tap the adventurer's forehead with their horn, and unbeknownst to them, the next time they speak the words "I wish", at the DM's discretion, Martingale's parting magic will grant their wish to the best intended spirit of the request. This gift is considered a separate ability from Martingale's wish spell, and can be granted to each adventurer should they all be deemed kind-hearted.

CONCLUDING THE ADVENTURE

If the adventurers free Martingale, Martingale seeks to escape to safety but fights by the party's side if necessary until the coven and worshippers either escape or are killed.

Once the danger has passed, Martingale offers *Unicorn Mane* to any kind-hearted adventurers (see Appendix B: items) as thanks for their freedom. Once thanks are given, Martingale will cast *teleport*, disappearing to a hidden grove nearly a mile away to live in peace.

If Martingale is killed, the coven will flee, using their worshippers as a distraction, and hold a grudge against the adventurers, vowing to get their revenge.

the MAGNIFICENT REVENGE of AGNES WORMWIGGLE

By Jonny Robertson



Revenge is best served with dead fish.

This adventure is designed for 4 players of 4th level, but can be scaled to accommodate any level. This adventure is designed to be run alongside the *Tomb of Annihilation* module, but can also be run as a standalone adventure.

ADVENTURE BACKGROUND

Agnes Wormwiggle is stuck in an awful situation. The **sea hag** (Appendix A) lives close to Port Nyanzaru and every weekend the sounds of the dinosaur races carries across the water, filling her cave with cheers, celebration, and all around happiness.

It's horrible.

If an adventuring party helps her out, she will reward them with new magical spells, bizarre magical trinkets, and forbidden teleportation circle glyphs.

HOOK

A blob fish on a market table calls out to you, "Hey you! Wanna learn some forbidden teleportation circles or other weird magics? Head South West from Port Nyanzaru until you see a tidal pool with a giant tuna in it. The fish will give you more directions. Trust me. I'll make it worth your while."

Agnes Wormwiggle communicates using speak via dead fish to attract the attention of the party. Port Nyanzaru is a great starting place for this adventure, but any fish market along the Sword Coast will do.

When the party makes it to the beach, they will find a tidal pool frothing with activity. A swarm of lampreys are feeding on a giant dead tuna. When they get close, the same disembodied voice speaks out:

"Hey great, you made it. If you're interested in the truly weird stuff, here's what you gotta do. Grab a lamprey. They're hungry so they may be a bit 'grabby.' Stick one of those suckers on your neck and then swim down a ways. The first underwater cave you see is mine. I'll have a kettle waiting. Oh, and get in the water quick once you attach those things. They'll be breathing for you and they're not great with air."

Agnes is building a unicorn to beat dino riders and destroy the spirits of everyone who comes to celebrate the races.

PART 1: AGNES & THE PLAN

After gathering the party at her lair, Agnes lays out her plan to ruin the races.

AGNES' LAIR

The lair is carved from bedrock. After swimming through some seaweed and algae, it surfaces into a large cold cavern. It smells of beach decay and rotting fish. The floor is covered with algae, strands of seaweed, and other ocean flora hanging from the ceiling. Trinkets and oddities are strewn about the floor in a chaotic mess.

Standing at the back of the cave, holding a dead fish in her hand, is Agnes Wormwiggle. A half toothy smile spreads across her face as a dented tin kettle boils over nearby.

Features of the Area

Feature: Dim Light.

Feature: The cave is round, 80 feet in diameter; the ceiling is domed 20 feet high.

Agnes wants to build the greatest unicorn the world has ever seen (Appendix C). It's all about winning and crushing dreams, so that no one will ever want to race dinosaurs again. Agnes can get the unicorn; she needs accomplices' to collect parts that she can fuse together, with her partial reanimation spell. She will recommend the grossest and most unsettling options first,

If players are having a tough time finding motivation to help Agnes out, here are some potential hooks to encourage the players to help Agnes:

- A warlock has been breeding demon/dinosaur hybrids to win races.
- The races are pre-determined. The riders and bookies are all in on it. They're collecting commissions on winning and losing bets.
- Some of the Merchant Princes use the races as cover in order to smuggle contraband into Port Nyanzaru.

Unicorn Building Rules

The **unicorn** stat block (Appendix A) is used as the base for the upgraded unicorn. Upgrades and modifications are up to the players. A list of statistical modifiers and changes are provided below, along with a list of possible sources where players can find them.

Follow any ideas the players come up with. All of these items listed below can be found in Port Nyanzaru or the surrounding jungle of Chult. This is a customizable adventure that can be a heist, shopping adventure, exploration, or social gala. A unicorn has 4 "slots" for upgrades. All the slots do not have to be used for the unicorn to function. Any upgrades added for flavour or aesthetic do not occupy a slot.

Decorate the unicorn with reckless abandon.

Suggested upgrades to the unicorn are listed here, but feel





free to modify or add your own.

Upgrades

Armour Plating: +4 AC -20 feet to movement speed. Armour is a key to surviving impacts.

Potential Sources: Bones from a dinosaur skeleton, armour crafted by black smiths, or stone building materials.

Speed Boost: +20 feet to movement speed. The fastest creature wins in the races.

Potential Sources: Wheels or mechanical legs built by a tinkerer, more unicorn legs, or wings from any flying creature.

Extra Arms: 1 Reaction action per limb, disadvantage on all Dexterity checks. You just have to find a creature willing to part with one.

Potential Sources: Regenerating arms from a troll, vines off a assassin vine (ToA pg. 213), mantrap (ToA pg. 227), or any skeleton (MM pg 272.) or zombie (MM pg. 316) arms, spare arms from a mannequin warehouse.

Vitality: +50 hit points. The tougher creature, the longer they survive.

Potential Sources: The heart of any large dinosaur, a health potion injection system, a feed bag with enchanted oats from the Feywild.

Tail Ability: As a reaction, creatures behind the unicorn and within 10 feet must succeed on a DC 14 Constitution save or be blinded until the end of the unicorn's next turn.

THIS UNICORN SEEMS OVERPOWERED!

Hags don't play fair.

Potential Sources: The shell of a flail snail (ToA pg. 220), an exhaust chimney from a smelter, or an abdomen from a spider that could shoot webbing.

Agnes needs an important component for the ritual - "reanimation juice". This fluid is a byproduct of necromantic experiments. Agnes knows a necromancer and has arranged for Dr. Dantonelli Dantov (NG male otter necromancer VGtM pg. 217) to arrive in Port Nyanzaru.

PART 2: DR. DANTOV

The party heads out to gather materials. They need the key ingredient, renamiation juice, but run into some trouble at the Thundering Lizard with an otter.

The Thundering Lizard, Port Nyanzaru

The Thundering Lizard is empty during the day. It's known for its night and fight scenes. The floor is covered with sawdust, and the smell of stale ale and mildew waft through the tavern. The walls and tables have cracks and grooves, while all the stools are off balance.

Features of the Area

Feature: Saw dust on the floor, tavern furniture durable enough to survive a fight.

Feature: If the encounter happens at night, the tavern will be crowded and count as difficult terrain.

Dantov has been working for the Council of Waterdeep to come up with a solution to the Death Curse. His recent experiment with soul transference, where he swapped souls with an otter, resulted in Dr. Dantov's body jumping into the ocean and being eaten by a shark.

Dr. Dantov uses the statblock for a necromancer, with the following changes:

- His size is small
- He has a swim speed of 30 feet.
- He can hold his breath for up to 20 minutes

Dantov wears a white lab coat, spectacles, and black rubber gloves. He greets the party with a wave and says that he was told to meet a group matching the party's description at the Thundering Lizard. Port Nyanzaru has a problem with undead roaming in from the jungle. Dr. Dantov is wary about being connected with any undead incidents in the city. If the group can assure Dr. Dantov that they will keep his identity a secret, and keep him from being investigated by city guards while in town, he will thank them and hand over a canister of reanimation juice. If the group impressed Dr. Dantov, he says he'll owe them a favour.

When you return, Agnes has a unicorn laying in a circle of glowing sigils on the ground. Her eyes glow a brilliant blue as excess mana rolls down her face like she was crying. She turns to you and says, "We're ready."

As the party arranges the gathered materials around the unicorn, and places the reanimation juice nearby, the circle begins to pulse with energy as tendrils of arcane plasma arc between Agnes and the unicorn. The unicorn begins to lift off the floor with the other materials. The canister of reanimation juice cracks and the golden liquid extends out like a gnarled finger. The unicorn is rolled around in the air as the different parts attach themselves. They stretch, break, and contort themselves to fit onto the barrel of the body. The hairs on everyone's body begin to stand on end as Anges murmurs an incantation in Sylvan. With a brilliant flash of light, the new steed stands ready.

PART 3: THE RACE

The unicorn is built and ready to race.

Port Nyanzaru

Blue skies stretch over Port Nyanzaru. Everyone has prepared for the races, as thousands of spectators come to watch and celebrate. It is a perfect day for a race.

Agnes uses her Illusory Appearance to disguise herself and the unicorn as a rider and its dinosaur. The players are welcome to join in as racers (ToA pg. 32). Agnes will give them each grung eye goggles to protect them from her Horrific Appearance and Death Glare.
Agnes' tactics are: Start the race and drop her illusions while she frightens riders, dinosaurs, and sends crowds fleeing. Any dinosaur that is frightened, and in range, she will use her Death Glare. She will gleefully cackle and shriek her way around the course frightening everyone, while riding the unicorn's back like a surfboard. The players may provide security for Agnes, drawing off any city guards (guards MM pg. 347) or interfering with other racers and dinosaurs. If the players choose to follow the rules of the race, they can legally enter Agnes.

If victory is achieved, Agnes bolts for the docks, where she jumps her unicorn off the end of the pier, disappears beneath the water, and teleports home.

CONCLUDING THE ADVENTURE

If Agnes won, she waits for the adventuring party in her cave. She is delighted by all the terror filled screams and sounds of dinosaur corpses hitting cobble stones. The spirit of competition has been crushed in Port Nyanzaru. The experience is enough to cancel the races for years. Most importantly, parents will tell stories of a sea hag coming to take misbehaving children back to her cave on a horrific unicorn, to be eaten for dinner.

> *Agnes stands in her cave with a wretched look of glee. "That was horrible. It was absolutely the best awful experience I've ever had. Now, let's talk payment."*

If Agnes fails to ruin the races for everyone, she will wait in her cave for the group to return. When they arrive, she attacks.

The players have their choice of rewards. If they impressed Agnes, she will offer the unicorn as a prize. She may also offer any of the obscure spells she knows, speak via dead fish, partial reanimation, as well as the ritual rite of stolen life (ToA pg. 73), which she won off Nanny Pu'pu in a card game. She can also offer sigils for circles of teleportation to forbidden and dangerous lands. These could be to a forgotten farm house in Thay, a hidden room inside the pyramid of a sphinx, or an abandoned building inside Omu. She also offers a cloak of billowing, a dread helm, and a mystery key. She can offer 300 gold pieces as a reward, but will hesitate to do so. To her, it is a reward without imagination.





WEIRD MAGIC RITUAL: SPEAK VIA DEAD FISH



With this ritual the hag is able to send a message to anyone they are familiar with, as long the target is on the same plane. When cast, which takes only a few moment, the hag becomes aware of any dead fish within 100 feet of their target. If there are no dead fish nearby the target, the spell fails. As long the hag holds a fish in their hand, they may talk freely with the target using the dead fish near the target as a relay. The fish being used as a mouthpiece can communicate in any language the hag knows. The target need not be holding the dead fish to respond as the fish relays any responses back to the hag for her. When the hag is talking through the fish, its jaw will move, but it will not be in synch with the message. The hag can end this effect at any time.

The hag may implant a message into a dead fish within 1000 feet of her that she is aware of. The hag must speak any such message, no more than 50 words, and then set the terms that will trigger the words. This effect will replay the message repeatedly as long as the trigger continues to be met. If the dead fish loses its jaw for any reason, the spell will fail.

WEIRD MAGIC RITUAL: PARTIAL REANIMATION

This ritual takes the hag 10 minutes to perform and requires 500 gold pieces worth of Reanimation Juice, which the ritual consumes, in addition to the body parts the hag wishes to attach. This ritual is able to replace lost limbs, or add extra limbs with any materials at the caster's disposal. Materials will modify themselves to become a functional prosthetic limb. A mop will develop an elbow joint, and the head will knot itself together into fingers. A piece of rock will crack and stretch out to form a leg. The materials will adjust to whichever size is needed. The limbs are not considered magical weapons. The limbs can be destroyed with *dispel magic* check, or if they are exposed to the *antimagic field* spell. Adding extra limbs causes an imbalance in the kinesthetics of the creature, and will have disadvantage on all Dexterity skill checks. The DM has sole discretion over any additional effects from the limb. (e.g. Spider legs granting spider climb.)

THE FOREST OF CLAWS & TEETH

By Kat Kruger

After Chance, a halfling hamlet, suffers from strange nightmares followed by a string of disappearances, the community puts out a bounty for the head of boogie monster thought to dwell in the nearby forest. The adventuring party has their work cut out for them when they face a gloam hag and her nightmare unicorn out to terrorize the superstitious community members.

This dungeon is optimized for 5 8th-level characters.



BACKGROUND

The hamlet of Chance was founded by a group of superstitious halflings whose wagon wheel broke on a tree rut while setting out on an adventure. They chanced upon a black rabbit paw and considered it an omen. Little did they know that the token belonged to a gloam hag who had set up a lair in the area.

HOOK

While traveling, the adventuring party finds bounty posters nailed to trees on the outer edges of a dark and twisted forest: The hamlet of Chance seeks to reward any adventurer who apprehends or otherwise dispatches the terror that lurks in the woods. For further details, interested parties should speak to elder Alton Appleblossom. The adventuring party can gather more information regarding the posted bounty in the hamlet of Chance before heading into the forest on their quest.



PART 1: TAKING A CHANCE

The hamlet sits against the forest and its residents take note of the characters as they arrive.

THE HAMLET

Chance is a hamlet with a population of about 100 halflings.

A cluster of small, stone houses with brightly colored thatched roofs and wooden doors stands adjacent and in stark contrast to the dark and twisted woods. The picturesque halfling hamlet is nestled by a serene lake.

Features of the Area

Ceilings: The interior of houses and shops are five feet high.

Doors: All doors are made of wood with iron handles, hinges. They do not have built-in locks.

Light: By day, the area is naturally lit. By night, there are many lanterns that are hung outside doorways.

If the characters arrive by day, residents greet them from their gardens and direct them to the councillor. Otherwise, the Meeting Hall can easily be found at the heart of the hamlet. Any halfling in a 60 feet radius of the hamlet center is overcome with a feeling of courage and cannot be frightened while within 60 feet of the Meeting Hall. With a successful DC 15 Intelligence (Arcana) check, any character determines that the area is under magical enchantment.

Development

Alton Appleblossom greets the party. If this occurs at night, he appears outside his residence behind the Meeting Hall in his night robe and sleeping cap. He informs the characters that several community members have gone missing in the past several months and he wants to put an end to whatever terror lurks in the forest. As a reward he offers the hamlet's most prized possession: a lucky rabbit paw, in addition to a handsome sum of 2,000 gp.



If interested, he regales any character with the history of Chance, which was founded three generations ago. He also notes the *hallow* spell was cast on the very ground they stand upon. As a result, halflings can't be frightened while in a 60 foot area surrounding Meeting Hall.

Any character who succeeds on a DC 15 Intelligence (Investigation) check determines the following:

New houses have been built close to the forest

The missing community members all lived outside the hallowed grounds of Chance

Some buildings have unique features, but none are identical:

- A horseshoe nailed above a doorway
- Thirteen copper pieces stacked in the corner of a vegetable patch
- A songbird in an upsidedown cage

Interviewing the community members easily reveals that none of the residents who live inside the hallowed grounds of Chance, including Alton Appleblossom, suffer from nightmares. Additionally, if asked about the building features, any resident can inform them that halflings have many superstitions which are often particular to an individual or family. In fact, before the party leaves, they are gifted with flowers to place in their caps or hair to protect against evil faeries.

PART 2: THINGS THAT GO BUMP

The forest is easily entered from the hamlet.

NIGHTMARE FOREST

Filled with twisted trees and undergrowth, the area is an eerie departure from Chance's colorful homesteads.

Brambles and gnarled trees with tangled roots intertwine to weave a treacherous path. Overhead, the canopy of branches blocks out all natural light.

Features of the Area

Light: The forest is dark unless stated otherwise. Characters must have darkvision or a light source to see.

Ceiling: The canopy is 10 feet high unless otherwise indicated.

Terrain: Plants grow thick and twisted here, making the region difficult terrain.

Monster: **Boggles** (VGtM) roam the forest under cover of shadows. These minions of the gloam hag excrete oil patches in order to ambush travelers. A character must succeed on a DC 15 Intelligence (Investigation) check to notice the oil. The boggles prank the party by making eerie noises and attempting to steal items from them. They make

use of dimensional rifts to move quickly from 30 feet away and pilfer surface items like the flowers the halflings gifted to the characters. If the party chooses to engage in combat, a horde of 30 boggles attempts to escape as quickly as possible, leaving behind various pools of sticky and slippery boggle oil (see boggle stat block).

Development

In the center of the forest is the hag's lair. A successful DC 13 Wisdom (Survival) check detects halfling tracks leading in that direction. Moving through this area of difficult terrain, it takes the characters about two hours to reach it.

As the adventuring party moves closer to the nightmare lair, the chances of a random encounter increases. Check for random encounters once per 15 minutes during the day or once per five minutes at night. Roll a d20 and if the result is 18 or higher, a random encounter occurs.

d8	Encounter
1	2d4 **vine blights** (day) or 1 **banshee** (night)
2	Tortured faces magically appear in trees
3	3d6 **swarms of bats**
4	Shadows seem to sometimes move on their own as though alive.
5	2d4 **specters**
6	Characters see hallucinations of their worst fears. Any attempt to interact with a hallucinatory image causes it to disappear.
7	1d12 + 4 **shadows**
8	1d4 **ghasts** with 1d10 **ghouls**

Each encounter pushes the characters closer to the center of the forest. Whether a character is successfully tracking the missing halflings or not, after about an hour of travel, the adventuring party hears indecipherable whispers coming from the direction of the hag's lair.

NIGHTMARE LAIR

The party eventually finds themselves in a grove. A large, gnarled tree stands in the center of the forest. An absolute, chilling silence fills the air. It is immense in size, with a base measuring 50 feet in diameter and a crown soaring to a height of over 200 feet. Many small chambers are hidden between the exposed



roots.

Features of the Area

Ceilings: Most of the chambers and passages have steeply sloping ceilings.

Light: Most areas in the lair are dimly lit by oil lamps in wall sconces.

Roots: In 12 of the hidden chambers between the exposed tree roots are missing halflings, still alive.

Monster: The **nightmare unicorn** whinnies from inside the tree, attempting to lure the characters into the lair. There a **gloam hag** by the name of Horrible Helga Witherbane uses magic to torment and strike fear into the hearts of the party before attacking.

Roleplaying Horrible Helga Witherbane

Horrible Helga delights in twisting the fears of humanoids into their worst nightmares. She has been harboring ill-will toward the community of Chance since they stole her lucky black rabbit paw. Convinced that her weal has turned to woe as a result, she has been tormenting the halflings for the past hundred years. Up until recently she was content to exact her slow revenge but after new dwellings were built so close to her forest, she escalated matters and began luring them into her lair where she keeps the halflings alive to torture them with nightmares.

Personality trait: I am very superstitious, and I see omens in every event and action around me.

Ideal: Loneliness is the path to madness. That is why I have minions to keep me company.

Bond: The ones who stole from me will pay for their offense.

Flaw: I am too eager for gossip.

Development

A hag always has an escape plan. If the adventurers attempt to turn her home into her grave, she uses a mix of her spellcasting, weird magic, deceit, and the assistance of her nightmare unicorn to get away. She has a dozen halflings captive in the root chambers and uses them as a bargaining tool as well.

Her lair is cluttered with halfling trinkets, and other curiosities that have a supernatural origin but aren't inherently magical. Among these items is a thick, dusty tome, every page filled with tiny, barely legible writing. With a successful DC 13 Intelligence (Investigation) check, any character can carefully study the book to reveal it to be a written transcript of every nightmare that took place over the course of the nearby hamlet's history.

CONCLUDING THE ADVENTURE

The hag has been plotting her retaliation against the halflings who settled on her land for three generations. With such a long life over which to exact her vengeance, she has revelled in their nightmares. There are several ways to end the adventure.

Characters may choose to dispatch her and her nightmare unicorn, in which case they receive the promised reward from Alton Appleblossom.

If the adventuring party negotiates between the hags and halflings, an accord may be made in which she keeps her land and the hamlet moves to the other side of the lake.

It is also possible for more outlandish outcomes to occur. The community of Chance might see their luck turning around again and an opportunity to start dark tourism in the area by bringing paying customers to the nightmare forest for real scares.



You have to wonder what exactly what someone like Horrible Helga would keep from the hafflings she's eaten. I suppose she has a lot of half-eaten sandwiches stashed away in a corner somewhere.

WEIRD MAGIC RITUAL: WEATHERING RIGHT



With this ritual, the hag changes the weather over a settlement up to a mile wide to suit her whims. This change in weather stops abruptly at the edge of the village. Within this area, the hag can alter the temperature, clouds, rain or any other aspect of the weather. This ritual draws on magic from the elemental planes, and requires the hag to etch four grounding symbols in primordial (in terran, ignan, auran and aquan depending on the changes she wishes to encourage) at various points across the village – disrupting all of the symbols ends this effect. If this effect remains in place for a year and a day, the village begins to become coterminous with one of the elemental planes, allowing the hag to travel between the two with impunity and call on its denizens.

UNDER THE HORN



by Richard Malena-Webber

In the Unicorn Justice System, the Herd is represented by two separate but equally important groups: The Justiciers, who investigate crime, and the Solarium, who prosecute the offenders. This is one of their stories.

This mini-adventure is optimized for five 9th-level characters.

ADVENTURE BACKGROUND

To maintain order, unicorn-kind established a defensive code: any who slay a unicorn must be tried and executed by the horn of a Justicier, champion of the Herd.

Four days ago, a group of unicorns marched through Twilight Bog to the lair of the hag Dread Titchwillow. The unicorns arrested the hag and escorted her to a nearby gathering of the Herd. In his interrogation, Justicier Armand outlined the following facts:

Fact 1. A merchant caravan discovered a unicorn's remains in a stream near Twilight Bog. The horn had been removed and sigils reminiscent of hag rituals had been carved into the flanks.

Fact 2. The unicorn's calm countenance suggests the use of powerful enchantments.

Fact 3. The flow of water quickly stripped away the magical aura of any such enchantments.

Fact 4. Dread Titchwillow is the dominant hag in the region.

Justicier Armand claims this is enough evidence to convict and will soon present the case to the Solarium. With her power fading, Dread Titchwillow conjures a brief message to a trusted minion, begging her to seek help.

ADVENTURE HOOKS

Adventurers may have many reasons to travel near Twilight Bog.

- The heroes might simply be traveling along the well-maintained road passing just south of the swamp.
- The bog is filled with medicinal fungi and herbs which any healer would gladly purchase from anyone daring the hostile environment.
- The heroes might also seek Dread Titchwillow herself, as she loves meddling in the region's affairs.

As the heroes investigate Twilight Bog, they receive their quest and are polymorphed into unicorns. Next, they infiltrate the Herd and defend the hag from the Solarium's judgement. Finally, the heroes must defeat the furious Justicier Armand before receiving their reward.

PART 1: DIRECT EXAMINATION

An awakened swamp crane invites the heroes into the bog before revealing a plan to save Dread Titchwillow.

GATHERING EVIDENCE

As the heroes approach Twilight Bog, a swamp crane emerges from the thick canopy and circles the party.

A sudden piercing cry comes from a crane soaring overhead. "Help! Help! I'm being held captive! Please follow this bird and save me from the wicked swamp hag!" The crane swoops low and looks each hero in the eye before flying back into the bog.

The crane leads the heroes to a small wicker hut deep within the marshy wilds. The remnants of an incomplete ritual spell surround a cold campfire. As the heroes explore the area, the swamp crane sheepishly introduces herself and relates the events described in the Adventure Summary. Shallowtail uses the stats for an **eagle** (MM) but with an Intelligence of 14 and the ability to speak Common and Sylvan.

Shallowtail swears that Dread Titchwillow was engaged in a ritual that required total focus each night since the new moon, almost one week ago, and could not have been responsible for the unicorn's murder. With Shallowtail's assistance, any hero who succeeds at a **DC 14 Intelligence (Arcana or Investigation) check** can verify the hag's magical alibi.

Development: Once the heroes question Shallowtail, the swamp crane begs them to save her friend. Shallowtail lands near a small pool and reaches in with her beak, pulling out a number of small vials and rolling them towards the heroes.

> *"Dread Titchwillow might take pleasure in a bit of cruelty here and there, but killing a unicorn? Ridiculous. You help the innocent in need, right? Drink these and you'll be rewarded once the hag returns!"*

The **potions of dread polymorph** are the unique creations of Dread Titchwillow and her powerful curses. Each vial is filled with a milky, violet substance that tastes like sour cherries.

While Shallowtail can't be specific about any rewards, she knows that Dread Titchwillow possesses resources far beyond what can be seen in her gloomy hut. The hag knows many secrets, including all the treasure lost beneath the swampy pools.

PART 2: CROSS EXAMINATION

The heroes infiltrate the Herd, and must attempt their best legal argument as they face off against Justicier Armand in front of the entire Herd.

FACING THE SOLARIUM

Far from any roads, more than fifty unicorns graze peacefully in a large meadow beyond Twilight Bog. Dread Titchwillow sits under guard in the center of the field. Four sentries stand perfectly still, providing small shadows that the mortified hag uses to hide from the sun.

The unicorns of the Herd chat pleasantly with the newly-arrived heroes until a trumpeting call blares from the center of the meadow. The unicorns quickly canter over to see the spectacle, forming a wide circle around the hag.

> *"Presenting the most honorable Solarium!"*
>
> *Three noble unicorns parade through the Herd, horns shining in the sun. Behind them trots a confident unicorn with a matted coat covered in ritual bloodstains.*
>
> *"The time has come to pass final judgment."*

The Herd neighs mournfully at the Justicier's words, but quiets under the heavy gazes of the Solarium. At their direction, Armand outlines the case for the Herd in a fervent tone. As he finishes, one Solar calls out to the Herd, asking "Does anyone wish to speak in defense of the accused?"

MAKING A CASE

If the heroes remain silent, Armand immediately executes Dread Titchwillow, impaling her on his horn. Any attempt to save her enrages the entire Herd.

If the heroes present a defense as unicorns, Armand deflects their arguments as naive or shortsighted. The heroes will need to introduce reasonable doubt with the Solarium.



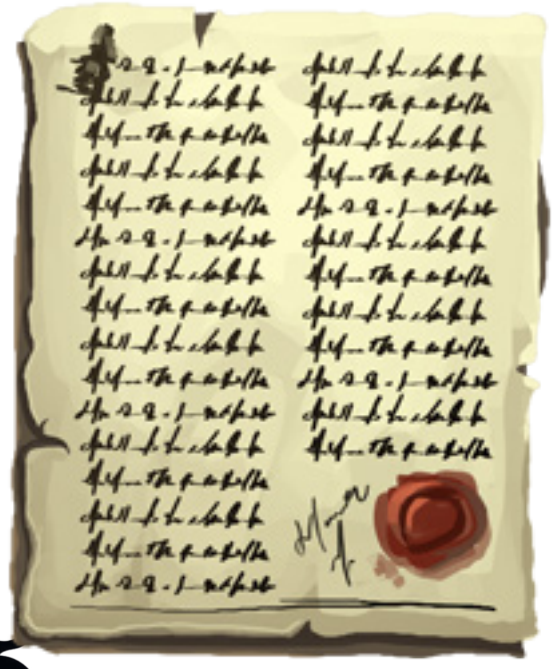
- The first Solar can be swayed with a successful **DC 15 Intelligence (Arcana or Investigation) check** establishing the hag's alibi.
- The second Solar can be swayed with a successful **DC 15 Charisma (Persuasion) check** appealing to their sense of justice.
- The last Solar can be swayed with a successful **DC 15 Wisdom check** calling out the evils of execution in the face of reasonable doubt.

If all three Solars are convinced, they declare Dread Titchwillow innocent. Armand fumes but does not dare to go against the will of the Solarium.

If the heroes fail in their defense or declare they are not unicorns, the entire Herd bursts into open debate. The crowd begins to argue as they debate the philosophical worth of a death sentence until Armand lets out a telepathic shout that silences the Herd.

> *"I will not watch as the Solarium allows evil to trot free! Mark my words, hag. Justice is coming for you."*
>
> *While Armand and his guards gallop away from the Herd, the Solarium declares that the case is shrouded in doubt and Dread Titchwillow must go free.*

Development. Dread Titchwillow reveals that she hasn't slept for days and her powers have been weakened by the sun. She needs to return to Twilight Bog to rest and find appropriate rewards for the heroes. Dread Titchwillow's dark energy seeps into whichever hero offers her a ride out of the Solarium. From now on, their melee weapon attacks deal one extra point of necrotic damage and when they cast a spell that deals damage, they may choose to have their spells deal necrotic damage when cast.



PART 3: CLOSING ARGUMENTS

Armand tracks the heroes into Twilight Bog and attacks before Dread Titchwillow can rest and regain her powers.

Final Sentencing

As Dread Titchwillow leads the heroes through the dense bog, three **unicorns** step out from behind the trees. **Justicier Armand** is a unicorn with the following change to his innate spellcasting feature:

Innate Spellcasting. Armand's innate spellcasting ability is Charisma (spell save DC 16). Armand can innately cast the following spells, requiring no components:

At will: *detect evil and good, druidcraft, pass without trace*

1/day each: *crusader's mantle, dispel evil and good, searing smite*

He and his minions whinny as they draw nearer. "You can't escape justice, hag. Time for you and your minions to die."

Feature: The remains of an ancient ritual site rest among the rotting bog. The crumbling foundations provide solid footing, while the surrounding marsh acts as difficult terrain for medium or smaller creatures.

Tactics. Armand quickly casts *crusader's mantle* before moving into melee range, allowing his minions to Charge throughout the combat. After using *teleport* to arrive at the swamp, the unicorns have no means of escape and fight against the heroes to the death. Dread Titchwillow is weakened from her captivity, but assists the heroes with her Marsh Strike and at-will spells.

Adjustments. For heroes below 9th level or a party with fewer than five characters, remove one of Armand's minions or have them teleport away when reduced to half their hit points.

CONCLUDING THE ADVENTURE

Dread Titchwillow cackles, waving her arms and harnessing her lair's power. The murky water roils with worms and vines that pull Armand and his minions down into the mud. Within minutes, the unicorns are gone and the land is still. "As if anyone could find one of *my* victims."

Reward. Dread Titchwillow unearths some of the many treasures buried in the swamp. Use Treasure Hoard: Challenge 5–10 (DMG, Treasure), rerolling any result below 50. She also offers a unique item of her own creation, a set of three obsidian knives. The wielder may cast *conjure animals* by stabbing one into a surface and snapping the blade in half.

WITCHICORNCOP MYSTERIES INC.

by Joshua Barbeau



The Witchicorncop is a strange creature: part Hag, part Unicorn, all Cop. When a series of mysteries plague the rural town of Phandalin, the Witchicorncop leaps into action, recruiting a band of adventurers to solve them at her behest!

This adventure is optimized for five 4th-level characters.

ADVENTURE BACKGROUND

There once was a hag by the name of Zilla who loved mysteries. So much did she love them that she used her Weird Magic to create confounding ones none could solve. Witches are usually evil, and Zilla was no exception, but Unicorns are always good. As such, when Zilla was bitten by a wereunicorn, the lycanthropy overrode her original personality, and the Witchicorncop was born!

HOOK

The adventure begins when a talking rabbit summons the characters into the Neverwinter Wood. If the party is not already adventuring in or around Phandalin, you can motivate them to travel there with the following hooks.



RUMORS OF GREATNESS

In recent years, several adventuring parties have made their start in Phandalin. Rumor has it that Phandalin is a place where fate favors those who seek adventure.

HOMESICK HUSBAND

A traveling human merchant named Theodore "Ted" Garrenfort has been on the road for months. Normally, he receives regular letters from his betrothed, Henrick, back in Phandalin, but lately those letters have stopped. Ted is worried his husband-to-be has fallen into the arms of another, and asks the party to go chase off any would-be suitors, offering to pay them 20 gold pieces each up-front for the trouble.

PART 1: THE MYSTERY OF THE TALKING RABBIT

While venturing near Phandalin, the party is approached by an ordinary looking rabbit. The rabbit says, in Common, that the party looks like a capable bunch, precisely what the Witchicorncop needs, and beseeches them to follow it into Neverwinter Wood to meet her. If questioned, the rabbit says there's no time for trivialities, and the Witchicorncop will amply reward them for their swift action, before rushing into the wood as if it were a character in a Lewis Caroll novel.

HORNED AND DANGEROUS

The rabbit leads the party deep into the woods to a secluded clearing filled with the ruins of an old keep. A stream cuts through the clearing, with a bridge crossing it. When the party crosses the bridge, read or paraphrase the following.

> *After crossing the bridge you see movement up ahead as a unicorn steps into view.*
>
> *"There," the talking rabbit proclaims, "you must subdue that unicorn, but don't kill it! The Witchicorncop will be very angry if you kill it!"*
>
> *The unicorn's eyes lock with yours, and it charges - horn first!*

The creature is not entirely what it appears to be... In actuality, it is a panicked rabbit trapped in a foreign body! In this form it uses the statistics of a unicorn (MM), with the following changes:

- It has 82 hit points
- It has an Intelligence score of 2 (-4)
- It cannot speak
- It cannot use its Innate Spellcasting, Healing Touch, or Legendary Actions.

Features of the Area

Lighting: The area is brightly lit during the day, and dimly lit at night.

River: The river is shallow enough to walk across, but the riverbed is difficult terrain.

Ruins: The ruins are made of stone, and old, but any pieces still standing are stable. The doors are all unlocked and made of brittle wood. The rubble is difficult terrain.

Forest: Moving through the trees is difficult terrain that also provides cover.

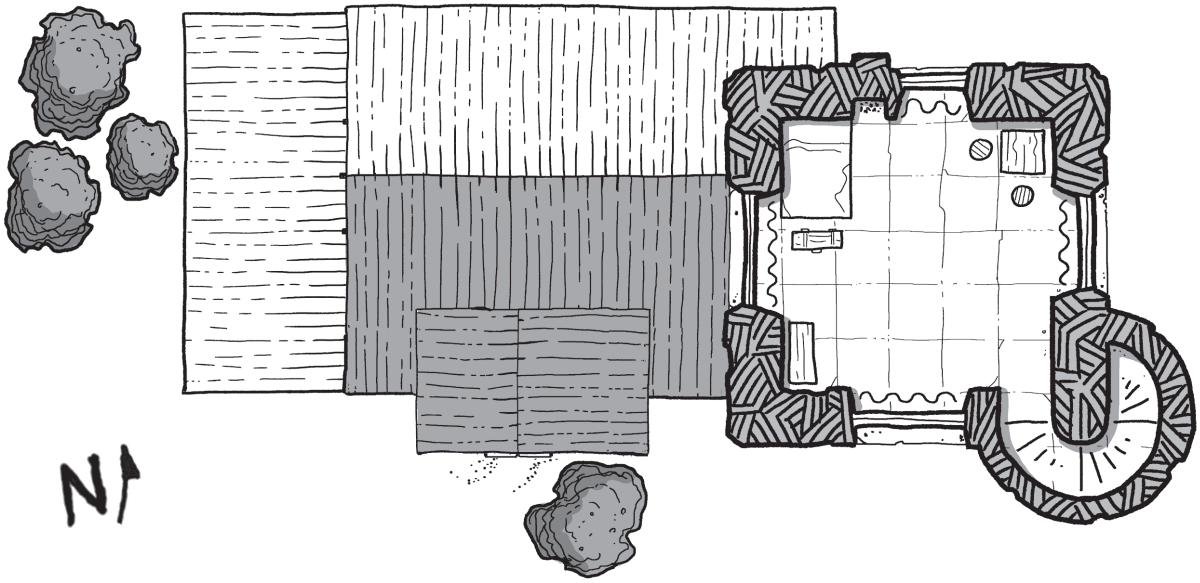
Development: If the characters defeat the unicorn without killing it, the rabbit leaps on top of it and performs some very Weird Magic to swap its consciousness, Freaky Friday style, with the subdued beast - in fact, it is returning each of their minds to the proper body they belong to. The rabbit does a dance, throws confetti into the air, says "Tada!", and finishes off by giving the creature a kick. The rabbit, no longer able to speak, flees into the woods in a panic, as the unicorn wakes up and transforms into **the Witchicorncop** (appendix A). If the party killed the unicorn, the rabbit is very unimpressed and tells them to leave and come back for their reward after it has had time to perform a *raise dead* ritual.

Roleplaying the Withicorncop: The characters likely have many questions about what the heck they just witnessed. The Witchicorncop is enigmatic and intentionally obfuscating with her answers, thrilled at the possibility that the mystery of their encounter with her will confound them for many days to come. Despite being frustratingly annoying when it comes to mysteries, she is generally super friendly to anyone with a healthy appreciation for them.

Treasure: The Witchicorncop thanks the heroes, and rewards each of them with a random item drawn from her *bag of holding* (DMG, Treasure). Have each player roll once on the Random Magic Item Table B (DMG, Treasure). If the characters killed the unicorn, have the player who dealt the killing blow instead roll on the Trinkets table (PHB, Equipment). She then says there is more treasure where that came from if the characters are willing to work for it.

PART 2: GHOST IN THE MIRROR

The Witchicorncop tells the characters she is a wereunicorn. She explains how she was created (see Adventure Background), and asks the characters for help in tracking down the wereunicorn who bit her to have a unicorn tea party that the adventurers are, of course, invited to. She believes this other wereunicorn resides in Phandalin, and asks them to investigate further.



THE WEREUNICORN IN THE TOWER

Most people in Phandalin would deny rumors of a were-anything hiding among them, but with sufficient sleuthing, the party is able to uncover the truth. The result of an **Intelligence (Investigation) check** determines what information they obtain:

DC 10: Freda, a weaver who frequents Stonehill Inn, claims she once saw unicorn eating from the hay put out for the horses of inn patrons.

DC 15: Elsa, a gossiping barmaid, claims a friend of the Stonehills has been staying in their inn's honeymoon suite rent-free for a few months now, and rarely comes out of her room. If anyone has something to hide, it's probably her.

DC 20: Toblen Stonehill, the innkeeper, admits the honeymoon suite is rented by a woman named Hilda who first came to Stonehill Inn the night of a full moon seeking refuge and privacy. He figures she's in some kind of trouble, but hasn't wanted to pry.

DC 25: Toblen's young son Pip says the previous occupant of the honeymoon suite was a man named Henrick, who vanished shortly after checking in to the hotel. He thinks the inn is haunted, but nobody will believe him. Perhaps there's some connection?

Hilda is a **wereunicorn** (appendix A). The honeymoon suite is an elevated luxurious room built on top of the roof of the rest of the inn. Characters wishing to go up must convince the innkeeper or his wife Trileena to slip them a key with a successful **DC 13 Charisma (Persuasion) check**.

Features of the Area

Bed: A large, comfortable bed stands in the north-west corner of the room.

Mirror: A 4-foot-tall mirror hangs on the wall above a low desk in the corner of the room. It has a gold frame and looks quite expensive.

Stairwell: The wooden stairwell descends all the way to the first floor. At the bottom are two locked wooden doors, requiring a successful**DC 15 Dexterity check with thieves' tools** to pick, or a successful **DC 15 Strength check** to break, which exit to the taproom and outside, respectively.

Windows: A large window adorns each wall, covered by drapes. A window can be opened or closed as an action. If a creature should fall from the west window, they would fall 5 feet onto the roof of the inn; from any other, they fall 30 feet to the ground below.

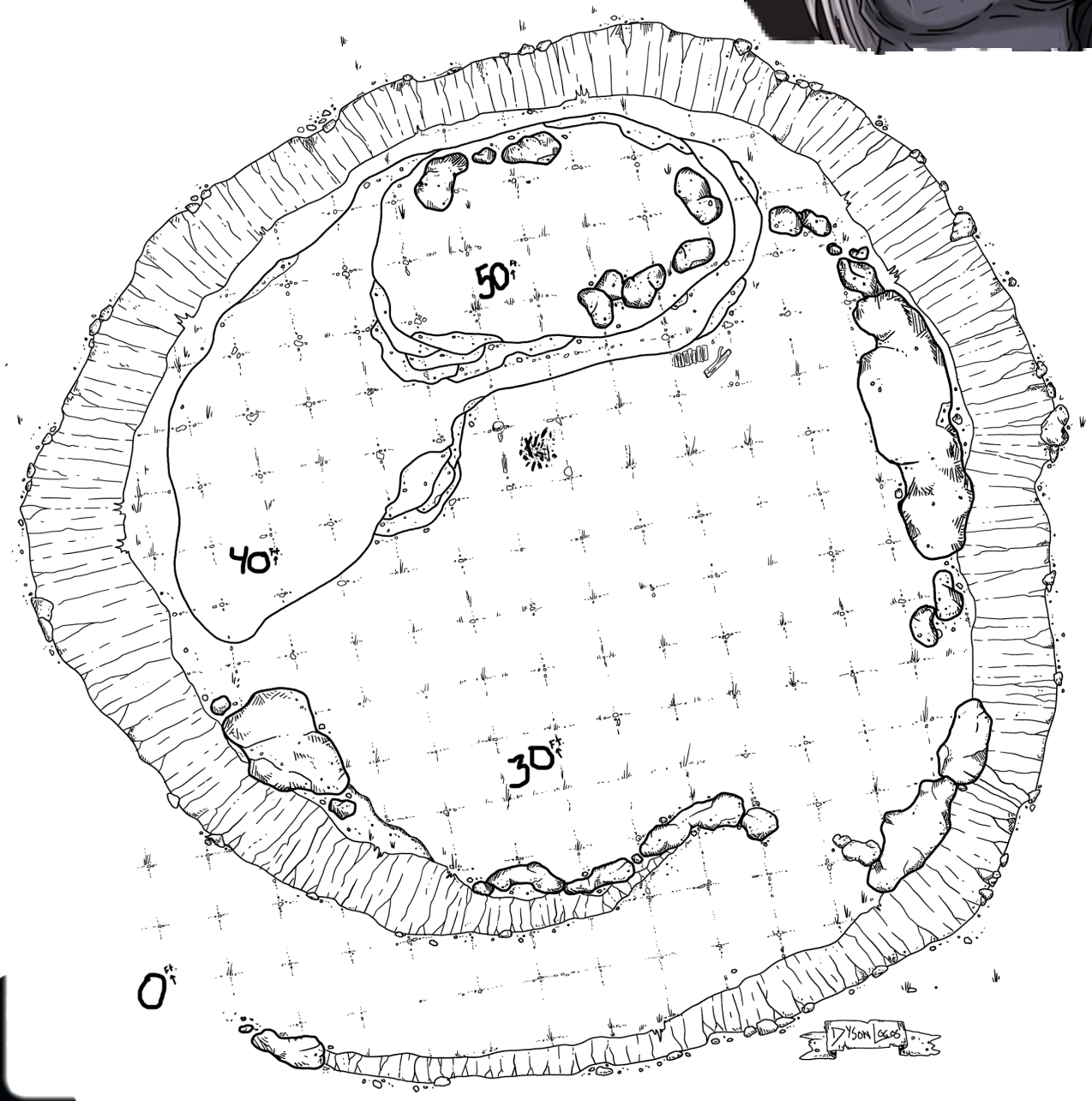
Development: Hilda admits to being a wereunicorn, but that is not why she hides. She claims to be haunted by a ghost in the mirror who won't let her leave. The truth, however, is a bit more complicated. The "ghost" is Henrick, and he is not dead but stuck inside a *mirror of life trapping* (DMG, Treasure). The Stonehills bought it, unaware of what it was, from an equally oblivious merchant, and Henrick became its first victim. The command words, etched into its frame, can be discovered with a successful **DC 13 Wisdom (Perception) check**. Henrick can be released from the mirror by speaking the command words or shattering it (AC 11, 10 hit points, and vulnerability to bludgeoning damage). Freeing Henrick from the mirror also releases Hilda from the belief that she is being trapped here by a ghost. Alternatively, the characters can convince Hilda she is free to leave without releasing Henrick by succeeding on a **DC 18 Charisma (Deception or Persuasion) check**. If the characters should fail both checks, their only recourse to free Henrick is to shatter the mirror.



Treasure: For her freedom, Hilda rewards the characters with 10 gold pieces each. If Henrick is released, he gives the characters his *+1 magic longsword* as thanks. If you are using the Homesick Husband hook, Henrick also gives them an additional 10 gold pieces each provided they mention their encounter with Ted to him. If the characters wish to take the *mirror of life trapping*, Hilda says it belongs to the Stonehills, but neither she nor Henrick will tell if they make off with it.

For bringing Hilda to meet her, the Witchicorncop grants each hero a magical candy that, if you're a boring DM, recreates the effect of a *potion of healing* (DMG, Treasure), or, if you're a fun DM, is a randomly rolled magic candy from *Knarl's Candy Compendium*, by Makenzie de Armas and Levi Phipps, available now on DM's Guild.





PART 3:

SECRET OF THE WEREUNICORN

After talking to Hilda, the Witchicorncop makes a startling discovery: their memory of how they became wereunicorns is identical! The Witchicorncop realizes this can mean only one thing... It's a fake memory, meant to cover up their true shapeshifting genesis! There is a mystery afoot, and the Witchicorncop is on the case!

The Witchicorncop beseeches the party and Hilda to follow her to a place called Ritual Hill, where she will use her Weird Magic to get to the bottom of this. When the party is ready, the Witchicorncop teleports the whole group to the base of the hill.

BATTLE ROYALE AT RITUAL HILL

Ritual Hill is a rocky hill among the Starmetal Hills east of Neverwinter Wood which flattens out into three distinct levels on the top. When the characters climb the hill, read or paraphrase the following:

A pair of disgusting old hags, one big and one small, sit around a burnt out campfire.

The big one is larger than a horse, and completely nude, or would be if not for the fact that her black armpit hairs are so long as to wrap around the torso covering her top... And she has more hair elsewhere acting as a loincloth. She is hunched over, with mushrooms growing out of the hump on her back, and carries a large burlap sack dripping with blood which she occasionally scratches at with long black nails. Her eyes are milky white, her skin is pale blue, and her teeth are yellow.

The smaller one, about the size of a short human, has green skin and white hair. Her teeth are black, and she's eating a raw fish when you first lay eyes on her. She is wearing a tattered and soiled wedding dress that was obviously not fitted for her. Occasionally this one picks at one of her eyeballs and pulls out globs of gunk the same way some people pick at their noses.

"The bones told us of your arrival, Zilla," the small one says, between bites. "It seems your transformation was not punishment enough," the big one replies

The hag sisters are Rita, a **green hag** (MM), and Pugsley, an **annis hag** (VGtM). They transformed the Witchicorncop and Hilda into wereunicorns as punishment for betrayal. Hilda had, apparently, convinced the Witchicorncop (then Zilla), to abandon her coven by tempting her with an unsolvable mystery involving a unicorn. Her coven sisters became very upset, and cursed them both with modified memories and unicorn lycanthropy. Now they aim to finish them off!



Features of the Area

Cliff: Climbing any wall of the hill, including the elevated tops, requires a DC 15 Strength (Athletics) check.

Development: On the first round of combat, Rita uses her Weird Magic to turn Pugsley into an **elephant** (MM) with a saddle and laser eyes (as a laser pistol; DMG, Dungeon Master's Workshop), who she mounts. Likewise, Hilda changes into her unicorn form and the Witchicorncop mounts her. The mounted hags charge at each other, causing chaos to reign down on Ritual Hill. For the duration of the battle, at the end of each adventurer's turn, have that player roll on the Wild Magic Surge table (PHB, Classes) as if they were a sorcerer. This surge of Weird Magic does not affect the hags or unicorns.

For an extra fun time, consider having the Witchicorncop use her Weird Magic ability to swap bodies with one of the characters during the battle, or even with one of the other hags!

Treasure: The Witchicorncop rewards the party for their bravery by giving them one of her most prized possessions - a random item rolled off the One-of-a-Kind Hag Objects table (VGtM). If they are unsatisfied with this generous offering, she calls them ungrateful, but gifts them instead with a random item rolled off Magic Item Table G (DMG, Treasure).

CONCLUDING THE ADVENTURE

This marks the end of our adventure, but it need not mark the end of yours! The Witchicorncop is a wonderful party patron to use over and over again. Here are just a few mystery titles to help you come up with wacky, weird, magical fun adventures of your own.

- The Clue in the Blue Lagoon
- The Mystery in the Annas Hag's Outhouse
- The Clue in the Old Hag's Stagecoach
- Murder on the Triboar Trail
- The Hidden Unicorn of Thundertree
- The Secret of the Unikitty
- What of Hags and Turtles? Hmm?

Ted and Henrick get married and live happily ever after. Hilda and the Witchicorncop start a business together called Witchicorncop Mysteries Inc. Everyone wins (except the bad hags, they lose).If you use milestones to track level advancement, your party should gain a level at the end of this adventure.



PRODUCER'S NOTE:

This piece for *Secrets in the Garden is* the work of Xan Larson. Xan is a cartoonist, illustrator, creature creator who has worked on other well known projects such as Uncaged and Book of Seasons. She is a worker of tiny wonders and produces stunning dreamlike vistas.

You can find her on twitter @palewhiterabbit

Feymarely Ties

By Alison Huang

In order to perform a ritual to drain power from Mount Celestia and the Feywild, a unicorn and a hag need a sacrifice.

This adventure is optimized for 4 11th-level characters.

ADVENTURE BACKGROUND

Sugarplum, a unicorn tired of being good, and Granny Mossglitter, a hag fed up with granting wishes, but never being granted wishes herself, decided to team up. Planning on siphoning energy from Mount Celestia and the Feywild so they become as powerful as gods, they made pacts with each other. However, they need a third member of their coven with ties to both Mount Celestia and the Feywild, to be sacrificed as part of the ritual.

Luckily, a half-eladrin man named Apollios Goldleaf asked Granny Mossglitter to help his aasimar wife, Serafiel, conceive a child. Granny Mossglitter agreed, but only if that child is given to her when they become of age. Figuring that he could just hire people to kill Granny Mossglitter, Apollios agreed.

Today is that fateful day.

HOOK

Knowing that Granny Mossglitter would come for his son, Apollios hired the adventurers as bodyguards for his son, Elessio's, birthday party. He has promised them 1,000 platinum for their services.

Having already accepted Apollios's job, the adventure begins with the adventurers making their way to the Goldleaf Estate, which can be located in any city with a nearby forest.

PRODUCER'S NOTE:

This piece for *Feymarely Ties* is the work of Alison Huang, who also happens to be the author of this adventure. Both an illustrator and writer, Alison has contributed to various TTRPG anthologies such as Uncaged, Eat The Rich, and Book of Seasons. She likes working with vibrant colours and making everything a bit more diverse.

You can find her on twitter @Drazillion



PART 1: TIME TO FEY UP

Preparations for Elessio's party are happening in the Goldleaf Estate's massive gardens. A large white canopy is being set up overhead. Servants place catered food on tables.

Apollios (he/him, half-eladrin **noble**, lawful neutral) greets the adventurers as they arrive, and introduces them to his wife, Serafiel (she/her, aasimar **noble**, lawful neutral) and son, Elessio (he/him,half-eladrin/aasimar **noble**, lawful neutral).

Roleplaying The Goldleafs

Apollios is calm and composed, unless his deal with the hag is exposed. If threatened with evidence that he hasn't been telling the whole truth, he quickly becomes nervous and cowardly.

Serafiel is civil and stern, regarding the adventurers with polite disdain. If she ever gives anyone praise or compliments, it is unclear if she genuinely means them. She is unaware of her husband's deal with Granny Mossglitter. If she finds out about it, her usual demeanor changes into one of sheer anger.

Elessio is spoilt and arrogant, and he makes no attempt to hide it. He sees the adventurers as little more than "hired help" who wouldn't be allowed onto Goldleaf grounds on any other day. He doesn't hesitate to order them around, clicking his fingers impatiently when he wants them to follow him.

Development

Once introductions are complete, Apollios explains that the party begins in half an hour and that they can either stay in the gardens or run their own errands. If the adventurers insist on following him around, he is perturbed but continues with the rest of the preparations.

No matter what the adventurers chose to do, the party begins on time.

ELESSIO'S PARTY

As if on cue, a swarm of guests arrive. They all wear expensive looking outfits, each one more extravagant than the last, that look better suited for ballrooms. Some of the guests immediately locate Elessio and crowd around him. Others make a beeline for the tables piled with food. Waitstaff duck and weave around groups of people to bring refreshments to everyone.

Features of the Area

Canopy: The 50 feet by 50 feet canopy shelters the guests from the shining sun up above.

Tables: Tables, covered in platters of gourmet food, are lined up around the perimeter of the canopy.

Waitstaff: Waitstaff (**commoners**) walk around offering drinks.

Guests: Guests (**nobles**) talk amongst themselves and eat food.

Around guests, Elessio becomes even more obnoxious, taking any opportunity he can to boast about himself and his family. A successful DC 12 Wisdom (Insight) check confirms that the guests are only tolerating him.

PARTY CRASHERS

Once festivities are well and truly underway, **Granny Mossglitter** arrives on **Sugarplum's** back (Appendix A). The Goldleaf Estate does not count as Granny Mossglitter's lair, and they do not have access to Coven Spells.

Suddenly, guests scream and run away. You turn to see a green hag with glowing skin riding on top of a unicorn with a rainbow mane. "Apollios, it's time to pay up!" the hag announces in a booming voice. "What does she mean?" Serafiel asks Apollios, who ignores her in order to yell "Guards, deal with the hag!"

Features of the Area

Stragglers: Ranged attack rolls that fail by 5 or more non-lethally hurts a nearby guest (**noble**). Attack rolls can be made with disadvantage to avoid this.

Tactics

Granny Mossglitter and Sugarplum only care about getting Elessio. They prioritise healing themselves and each other over hurting anyone. Sugarplum uses her Move legendary action to help get to Elessio. As soon as either of them grab him, Sugarplum uses her Teleport action to bring Elessio back to the forest.

If either of them reaches 30 hit points or lower, Sugarplum uses her Teleport action to let them retreat. They return each day until Elessio is captured, using spells to make sure adventurers can't repeat their tactics.

Development

If Elessio was taken, Apollios orders the adventurers to find him and bring him back. If Granny Mossglitter and Sugarplum retreated, the rest of the party is uneventful except for the fact that Serafiel demands to know what's going on.

Either way, the party is able to interrogate Apollios on what he knows. Serafiel angrily storms off if she hears that Apollios made a deal with a hag to aid with Elessio's conception.

PART 2: NO HORSING AROUND

Whether Apollios tells them, or if they just figure it out on their own, the adventurers head into the nearby forest to rescue Elessio.

ARCWIND FOREST

Magic practically radiates off each individual tree in this forest. It is clear that powerful beings live here.

Features of the Area

Light: It is dimly lit due to the shade of the trees. Because of Sugarplum's presence, non-magical open flames are extinguished within the forest. Torches and campfires refuse to burn, but closed lanterns are unaffected.

Tree Guardians: Granny Mossglitter can command trees to transform into **awakened trees** (MM) and **treants** (MM).

Wild Animals: The forest contains animals such as **brown bears** (MM 319), **giant constrictor snakes** (MM), and **giant spiders** (MM). They are charmed by Granny Mossglitter, and attack if approached.

A DEAL'S A DEAL

You approach a clearing. In the middle of it, the unicorn and the hag stand over Elessio, who is tied up on a stone table. He squirms, attempting to get out of his constraints, but to no avail

Eventually, the adventurers reach the clearing that **Sugarplum** and **Granny Mossglitter** brought Elessio to. They plan on sacrificing him there.

They have already formed a coven with him, allowing them to use Coven Spells (see Appendix A). Furthermore, Granny Mossglitter has access to her lair actions (see Appendix A) within the forest.

Features of the Area

Light: Sunlight streams down from the sky. The clearing is considered brightly lit.

Clearing: The clearing has a 60 feet diameter.

Roleplaying Sugarplum and Granny Mossglitter

Sugarplum is bloodthirsty and distrustful. She lets Granny Mossglitter do all of the talking, but likes to interject with sarcastic remarks.

The longer the adventurers converse, the more impatient Sugarplum becomes, urging Granny Mossglitter to just kill them.



Granny Mossglitter is blunt and to the point. As she acquired Elessio fairly, she is annoyed by any accusations that she stole him. If the party doesn't attack, Granny Mossglitter points out that Elessio is pretentious and condescending, and probably won't even thank them for saving him. If an adventurer points out that Apollios is paying them, she offers them some of her Weird Magic trinkets. Otherwise, Granny Mossglitter jumps onto Sugarplum's back and the two fight back.

Tactics

Whenever possible, Sugarplum rushes at the party from at least 20 feet away so she can use her Charge trait, before using a legendary action to Move away at her first opportunity. She uses *misty step* and Misty Escape in a similar manner.

If she is unable to move away, Sugarplum attacks with her Knife, using her Eldritch Smite trait whenever possible. She uses her legendary actions to attack even more.

Depending on whether the adventuring party appears to be more vulnerable up close or further away, Granny Mossglitter either uses her lair actions and magic to support Sugarplum, or to use them offensively. She prefers using her coven spells if she is the main attacker. If possible, she uses her warlock spell slots to cast *hex*.

CONCLUDING THE ADVENTURE

Conclusion A: Elessio Is Rescued

If Elessio is rescued, Apollios rewards the adventurers with the promised 1,000 platinum pieces. As Granny Mossglitter predicted, he is not grateful that he was saved.

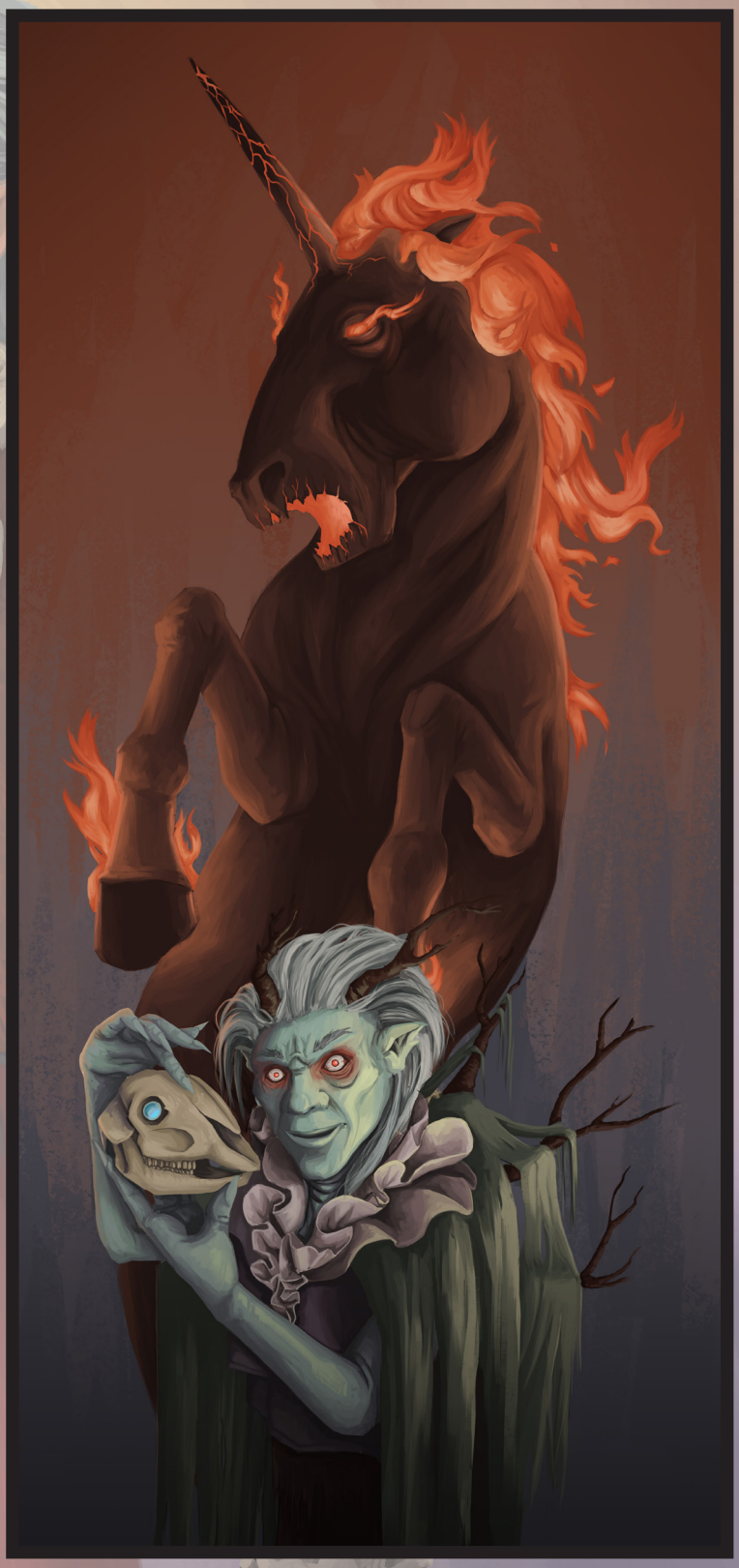
Conclusion B: Elessio Is Sacrificed

If the adventurers let Granny Mossglitter and Sugarplum keep Elessio, he is sacrificed shortly after they leave.

Once they are out of the forest, a burst of energy radiates outwards from it, and a massive beam of rainbow light shoots into the sky.

If they return to the Goldleaf Estate and tell Apollios what happens, he becomes very angry, and calls them all murderers. He uses his influence to make sure the adventurers cannot come back to the city he resides in.

Later, the adventurers see a brightly glowing hag riding a unicorn with massive fairy wings flying off into the distance. Though Granny Mossglitter and Sugarplum aren't allies, they also won't be immediately hostile to the adventurers if they meet again,





PRODUCER'S NOTE:

These pieces for *Pave Paradise* and *The Forest of Claws and Teeth* are the work of David Markiwsky. David is a writer, graphic designer and content creator who has worked on many collaborative TTRPG projects including Uncaged and Friends, Foes and Other Fine Folks. He is fabulous and maybe a unicorn.

You can find him on twitter @ DavidMarkiwsky.



JAILBREAK AT MIDNIGHT

by Kayla Bayens

PRODUCER'S NOTE:

"Jailbreak at midnight" started out with some rough edges, but eventually turned into one of my favourite adventures in the module, because it really goes to some effort to reinforce the sinister powers Night Hags have over dreams, and displays the kind of scheming duplicity one would hope to find in an ancient old witch.

In this adventure, the heroes are pulled into a dream space and tricked into releasing Vicious Geneva. The hag quickly turns on her saviors, hungering for her first taste of flesh in decades.

This dungeon is optimized for 5 players using 5th - 7th level characters.

ADVENTURE BACKGROUND

A long time ago a group of brave adventurers fought hard alongside a unicorn, some sacrificing their lives, to imprison the grandmother hag Vicious Geneva. A night hag, Geneva had a reputation for chopping up her victims, before consuming both their flesh and their soul. The adventurers of the past trapped Geneva in a magic cage and hid her deep in the only place no one would stumble upon her, in the dreamscape she loved to haunt. The hag has been biding her time for decades to build enough power to pull some souls into her dreamscape to free her. Of course, the victims won't know it's a hag they are saving, she's too smart and she's had too long to plan for that. Instead, she intends to disguise herself as something holistic and pure. Something like the unicorn who trapped her there. Anyone would want to save a unicorn, surely?

Vicious Geneva has had many years to shape the dream space she is trapped in to best fit her plans. A corrupted forest in need of saving, overrun by fiends and twisted fey creatures. Her plan? To make the adventurers feel strong, heroic, and valiant - all to keep them from questioning anything. However, Granny's power has limits while she remains trapped, so the dream space is limited to the forest, the path, the lake, and of course the clearing where she's trapped.

HOOK

Here are suggestions for integrating this location into your campaign and engaging your players:

A local guide suggested the campsite as the perfect spot to camp on their way.

Rumors of stashes of magic items and riches hidden by a pirate turned rogue float about the local area.

A bounty for a rare creature needed in magical workings, the payment for which is 100 GP, doubled if brought back alive.

The group is hailed by traveling merchants (**commoner BR 163**) who invite the adventurers to join them at the campfire to share in the boar they've just slain.



PART 1: SWEET DREAMS

There is a small clearing off the trail perfect for a campsite. In fact, it looks like it has often been used as such with a well-established fire pit with metal poles to hang meat over the flames, lean-tos, and packed earth. This campsite is in fact created through magic to be alluring and invoke a feeling of safety in those that come across it. If you chose to go with the hook involving traveling merchants their horses are tied up nearby grazing, a few tents are pitched, and a massive boar is being rotated over the fire.

Features of Campsite

Firelight: Dim light for 30 ft around the campfire and darkness beyond that.

Vigilant Watch: Sounds seemed muffled or quieter here, take Wisdom (Perception) checks at disadvantage.

Getting Sleepy: As the adventurers settle in for the night a thick fog starts to roll in around the campsite. Overtaking the camp the group feels a tug as the feeling of falling sends their stomachs into their throats. When the fog rolls away again they are laying down in a different place.

PART 2: LAND IN PERIL

A weepy creature begs the group to help, telling them where the trapped Unicorn is before setting them on their way.

EDGE OF THE REBUTIA FORREST

The group awakens with a start from the sensation of falling in a dark, creepy edge of the forest. Mist swirls all around acting as heavy obscurement should the group try and see more of their surroundings. They have all of their gear and weapons, even if they took them off to rest. As they have entered the realm of the hag to add to the atmosphere the DM has the ability to bend the mechanics of attacks and movement.

> *The first thing you notice is the lack of sound. No birds, no insects. The next is the clinging cold mists that seem to carry the smell of soot and death. A cold air whips by you but seems to do nothing to the mist. The trees seem like tall skinny dead guardians staring down at you as they crackle in the wind.*

Features of the Rebutia Forest

Harsh Smells: With the smell of soot and rot heavy in the air the group makes any Wisdom (Perception) check dealing with smell at a disadvantage.

Spooky Environment: Enemies have advantage on attacks or features that give the frightened condition to adventurers.

Low Temperatures: The cold sinks into the bones making it so players have to battle the long term effects of Extreme Cold (see the DMG, Chapter Five: Adventure environments).

Sounds of Weeping: Characters can hear the sounds of weeping coming from along the path. Hiding under a fallen tree is Fern Brightwings (**pixie MM 253**). Her clothing is torn and dirty, there are tracks from her tears through the soot and dirt on her face and her hair seems tangled and matted with pieces of twigs sticking out. Fern doesn't notice the group until they are almost on top of her. She is shy and wary of the group but is quickly convinced they have been sent to save her.

When approached Fern will tell them that they are in the Rebutia Forrest, a haven and beautiful sanctuary for Fey. Or at least it was before corruption came and trapped this forest's protector Midnight. She begs the group for help saying that if they can save Midnight not only will they restore the land but the unicorn will grant them each a blessing. Fern is very helpful giving the group instructions on how to get to the Crescent Moon Clearing where the imprisoned unicorn is but will refuse to go with them.

Winding Path: As the group moves through the forest, the path is easy to stay on but seems to wind back and forth, sometimes even curving almost around in on itself. The forest off the pathway is completely invisible in the dense fog. Should a character try and wander into the forest through the fog, they end up coming right back to the path. A DC 13 Intelligence (Arcana) ability check reveals that the fog is magical and used to contain creatures.

Scouts: A character who succeeds on a DC 14 Wisdom (Perception) ability check can hear the sound of growling off in the distance. Several minutes later the group spots **2 hell hounds** (BR 139), **1 forlarren** (MFFV1 9), and **3 corrupted pixies** (appendix A) coming around a bend in the path. Characters who don't notice the growling sounds are Surprised.



First Key: After defeating the creatures a thrumming sound draws attention to the body of the forlarren, where a strange key is being used as an earring. It is black in color and seems to absorb any light that shines on it. The key gives off soft pulses of energy when touched. A DC14 Intelligence (Arcana) ability check or an *identify* spell reveals that it seems to be one in a set of things the group needs to retrieve in order to be able to free Midnight from their prison. The character carrying the *Key of Darkness* (appendix B) is considered attuned to it, being attuned in the dreamscape does not use up an attunement slot.

Strange Branch: While walking, a DC 16 Wisdom (Perception) or an Intelligence (Investigation) check will let them notice a flash of light from one of the nearby trees. Should they investigate they'll find a small silver branch growing from a tree as if natural. Breaking off the branch from the tree awakens it, turning it into a *Forest Protectors Blade* (appendix B).

PART 3: FOUL WATERS

Needing to retrieve the second key from the lake to save the Unicorn, the characters come across more corruption.

CORRUPTED LAKE

The lake sits crowded in by the forest with trees all the way up to the edge, a small path cuts right along the shoreline. The area is claustrophobic with the trees towering over the group, trapping in the smell of death that rises from the lake. Ripples along the surface of the lake show that maybe something is living in there, with rotting body parts from partially devoured creatures floating around. All along the shore where the lake waves hit the land is black, with partial skeletons of decaying fish sizzling where the water touches them. The path the group is following curves around the edge of the lake before disappearing into trees again.

You are hit with the stench of rot and something that burns your nose. The ground all along the lake looks burned and sounds of hissing happen each time the waters shift causing a wave to hit the shoreline.

Features of Sapphire Lake

Large Lake: The lake is 200 ft wide and uniform in shape.

Acidic Waters: The water is acidic, burning for 1d4 acid damage if touched at the start of their turn for each round that they are in contact with the lake.

Foul Waters: With a DC 11 Intelligence (Investigation) or an Intelligence (Nature) check characters can discover that the lake has turned acidic. Something has corrupted the water, turning the water a thick dark soup in the process. Taking some of the lake water in a vial provides the same stats and uses as a vial of acid.



Undead Guards: The water starts to ripple and move towards the shore where the group is. From the water rises **5 undead boggles** (appendix A) and **5 undead darklings** (appendix B), while still dripping from the water their attacks do an extra 1d4 acid damage. This lasts for 3 rounds after exiting the water completely.

Second Key: After defeating the creatures a thrumming sound draws attention to one of the bodies where the group finds another key embedded to their body. This one seems to amplify any light which shines on it, sparkling and giving off a high note. A DC 14 Intelligence (Arcana) check or an *identify* spell confirms this is the second key needed to release Midnight. The character carrying the *Key of Dawn* (appendix B) is considered attuned to it, being attuned in the dreamscape does not use up an attunement slot.

Stone Ring: A DC 18 Wisdom (Perception) check or a DC 17 Intelligence (Investigation) check the character will spot a strange stone in the shallows of the lake. It's a perfect smooth circle with a hole in it creating a ring. Veins of adamantine spider web across the stone in different colors that seem to change in the light. When retrieving the *Ring of Memories* (appendix B) requires a DC 16 Constitution saving throw taking 2d4 acid damage on a fail or half as much on a save.

PART 4: TRAPPED MIDNIGHT

The party saves the Unicorn and instead are met with the Vicious Geneva.

PRISON GUARDIANS

The sun has set making the area dimly lit as the group approaches, with a glowing light source in the distance. As the group reaches the clearing they are in two-thirds cover before entering it. No cover is available once in the clearing. Patrolling the 80 ft clearing as they slink through the weeds are Fierce Guards (see below). Once the players step into the clearing the mist cuts off everything else.

Ahead of you is a small clearing of tangled weeds that seems to glow in the moonlight, the moon hanging low over it. In the middle of the clearing, covered in chains hammered into the ground with a large bridle locked over their head is a midnight black unicorn. The temperature seems to have dropped dramatically and you can see your breath on the air as the wind shifts to hit you with the smell of blood.

Features of the Crescent Moon Clearing
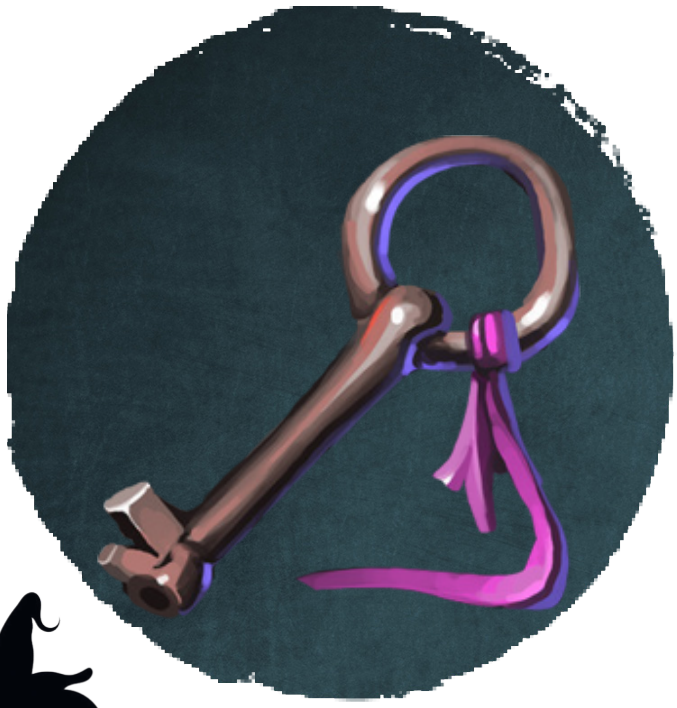
Glowing Clearing: Bright light fills the space, leaving no shadows in the clearing.

Tangled Weeds: The clearing is considered difficult terrain for the adventurers, the weeds seem to bend out of the way of the prison guards.

High Alert: Patrols are on high alert for anyone approaching the clearing putting the adventurers at disadvantage for Dexterity (Stealth) checks.

Fierce Guards: There are **3 meenlock** (VGtM 170) and **4 mite** (MFFV1 14) patrolling the clearing attacking anyone on sight, once in combat with the group they seem to focus on anyone carrying one of the keys.

Third Key: After defeating the creatures a thrumming sound draws attention to one of the bodies where the group finds another key attached to a long chain around their neck. This one is a swirling grey that seems to move, vibrating as it is moved towards the other keys. A DC 14 Intelligence (Arcana) check or an *identify* spell confirms this is the last key needed to release Midnight. The character caring the *Key of Dusk* (appendix B) is considered attuned to it, being attuned in the dreamscape does not use up an attunement slot.



Captured Moonlight: A DC 15 Wisdom (Perception) or an Intelligence (Investigation) check the character spots a pinpoint in the clearing glowing brighter than the rest of the space, on a fail the stone is lost in the light coming from the unicorn. The *Moonshard Pendant* (appendix B) is a small disk of light embedded into the ground, it has a small notch to attach it to a chain.

Approaching the chained Midnight they are on their side wrapped in thick chains that are so tight they cut into their flesh, small trails of blood fall down their hide pooling under them. Their breathing is harsh and sounds like crackling as their eyes roll around at the sound of something approaching.

Freeing Midnight: A DC 14 Wisdom (Nature) or Wisdom (Medicine) check can be used to help with the pain and heal the wounds caused by the chains each time they move, this gives the hag up to 25 temporary hit points or equal to the total healing given, whichever is lower. A search finds a black lock on the muzzle (*Key of Darkness*), a faintly glowing one locking together a mass of chains (*Key of Dawn*), and a shifting grey one holding the chains around their legs (*Key of Dusk*). Both the key and lock start to vibrate as they are matched correctly, and all three must be turned at the same time to release the chains.

RELEASE OF VICIOUS GENEVA

Midnight takes several minutes to get up and steady themselves, taking any healing for their wounds from the group they can get. They remain oddly silent as they stretch out their legs, running a few circles around the group moving the group closer together.

The running goes faster and faster before it begins turning into a blur. Midnight begins to neigh happily, but the neighing quickly turns to maniacal cackling as a cracking boom shatters the illusion. You are no longer in a clearing, no longer in a forest. There is nothing but a blank empty space stretching out into forever all around you. Standing proudly where Midnight had been, cackling as she sharpens a cleaver on a strip from her belt, is a half-bent purplish figure with large curling ram horns coming out of long grey hair. She smiles at you with teeth sharpened to points, "Well thank you, children, it was so kind of you to not only release me but to bring me a little snack as well."

Features of the Area Post Release

Blank Canvas: No terrain, objects, or cover exist in this space.

Living Nightmare: The group must deal with **Vicious Geneva** (appendix A). While they can fight her, there is also an opportunity to make a deal with her instead. Her intention is to corrupt the group and lay claim to the first souls she has seen in a long time. The need for power through souls outweighs her current want of tasty flesh. Each character that binds themself to perform an act that embodies one of the 7 Deadly Sins (pride, greed, lust, envy, wrath, and sloth), trading their soul to Geneva in the process, will be given their 'heart's desire' and their life in return. If attacked Geneva fights back fiercely until she gets close to death.

Fleeing Death: When Vicious Geneva falls below half her HP she will begin to try and escape the group. She'll try to avoid and delay the adventurers as she begins to cast *gate*. Casting the *gate* spell while running and avoiding the adventurers takes 2 rounds.

CONCLUDING THE ADVENTURE

The adventurers have a percentage chance of keeping the keys gathered from the dreamscape, shown below. All other magic items gained within that space appear on their bodies. What key is kept can be randomized or decided by the DM based on what magic items the group has brought back with them from the dreamscape.

- 0 - 25%: No keys
- 26 - 70%: 1 key
- 71 - 90%: 2 keys
- 91 - 100%: All keys

Everything goes black, a feeling of falling takes over and you startle awake to a dark campsite. The fire is out, making it dark with just a few beams of moonlight making it in through the trees overhead. You are cold to the bone but the feeling doesn't seem to match the temperature around you.

THE HAG IS DEAD

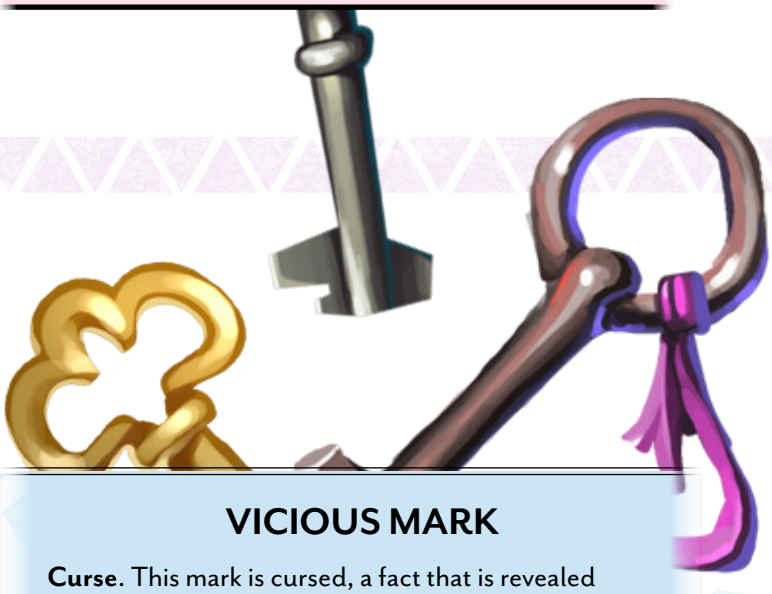
If the group killed Vicious Geneva they are given *Midnight's Horn* (see Appendix A), the unicorn horn that once held enough power to trap the hag in the dreamscape before they died. Now the magic is bestowed on those who finished what the first group could not. This horn is unique and extremely recognizable by celestial creatures.

The fire is long dead but something seems to be giving off a faint glow from its depths. As you move closer you find sitting in the middle of the ash a long black unicorn horn that has a single long crack up it from the base. The horn looks like it was bludgeoned and snapped off in a rather violent encounter. A soft dusk grey glow shines out from it warming you from the inside like a warm embrace.

LONG LIVE THE HAG

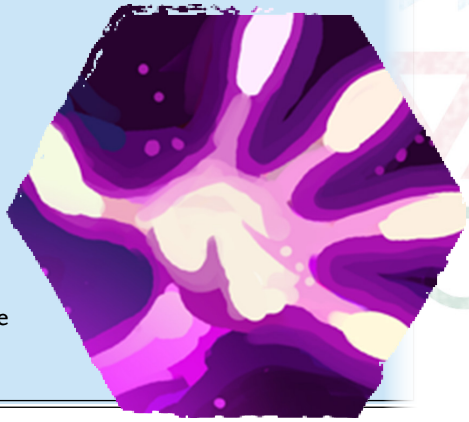
If the group either makes a deal with Vicious Geneva or she escapes, they wake up with an aching pain somewhere on their bodies. Should they search themselves they find four long spindly finger marks that are cold to the touch - they now each bear a *Vicious Mark*.

You feel a cold ache on your body and upon searching it find four long spindly finger marks fading from red into a deep black. They are freezing to the touch. A gust of wind sweeps through the camp, kicking up dirt and ash as the cackling laughter of Vicious Geneva fills the air. The mark flares hot and you can feel her there with you. Then, just as quickly as she came, she is gone.



VICIOUS MARK

Curse. This mark is cursed, a fact that is revealed only when an *identify* spell is cast on the mark. You are cursed until you are targeted by the remove curse spell or similar magic; causing the mark to fade away. While cursed, you have disadvantage when resisting attempts to cast scrying or other similar magic on you. During the duration of the curse Vicious Geneva can freely converse telepathically with the affected creature.





ANARCHO UNICORNISM



By Em Miller

The Burgermeister wants to make his daughter queen. One sister hag supports the monarchy, the other wants to overthrow the government. Coven meetings have just gotten so political these days!

This adventure is designed for 5 players of 3rd level

ADVENTURE BACKGROUND

It has been a dozen years since Simberdale has had a queen, as no virgins have been able to ride the Unicorn of the Forest and prove themselves worthy. Snickering folks in neighboring towns wager there are no virgins in Simberdale. The Burgermeister has decided to take the situation into his own hands. He has hired mercenaries to capture the unicorn, and has enlisted the aid of a local hag, Auntie Martha, to brew rowanberry wine to keep it sedated.

Martha's coven members are displeased, as the coven has long been forsworn from interfering in local affairs after the Angry Chickens Incident, but Martha claims she is a private contractor and not technically interfering. Her sister Madeline wants to ride the unicorn herself, since she is technically a virgin and technically could become queen. Her first act would be to abolish the monarchy. The third sister, Marjorie, just wants things to calm down and go back to normal, and thus she approaches the players.

This coven of hags is distinct in that none of them are actually evil and they bear the townspeople no ill will overall. They merely have philosophical differences about the proper system of government.

HOOK

An old woman who introduces herself as Marjorie approaches the party on the road. "Praise Nerthus, I've found some strapping adventurers who can help me out. My sister, you've got to help my sister! She is being held prisoner in the basement of the town hall. I don't have much, but I can give you my apple stand and whatever gold I can round up if you'll please, please rescue her. She's just a poor old crone like me."

If the players agree to help, Marjorie will lead them into the town of Simberdale and direct them to pass through the marketplace to the town hall. She will be waiting at the cart where she sells green apples.



PART 1: SIMBERDALE MARKET

As the players make their way toward city hall, a shoeless street preacher rants that the reason the Unicorn of the Forest has not returned is that there are no virgins in Simberdale, and that everyone should start drinking rowanberry wine to suppress their urges. A successful **DC 15 Wisdom (Medicine or Nature) check** informs the characters of the supposed effects of rowanberry wine (see Appendices). Any character with a Charisma score of 13 or higher attracts the street preacher's attention, and he yells that they are the reason so much impropriety is happening in this city. The marketplace guards grimace sheepishly and say that he is not breaking any laws if it is brought to their attention.

A six-year old girl will at some point take to following the party, skipping along happily. This is Auntie Madeline, the hag who seeks to overthrow the government, in disguise. She asks the party if they want to hear about her cat Mehitabel, who is following along with her. The cat is actually her familiar, and continues to follow the party even if they send Madeline away. Mehitabel keeps an eye on the party until they gain access to the basement of town hall, when she will report back to Madeline.

PART 2: TOWN HALL

Simberdale Town Hall is located just off the marketplace.

The town hall itself is only casually guarded by two uniformed halberdiers (male human **guards, MM**), both of whom seem incredibly bored. If they detect trouble (such as a break-in), they intervene, though they are reticent to use lethal force unless it is applied against them.

Inside the town hall, the Town Assessor (male human **commoner**) is chatting with the Town Clerk (female human **commoner**). The Assessor claims that the city cannot brew rowanberry wine without a Note of Permit from the





monarchy. The Clerk points out that without a functioning monarchy, there is no one to issue such a permit, and thus the city should operate under waiver until a permit is available. They appeal to the adventurers to help settle their dispute. Whoever they side with is friendly in future interactions and the other is unfriendly.

The clerk has the key to the basement on her key ring, which is attached to her belt next to her coin purse.

PART 3: TOWN HALL BASEMENT

The door to the basement is a large bulkhead door with a firm padlock on it. It is difficult but not impossible to pick, requiring a successful **DC 20 Dexterity check with thieves' tools**. Behind the door, a narrow flight of stone stairs leads fifteen feet down to the basement.

The basement antechamber is relatively clean and only slightly musty-smelling. It is a well-maintained area filled with public works tools. Across the room is an unlocked door with a single mercenary (male human **bandit**, MM) standing watch outside. If he spots the players, he asks them what they are doing down there, but will dart through the door rather than face them in combat. Through the door is the main basement, similarly well-maintained and filled with rakes, shovels and implements of construction. In the center of the room stands a wooden table with benches circling it. Atop the table are playing cards, a few dozen scattered silver coins, and a scroll with a particularly attractive pin-up elf maiden. The basement main room is guarded by a number of mercenaries equal to the number of players, plus their leader, Errol Blackburn (male human **bandit captain**, MM). These mercenaries have no compunctions against violence and draw steel eagerly if negotiations go poorly or the players want a fight.

Alternatively, Blackburncan be bribed to just walk away without a fight. He wants double what the town is paying mercenary company is being paid (a total of 1000 gp to the characters).

THE CAGE OF THE UNICORN

The Burgermeister (lawful evil male human **noble**, MM) and Auntie Martha (lawful neutral **green hag**, MM) are in the main basement room with the Burgermeister's pageboy and the captive unicorn. While the Burgermeister finalizes plans for his daughter's coronation, Auntie Martha is busy brewing rowanberry wine, which the pageboy occasionally force-feeds the unicorn. The Burgermeister's 13-year old daughter Amelia, meanwhile, sits by pouting and idly stroking the unicorn's mane.

When the players confront the Burgermeister, Auntie Martha will reveal her true form as a hag, curse at Auntie Marjorie for getting the adventurers involved, and explain that she is working to end the anarchy that has plagued the region for the past decade. At this moment, the little girl from the marketplace follows the characters in, reveals her true form as Auntie Madeline, and declares that she is eligible to ride the unicorn, become queen, and abolish the monarchy for good.

The players must choose who they want to support-- Martha and the powers of law, or Madeline and the powers of chaos.

If they side with Martha, the Burgermeister dives for cover as Madeline brandishes a Wand of Wonder and targets him with it. The party must fight Madeline.

If they side with Madeline, they fight both Martha and the Burgermeister.

Neither hag will attack her sister directly.

All the while, the Unicorn of the Forest looks on, drunk out of its mind and sitting in a cage. The key to the cage is on the Burgermeister's keyring, as is the key to the town treasury.

CONCLUDING THE ADVENTURE

Regardless of who defeats whom, the sister whose side the players have picked stabilizes anyone knocked unconscious during the fight. If the characters sided with Martha and the Burgermeister, and defeated Madeline, they are offered front-row seats at his daughter's coronation and several drink-tickets at the after-party, as well as gaining a Certificate of Preemptive Pardon for the next misdemeanor they commit in the Simberdale area.

If they helped Madeline to victory, she climbs onto the drunk-out-of-its-mind unicorn's back and, as her first act as queen, abolishes the monarchy. She rewards the party with the now-meaningless crown, a pewter circlet studded with pyrite cubes worth 200 gp.

Additionally, if the party opts to help the Unicorn of the Forest sober up and nurses it through its hangover, it bestows upon them a boon-- the equivalent of a *bless* spell that lasts for the next month and a day.



SEA SAID SHE SAID

by A. Kelly Lane



In order to silence ship-sundering storms, adventurers must resolve a dispute between a sea hag and a sea unicorn by declaring a winner or brokering peace.

This dungeon is designed for 4 4th to 6th level characters and is optimized for 4 characters with an average party level (APL) of 5.



ADVENTURE BACKGROUND

The sea unicorn Eldoris and the sea hag Grandmother Adriata have long battled over a coral reef that each would prefer to claim as her territory. Years ago, Adriata struck a bargain with Eldoris; the unicorn would cede the coral reef to the hag and Adriata would release a man named Topher (an **acolyte** (MM 342)) whom Adriata had imprisoned. Eldoris was Topher's patron before his untimely death.

Adriata *did* release Topher, but he was killed by a shark before he ever made it back to the surface. Eldoris saw this as a breach of contract under the assumption that Adriata ordered the attack; to which Adriata responded that "a deal is a deal." In reality, however, it was just an accident caused by letting a floundering spell caster try to get to shore alone.

Since this misunderstanding, the two have fought tirelessly over the reef, which is quickly becoming more shipwreck than coral as the storms above sink passing ships attempting to reach safe harbor.

HOOK

This adventure could occur near any coastal town. The local merchants who rely on sea trading banded together and widely advertised a reward of 2000 gp to anyone who can stop the storms. Previous adventuring groups have tried to do so but so far none have succeeded. Until the problem is resolved, the trade route is essentially closed.

Assuming the party agrees to take up the merchants' cause, the traders offer to prepare the party for the journey out to sea before they set off.

PRODUCER'S NOTE:

The "Sea Unicorn" and "Sea Hag" art for this adventure are the delightful work of Ignacio Santander-Alfonso, an artist and illustrator with a delightfully wicked style.

You can find him on twitter @isantalfo



PART 1: THE SUNDERED SEA

If the party does not contain someone who can cast *water breathing*, the merchants hire a local wizard affectionately referred to as Corkscrew due to his penchant for strong wine. He uses the **mage** (MM 347) statblock but can cast *water breathing* instead of *fly*.

The merchants are two ship captains who use the **veteran** (MM 350) statblock. Karen is a dwarf who, while genuine, prefers everything to be exact. She is clearly the leader, insists on being referred to as captain, and thoroughly enjoys paperwork requiring a contract of the party with triplicates. Her kindly counterpart Tom is a half-orc who tempers Karen. Tom originally became a merchant due to his love of long walks on the beach and a good tequila sunrise with a fancy umbrella. Whenever he is in town, Tom likes to put on puppet shows for the kids teaching them about friendship and being good neighbors.

The merchants also provide the party with a rowboat (GoS 190) (or two if necessary based on party size) that can be used to get to the storms, which are visible from the shore. These merchants also make it clear to the party that these storms cannot be caused by natural means as they have raged unceasingly for weeks and only cover the half-mile-wide entrance to the harbor. Finally, the merchants are aware that there is a coral reef where the storms are as ships have to be careful not to scrape along them.





THE HARBOR

As the party rows towards the storm, they must conquer the waves in order to reach the eye.

> *The roiling waves are easy to spot and appear to be less than 30 minutes of hard rowing away, but, with the increasing choppiness of the water, even getting that far appears to be a challenge.*

Features of the Area

Boat: The rowboat (GoS 190) comfortably seats 4, has an AC of 11 and 50 hp.

Waves: The rocking waves cause all Dexterity (Acrobatics) and Strength (Athletics) checks to be made with disadvantage.

Wind and Rain: The whipping winds and pouring rain make this area partially obscured. The group has to make a series of skill checks where each member takes turns contributing to managing the boat.The group needs to reach 4 successes (DC 13) before they receive 3 failures in order to make it to the eye of the storm safely.

Each party member decides how they can contribute to sailing the ship. Some ideas include,

- Rowing the boat, which requires a Strength (Athletics) check
- Navigation, which requires a Wisdom (Survival) check
- Bailing out water, which requires a Constitution or Dexterity (Sleight of Hand) check

Characters can be creative as to how they contribute. On a failure, you may choose to impose an additional penalty or challenge such as a character falling out of the boat or the loss of an oar, which can further complicate additional checks.

Should they reach 3 failures before the required successes, the boat takes on too much water and sinks. Swimming the rest of the way through the storm requires a successful DC 10 Constitution saving throw due to the rough conditions. On a failure, that character takes a point of exhaustion.

PART 2: UNDER THE WAVES

There is nothing notable above the waves and the party must head below the surface to discover the source of the storm. Deep within the sea, the party find Grandmother Adriata and Eldoris arguing with their respective factions ready to be called into battle.

ADJUSTING THIS ENCOUNTER

- **Very Easy***: remove one* **hunter shark** and Eldoris's sea horses aid the party
- **Easy:** remove one **hunter shark**
- **Hard***: add one* **hunter shark**
- **Very Hard***: add one* **hunter shark** *and one* **giant octopus**

The party arrives in a circular area 80 feet in diameter surrounded by coral with smooth sand on the ground. The walls of coral are 60 feet tall. There are sunken ships partially buried in the reef with the sea life beginning to overtake the wreckage. In the center of the clearing stands the wheel of a ship. A large sea horse with a single horn on its forehead and a sea hag appear to be arguing over the wheel, which is giving off some kind of magical energy. If asked, the unicorn and the hag tell the story of their bickering and both try to get the party to side with them, offering magical items as described in Conclusion.

ADJUSTING THIS ENCOUNTER

Very Easy. Remove all seahorses and Eldoris's legendary actions.

Easy. Remove all seahorses

Hard. Replace seahorses with **giant seahorses** (MM 328)

Very Hard. Replace seahorses with 5 **giant seahorses**.

Eldoris blames Adriata for Topher's death. The sea unicorn is angry because she had invested a great deal of energy into training Topher to be a half-decent mage. He was supposed to be Eldoris's land-legs capable of helping her seek new business opportunities and identify new souls in need of a patron. Eldoris insists that Adriata was bitter to lose a captive and sent her hunter shark to kill Topher.

On the other side, Adriata insists she is innocent and that her hunter shark Boris had no idea who Topher was. She admits to being sad to lose such a good cook from the ranks of her prisoners, but that she respects Eldoris as another powerful sea-faring female creature and always honors a deal. Instead, Adriata is mad that Eldoris is so pigheaded and wants Eldoris to relinquish control of the wheel so Adriata can return to making deals with lost seamen.



Features of the Area

Sharp coral: Spikey coral surrounds the area with the potential to cause 5 (1d10) piercing damage should someone be shoved into it.

Light: The water is clear with the sunlight from above. It is well-lit.

Ship's wheel: This wheel serves as a *Wheel of Weather* (see Lair Actions, p.81) and appears to be the cause of the storm

There are several options for the party to resolve this encounter.

Siding with Eldoris the sea unicorn:

The party must fight Grandmother Adriata (**sea hag** MM 179 with the Lair Actions in Appendix A) who enlists the aid of 2 **hunter sharks** (MM 330) and 1 **giant octopus** (MM 326). Grandmother Adriata uses the *Coraline Crown* and has a *Shocker*. Eldoris does not get involved unless the party appears like they are about to die, no use putting herself in danger when these folks are willing to do so on her behalf. (See Conclusion A.)

Siding with Grandmother Adriata the sea hag:

The party must fight **Eldoris** (Appendix A) who enlists the aid of 3 **seahorses** (MM 337). Eldoris charges the weakest looking party member on the first turn. Adriata does not get involved preferring to watch the spectacle as entertainment.

Brokering peace between the two:

This requires creative roleplay and a successful DC 16 Charisma (Persuasion) check. On a failure, the fight over the wheel continues and the party can see a ship begin to sink. Eldoris and Adriata insist there is a winner. However, for each new argument allow the party to remake the check.

One clear way to appease both sides is to interview the hunter shark, Boris, who ate Topher. Boris shares that he was hungry having recently been trying to go on a vegetarian diet because that seemed to be all the rage lately. With Boris's story, the party may be able to convince Eldoris or Adriata's innocence. This is especially true because Adriata shares that she was actually quite fond of Topher because he made excellent sushi. Alternatively, they could appeal to the two creatures' more enterprising natures and point out that their destruction of merchant ships is bad for business. There's no one to make deals with if they're all dead (See Conclusion C.)

Destroying the wheel: The wheel has an AC of 20 and 50 hp. Upon destroying it, the storms immediately cease and whoever remains among Eldoris and Adriata are furious. (See Conclusion D).

CONCLUDING THE ADVENTURE

If the party destroys the wheel, brokers peace, or declares a victor, their mission was ultimately successful, the storms cease, and they can collect their reward.

Conclusion A: Eldoris is defeated.

Eldoris thanks the party and gifts them with Adriata's *Coraline Crown* and *Shocker.* She escorts them back to shore. Eldoris immediately begins recruiting new warlocks who she hopes will help her conquer more of the seas.

Conclusion B: Grandmother Adriata is defeated.

Adriata thanks the party and gifts them with Eldoris's *Conch of the Moist Imperative.* She escorts the party back to shore. Adriata immediately begins hatching deals with local merchants and getting into trouble.

Conclusion C: Peace is Brokered

They gift the party with a *Coraline Crown* and a *Conch of the Moist Imperative*. As they begin to talk, Eldoris broaches the ides of shared business interests with Adriata. If appropriate, Adriata may bring up the idea of selling sushi. They escort the party back to shore and Adriata rides Eldoris back beneath the waves where the two work together to hatch a plan to continue conquering territory as a team of shrewd business partners. Their shared love of lucrative business ventures and getting the better of wayward merchants make them a strong team.

Conclusion D: The wheel is destroyed.

If the party destroys the wheel without brokering peace or defeating either Eldoris or Adriata, they both turn on the party. This is a battle the party are unlikely to win. Adriata and Eldoris do not follow should the party try to retreat, but this could be a good hook for a new villain to enter a campaign.If the party destroys the wheel after having brokered peace or declaring a victor, Eldoris and/or Adriata give them 24 hours head start before coming after the party having a shared goal and a tentative peace until that goal is reached.

LAIR ACTIONS: GRANDMOTHER ADRIATA & ELDORIS

On initiative count 20, Grandmother Adriata can choose to spin the *Wheel of Weather* (she can do so magically as long as she is within 100 feet of the wheel).

Lair Actions, Eldoris:

On initiative count 20, Eldoris can cause one of the following lair actions. Each action can only be used once.

- The coral grows causing the area to shrink 10 feet in diameter pushing any creatures closer to the center.
- Spikes shoot out from the coral and any creatures within 5 feet of the edge take (5) 1d10 piercing damage.
- All of Eldoris's minions (seahorses) can make a single ram attack at any creature within range.



APPENDIX A:
HAGS & UNICORNS
AND STATBLOCKS FOR HAGS & UNICORNS

PAGE	
83	Agatha Crumb
84	Apprentice Hag
85	Aunt Pat
86	Black-Eyed Bethel
86	Blink Crocodile
87-88	Caticorns
89	Doriel
89	Dread Titchwillow
90	Drizzling Mertha
90	Elasmotherium Oracle
91	Sea Unicorn
92	Gastrocrone
93	Gingerbread Unicorn of the Apocalypse
94	Gloam Hag
95	Granny Mossglitter
96	Hagbaxi
97	Haguru
98	Martingale

PAGE	
99	Nightmare Unicorn
100	Primal Hag
101	Princess Swefn
102	PROJECT H.A.G
103	Rainbow Elemental
104	Sugarplum
105	Vicious Geneva
106	Wereunicorn
107	Witchicorncop





AGATHA CRUMB



Agatha is a plump old lady who wears a patchwork dress that has been repaired so many times that little of the original fabric remains. Her hair is usually tied down the side of her head and it looks like it hasn't been washed in ages, there are bits of moss and twigs sticking out from various places.

Personality Trait: I tend to get along with animals and nature better than other humanoids.

Bond: I'll live free, without constraints.

Ideal: There's evil in me, I can feel it. It must never be set free.

Flaw: Lives of people are worthless compared to the sanctity of nature.

Agatha uses the **green hag** statblock with the following changes:

Spellcasting: Agatha can cast the following spells once per long rest: *Barkskin, Entangle*

Vine Shield (Recharges 6). As a reaction, when a creature attacks Agatha she can grow a shield out of vine. Agatha gains +3 to her AC until the end of her next turn. If the creature that attacked the hag is within 5 feet of her, they take 2d4 piercing damage.

Weird Magic: Exposure to the unicorn and its damaged horn has allowed Agatha access to new magic. Once per day, Agatha can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger. She can also take one willing creature with her.

BRISTLEBRUSH



Bristlebrush is a springy little vine blight that shares Agatha's home. He was injured and nursed back to health by Agatha and has become quite devoted to her since then.

Bristlebrush uses the **vine blight** statblock with the following changes:

Weird Magic: Much as Agatha has gained new powers from the damaged horn, so has Bristlebrush.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, Bristlebrush magically increases in size, along with anything it is wearing or carrying. While enlarged, Bristlebrush is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If Bristlebrush lacks the room to become Large, it attains the maximum size possible in the space available.

Magic Resistance. Bristlebrush has advantage on saving throws against spells and other magical effects.

APPRENTICE HAG

In the adventure *Secrets in the Garden*, a coven of hags decides to take the local youths under their wing, finding solace from the evil in their hearts through the empowerment of others. However, you can use the following statblock for any creature supernaturally endowed with strange magics by hags, unicorns and other monstrous meddlers.



APPRENTICE HAG

Medium fey, any alignment

Armor Class 13

Hit Points 22 (3d8 + 9)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	12 (+1)	18 (+4)	14 (+2)

Skills Arcana +3, Deception +4, Performance +4

Senses darkvision 60ft., passive Perception 9

Languages Common, any two languages, telepathy 30ft

Challenge 2 (200 XP)

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

At will: *dancing lights, minor illusion, animal friendship*

Magic Touched. The apprentice hag has been empowered by weird magic. As a result, they can use the effects of disguise self to manifest a supernatural appendage such as a rainbow tail, or a unicorn horn. If the apprentice hag uses this ability, they gain advantage on all Charisma checks. This lasts for 24 hours.

Magic Resistance. The apprentice hag has advantage on saving throws against spells and other magical effects.

ACTIONS

Body Slam. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Dance Dance Revolution. The apprentice hag emits a distracting display of music and lights. Each hostile creature within 10 ft must make a Charisma saving throw. On a failed save, the target is charmed, and must use their movement to dance. At the end of each of their turns, a creature may attempt the save again. On a successful save, they break the charm and cease dancing.

AUNT PAT, Unicorn Form

AUNT PAT, UNICORN FORM

Large celestial, neutral evil

Armour Class 12
Hit Points 67 (9d10 + 18)
Speed 50ft.

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Immunities poison

Condition Immunities charmed, paralyzed, poison

Senses darkvision 60 ft., passive perception 16

Languages Abyssal, Common, Infernal, Primordial, telepathy 60 ft.

Challenge 5 (1,800 XP)

Bag of Angry Fruit (1/day). As an action, Aunt Pat can dump a bag of evil living fruit (use awakened shrubs, MM) to an empty space she can see within 15 feet. 1d6 evil fruit emerge, and attack anything close to them.

Charge. If Aunt Pat moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. Aunt Pat's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At Will: *detect magic, magic missile*
2/day each: *plane shift (self only), ray of enfeeblement, sleep*

Magic Resistance. Aunt Pat has advantage on saving throws against spells and other magical effects.

Magical Weapons. Aunt Pat's weapon attacks are magical.

ACTIONS

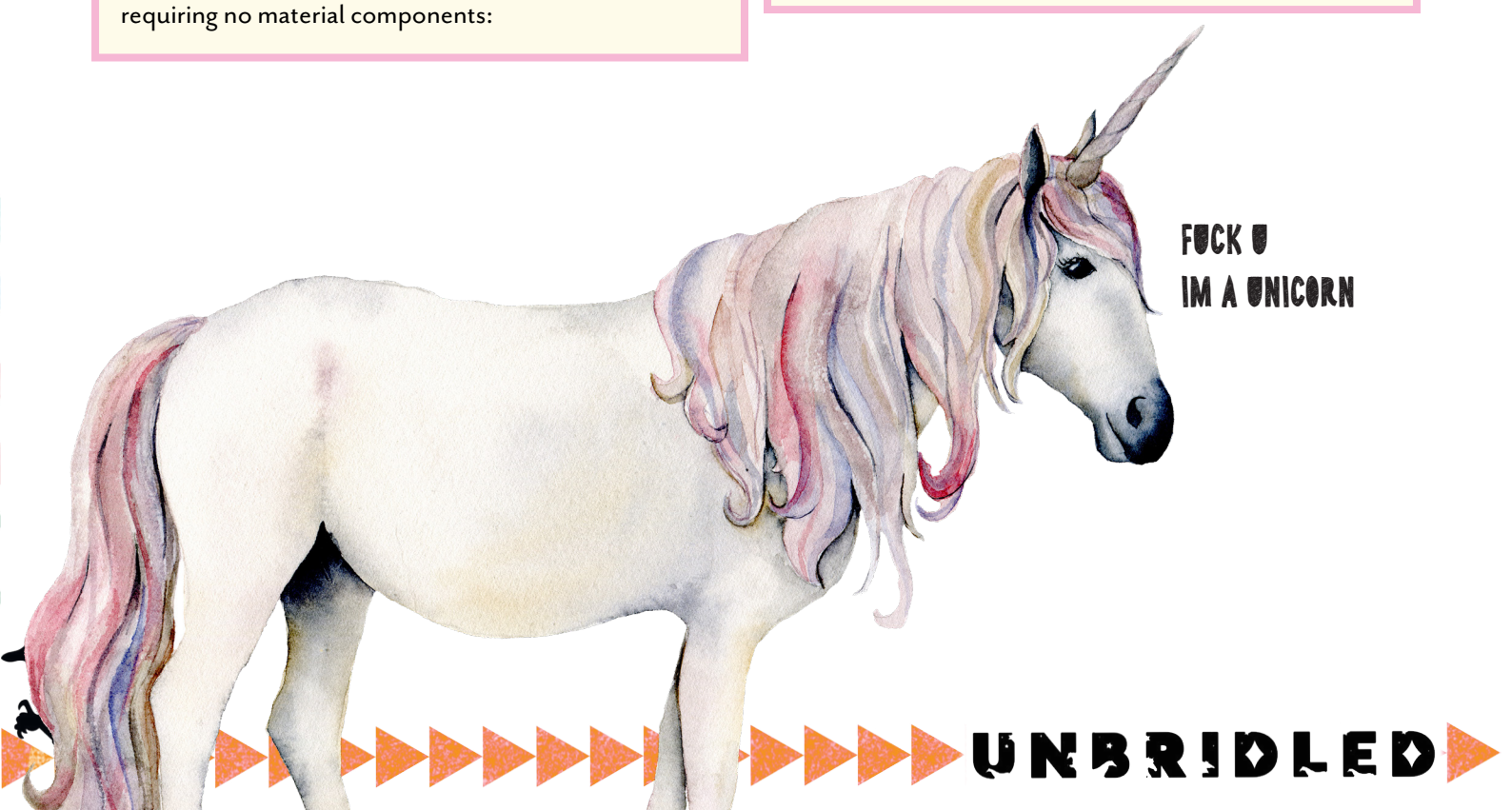
Multiattack. Aunt Pat makes two attacks; one with her hooves and with with her horn.

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

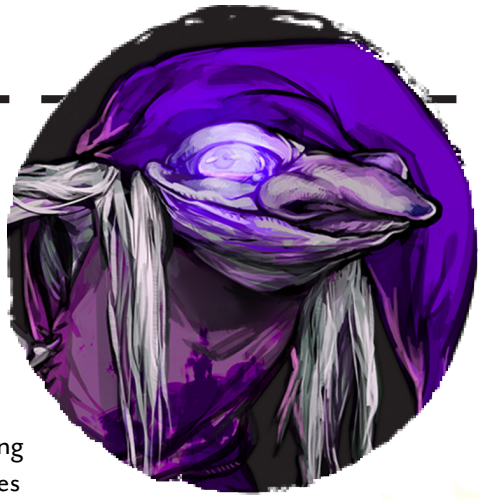
Horn. ***Melee Weapon Attack***: +7 to hit, reach 5 ft., one target. Hit 8 (1d8 + 4) piercing damage.

Nightmarish Touch (3/Day). Aunt Pat touches another creature with her horn. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit 11 (2d8 + 2) necrotic damage. Roll a d20, on a result of 3 or less, the damage is reduced to 0. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). Aunt Pat magically teleports herself and up to six willing creatures she can see within 5 feet of her, along with any equipment they are wearing or carrying, to a location she is familiar with, up to 1 mile away.



BLACK EYE BETHEL



Bethel is a squat, toad-like figure who whistles when she speaks. She is extremely sensitive about this. She is cheerful, with a macabre sense of humour, and firmly believes that she is "the good sister" in comparison to Mertha. She adores Ademar: the unicorn was her favourite toy when she was a girl (entirely innocent: she used to braid moths into his hair) and will be girlishly delighted to have him back. There will be hugs. That does not mean she has any intention of freeing him. Bethel uses the **night hag** stat block, with the following additions:

Once per day, using her action, Bethel falls into a coughing fit so hard stinging insects (a **swarm of wasps**, MM) swarm from her eyes, which turn fully black during the process. The insects are fully under her control, and swarm a target she chooses (acting on the same initiative as Bethel).

Biting and stinging, the swarm causes paralysis in any living target that fails a DC 17 Constitution saving throw. The paralysis lasts for ten minutes. The target makes no further saving throws: if they are affected, the paralysis lasts for the full duration.

She can command the swarm to choose a new target using a bonus action.

BLINK CROCODILE



Lol it's a crocodile but it teleports.

BLINK CROCODILE

Large monstrosity, neutral evil

Armour Class 12
Hit Points 99 (12d10 + 33)
Speed 15ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	5 (-3)	10 (+0)	7 (-2)

Saving Throws STR +7, CON +6

Skills Athletics +7, Stealth +3

Damage Resistances Cold, Poison

Senses Darkvision 60 ft., passive Perception 10

Languages Celestial

Challenge 6 (2,300 XP)

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

BAM. CROCODILE. As a bonus action, the crocodile can cast *thunder step* (spell save DC 15). The spell deals necrotic damage within 15 feet of the space the crocodile arrives in, instead of thunder damage in the space it left

Actions

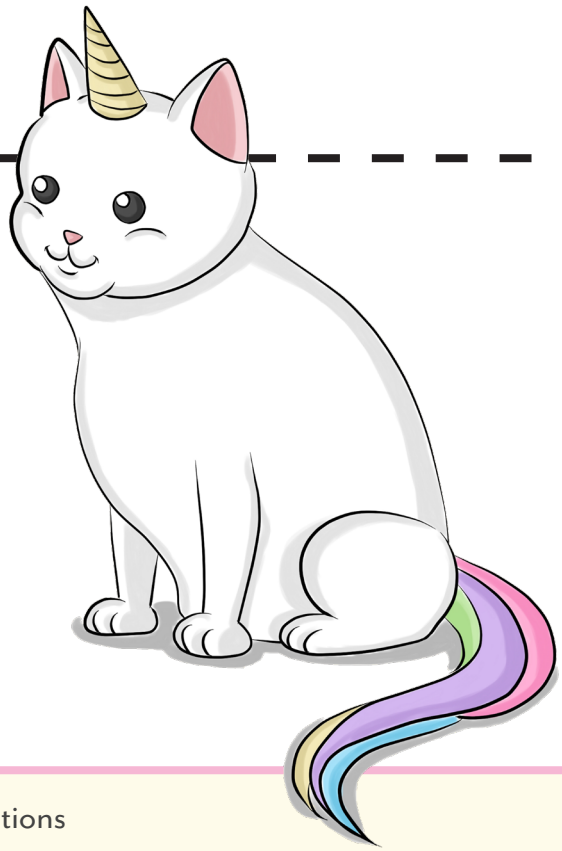
Multiattack. The crocodile makes two attacks: one with its bite and one with its tail..

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15), and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

CATICORNS

A cat and also a unicorn. Could there be a more heavenly creature? No. We did studies. It's been proven.



CATICORN

Large celestial, chaotic good

Armor Class 13

Hit Points 68 (9d10 + 18)

Speed 50 ft., climb 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	11 (+0)	16 (+3)	20 (+5)

Skills Perception +6, Stealth +9

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Damage Resistances bludgeoning, piercing, and slashing damage from non magical attacks

Senses Darkvision, passive Perception 16

Languages Abyssal, Celestial, Sylvan, Telepathy 60 ft.

Challenge 7 (2,900 XP)

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

Magic Weapons. The caticorn's weapon attacks are magical.

Charge. If the caticorn moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

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

Mighty Leap. With a 10-foot running start, the caticorn can long jump up to 30 ft. From a standing position, the caticorn can vertically leap 30 ft.

Pack Tactics. The caticorn has advantage on an attack roll against a creature if at least one of the caticorn's allies is within 5 ft. of the creature and the ally isn't incapacitated

Actions

Multiattack. The caticorn makes three attacks: two with its cloofs and one with its horn.

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

Horn. ***Melee Weapon Attack:*** +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) piercing damage.

Healing Purr (3/Day). The caticorn loudly purrs, causing rainbow light to emanate from its horn in the direction of the target. The target magically gains the benefit of a Long Rest. In addition, the purr removes all diseases and neutralizes all poisons afflicting the target.

Shadow Friends (1/Day). If partially obscured, the caticorn can choose to become invisible along with up to three willing creatures it can see within 5 ft. of it, along with any equipment they are wearing or carrying.

Legendary Actions

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

Retractable Cloofs. The caticorn makes one attack with its cloofs.

Inspiring Purr (Costs 2 actions). The caticorn vigorously purrs. It and one other creature it can see within 60 ft. or two creatures it can see within 60 ft. gain 1d8 Inspiration die, which functions like the Bardic Inspiration ability.

Heal Self (Costs 3 actions). The caticorn magically regains 11 (2d8 + 2) hit points.

CATICORN FOAL, or Kittencorn



CATICORN FOAL

Large celestial, chaotic good

Armor Class 13

Hit Points 22 (5d6+ 5)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	9 (-1)	14 (+2)	17 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses Darkvision, passive Perception 12

Languages Celestial, Telepathy 60 ft.

Challenge 1 (200 XP)

Charge. If the caticorn moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 4 (1d8) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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

Mighty Hop. From a standing position, the caticorn can vertically leap 15 ft.

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

Magic Weapons. The caticorn's weapon attacks are magical.

Innate Spellcasting. The caticorn's innate spellcasting ability is Charisma (spell save DC 13). The caticorn can innately cast the following spells, requiring no components:

At will: *dancing lights, pass without trace*

1/day: *calm emotions*

Actions

Retractable Cloofs. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 +1) bludgeoning or slashing damage.

Horn. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 1) piercing damage.

Helping Purr (1/Day). The caticorn loudly purrs, causing rainbow light to emanate from its horn in the direction of the target. The target magically gains the benefit of a Short Rest.

Shadows (1/Day). If partially obscured, the caticorn can choose to become invisible, along with any equipment they are wearing or carrying.









DORIEL, Hag Form

DORIEL, HAG FORM

Medium fiend, lawful good

Armour Class 17 (natural armor)
Hit Points 112 (15d8 +45)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	17 (+3)	16 (+3)

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from, nonmagical attacks not made with silvered weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive perception 13

Languages Celestial, Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. Doriel's innate spellcasting ability is Charisma (spell save DC 14). He can innately cast the following spells, requiring no material components:

At Will: *detect evil and good, druidcraft, pass without trace*
1/day each: *calm emotions, dispel evil and good, entangle*

Magic Resistance. Doriel has advantage on saving throws against spells and other magical effects.

ACTIONS

Claws (Hag Form Only). ***Melee Weapon Attack***: +7 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) slashing damage.

Change Shape. Doriel magically polymorphs into a Small or Medium male humanoid, or back into his hag form. Roll a d20. On a result of 5 or less, Doriel transforms into a different humanoid than the one intended. Any equipment he is wearing or carrying isn't transformed. He reverts to his hag form if he dies.

Etherealness. Doriel magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, Doriel must have a heartstone in his possession. Roll 1d20. On a result of 3 or less, the ability fails.

Dream Blessing (1/Day). While on the Ethereal Plane, Doriel magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has a sweet dream. If these visions last for at least 1 hour, the target gains 5 (1d10) temporary hit points until their next long rest. If the target is evil, they must make a DC 10 Wisdom saving throw, on a failure their alignment becomes good. The alignment change can be removed by the greater restoration spell or similar magic.

Weird Magic (1/Day). Doriel has a bag of cat ashes on his person, created by Aunt Pat. As an action, Doriel can throw the bag to summon a dusty apparition of a cat. The cat can move to sit on up to three willing creatures, to fall ubder the effects of the catnap spell.

REACTIONS

Quick Quarterstaff. ***Melee Weapon Attack:*** +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning

DREAD TITCHWILLOW

Dread Titchwillow is a wretched and gnarled old bag who festers in a swamp far from the sunlight, which she despises. Blessed with a bitter sense of humour, and a morbid fascination with necromantic magic, she has developed an exceedingly unwholesome reputation.

Personality Trait: I make snide remarks all the time. ALL the time.

Bond: I love my house, and my swamp. A horde of unicorns couldn't convince me to move.

Ideal: Freedom. The only thing worth having in this world is the freedom to do as you please.

Flaw: Everything will work out in the end, if you pull the right strings.

Agatha uses the **green hag** statblock with the following changes:

Spellcasting: Agatha can cast the following spells once per long rest: *earthbind, erupting earth, polymorph*

Marsh Snare. As an action, Dread Titchwillow causes the swamp itself to ensnare and attack her foes. One creature within 50 feet must succeed at a DC 14 Strength saving throw or become restrained and take 9 (2d8) poison damage. Creatures may attempt to break out as an action (escape DC 14) or take an additional 9 poison damage at the end of their turn. Unless broken, this snare lasts for 1 minute.

DRIZZLING MERTHA



DRIZZLING MERTHA

Drizzling Mertha is tall, but hunched, with a constant mild sniffle. She hawks up phlegm regularly to clear her nose and throat. The area around her always feels spongy underfoot. Mertha is shrewd and mean-spirited, and unusually for a night hag has very few schemes going on: thwarting her sister's every attempt at happiness is her only pleasure in life. Mertha uses the **night hag** stat block, with the following additions:

Weird Magic:

Mertha is a collector, and she's inherited her mother's knack for paralysing creatures that make for interesting curios... as well as Soula's own monsters. She keeps several in her home, like ghoulish taxidermy (see Balcony), and others in bags and pockets about her person. This includes a lesser demon that she can shake out of a **bag of holding** if the need arises.

Mertha can cast the following spells once per long rest: *Conjure woodland beings, Summon lesser demon*

Mertha carries a bracelet woven from a blend of her own and Ademar's hair. She can use an action to wind it into a cat's cradle around her gnarled hands, and spit in the eye of her target. The target cannot benefit from healing magic or items until their next long rest, or until *lesser restoration* is cast on them. Mertha can do this once per day.

As an action, a shimmering blue haze briefly surrounds Mertha.She claps her hands, and teleports up to three willing creatures up to twenty feet away. If she teleports them off the balcony, they take 1d6 points of falling damage unless they succeed on a DC 12 Dexterity saving throw.

Mertha's Lair:

Mertha can hide the paths to her lair, changing them so intruders wander endlessly or find themselves at the edge of the swamp. Characters who have experienced this effect before avoid falling victim to it again if they succeed on a DC 15 Wisdom (Survival) check. She can, at will, steal into the mind of any Tiny creature in her domain, if it is ¼ CR or lower. She uses this ability to watch for intruders, and detects any visitors to her swamp in 1d4-1 hours unless they are stealthy enough to avoid notice.

Lair Action: While in her hut, on initiative count 20 (losing initiative ties), Mertha takes a lair action to cause one of the following effects; she can't use the same effect two rounds in a row:

It's a mimic. An object adjacent to one of the characters is a mimic. It attacks. No more than two of these mimics can be active at a time.

Pitch black. Every light in the lair is extinguished,

Snake escape. The lid flies off the Pot of Snakes, and two flying snakes attack, choosing targets at random. Mertha is immune to their poison.

Mertha also has a *bag of holding*. If she didn't use her Weird Magic to *summon lesser demon* during the adventure, it has an angry fiend in it (why didn't it die from lack of oxygen? Weird Magic.). That definitely won't cause any problems for the characters further down the road.

ELASMOTHERIUM ORACLE

An elasmotherium oracle uses the statistics of a **rhinoceros MM p336**, with the following changes:

- The oracle has an inteligence score of 10 (+0) and a Wisdom score of 13 (+2)
- **Languages.** Common, Primordial, telepathy 30 ft.
- **Innate Spellcasting.** The elasmotherium's innate spellcasting ability is Wisdom (spell save DC 14). They can innately cast the following spells, requiring no material components:

  At will: *message* 1/day each: *sending*, *scrying*



Sea Unicorn



SEA UNICORN

Large celestial, chaotic neutral

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60ft.

Challenge 5 (1,800 XP)

Charge. If the sea unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target take an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed back 10 feet.

Water Breathing. The sea unicorn can breathe only underwater unless using the Land Bargain feature.

Innate Spellcasting. The sea unicorn's innate spellcasting ability is Charisma (spell save DC 14). The sea unicorn can innately cast the following spells, requiring no components:

At will: *druidcraft, pass without trace*

1/day each: *entangle, control water*

Magic Resistance. The sea unicorn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The sea unicorn's weapon attacks are magical.

Land Bargain. For 24 hours, the sea unicorn can polymorph to gain legs and can breathe air. However, while on land, the sea unicorn can only speak telepathically and gains a walking speed equal to their swim speed. This ability can only be used once per 30 days.

Actions

Multiattack. The sea unicorn makes two attacks: one with its tail and one with its horn.

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

Horn. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Healing Touch (3/Day). The sea unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizing all poisons afflicting the target. Male sea unicorns may allow small or tiny creatures to become healed within their pouch instead.

Return to the Sea (1/Day). The sea unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to the sea unicorn's lair within the water. In this way, the sea unicorn can guarantee their safety after using their Land Bargain ability.

Legendary Actions

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

Tail. The unicorn makes one attack with its tail.

Watery Shield (Costs 2 Actions). The sea unicorn creates a magical field of thrashing water around itself or another creature it can see within 60 feet of it. The target has half-cover until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The sea unicorn magically regains 11 (2d8 + 2) hit points.

GASTROCRONE



GASTROCRONE

Medium fey, neutral evil

Armor Class 16 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

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

Saving Throws INT +6, WIS +5

Skills Arcana +6, Medicine +5, Nature +6, Perception +5, Stealth +5, Survival +5

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Primordial, Sylvan

Challenge Rating 8 (3,900 XP)

Culinary Invigoration. Whenever a creature (this includes the gastrocrone) ingests food or water created by the gastrocrone by a spell or effect, it gains the following benefits based on the type of effect:

- ***Regain hit points.*** The target regains 4 + the maximum number of hit points possible
- ***Gain temporary hit points.*** The target gains the maximum number of temporary hit points possible
- ***Increase hit point maximum.*** The target increases by the maximum number possible to both its hit point maximum and current hit points
- ***Gains immunity to poison.*** The target gains advantage on death saving throws for 1 minute***ains immunity to frightened.*** The target gains advantage on all Strength (Athletics) and Dexterity (Acrobatics) checks for 1 minute

Innate Spellcasting. The gastrocrone's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At-will: *create or destroy water, disguise self, goodberry, prestidigitation, produce flame, purify food and drink*

3/day each: *contagion, heroes' feast*

1/day: *animate objects*

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

Magic Weapons. The gastrocrone's weapon attacks are magical.

Actions

Multiattack. The gastrocrone makes two claw attacks.

Baked Confectionary (Recharge 5 or 6). The gastrocrone produces a delicious confectionary treat and feeds it to itself or a friendly creature within 5 feet of it. When eaten, the treat produces randomly one of the following effects:

1. Regain 1d8 + 4 hit points
2. Gain 1d10 temporary hit points
3. Remove any diseases or poisons. Gain immunity to being poisoned for 1 minute
4. Remove the frightened condition. Gain immunity to being frightened for 1 minute
5. Gain advantage on the next melee weapon attack until the end of its next turn
6. Gain a +2 bonus to its Armor Class for 1 minute

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Foodmorph (1/day). The gastrocrone points her finger at a creature it can see within 60 feet. The target must make a DC 16 Wisdom saving throw or transforms along with whatever it is wearing and carrying into a delectable confectionary treat for 1 hour. The confectionary is a Tiny-sized object with 1 hit point. While in this form, the target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on a saving throw against this effect becomes immune to the gastrcrone's Foodmorph for 24 hours. If the creature is eaten or destroyed while in this form, it instantly dies and can be restored to life only by means of a *true resurrection* or a *wish* spell.



GINGERBREAD UNICORN OF THE APOCALYPSE

GINGERBREAD UNICORN OF THE APOCALYPSE

Large construct, chaotic evil
Armor Class 14 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	6 (-2)	7 (-1)	5 (-3)

Skills Perception +3

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 13

Languages understands Primordial and Sylvan but can't speak

Challenge Rating 2 (450 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Gingerbread Doom. The unicorn is made entirely out of edible gingerbread, whenever a creature takes a bite action against it, they must make a DC 14 Consitution saving throw or be poisoned for 1 minute.

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

Magic Weapons. The unicorn's weapon attacks are magical.

Actions

Hooves. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 3) bludgeoning damage.

Horn. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.



VARIANTS: GINGERBREAD UNICORNS OF THE APOCALYPSE

Each of the four gingerbread unicorns of the apocalypse created by Granny Matilda embodies an aspect of doom and dread, and each unicorn has special characteristics described below.

Destruction. A unicorn of destruction deals an additional 7 (2d6) fire damage with its hooves attack. In addition, the unicorn deals double damage to objects and structures.

Dread. A creature that starts its turn within 10 feet of a unicorn of dread must make a DC 14 Charisma saving throw. On a failed save, whenever the creature makes an attack roll or saving throw within the next 1 minute, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Decay. A creature damaged by the unicorn of decay cannot regain hit points until the end of its next turn.

Death. A unicorn of death's hooves and horn attacks deal an additional 9 (2d8) necrotic damage. In addition, a creature dealt damage by the unicorn must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

GLOAM HAG



The gloam hag is a rare variety of hag which stalk the dreams of mortal creatures, tapping into the power of the subconscious power of nightmares without becoming fiends - unlike their sister night hags (the two subspecies hold each other in mutual animosity). A community terrorized by a Gloam Hag is unlikely to last long - the hag's natural sadism often causes it to destroy any community it latches into, after which it drifts onwards to seek new prey.

GLOAM HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Point 82 (15d8 +15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	17 (+3)	16 (+3)	18 (+4)

Saving Throws INT +6, WIS +6

Skills Deception +6, Insight +6, Perception +6,

Condition Immunities Blinded, Charmed, Frightened

Senses blindsight 60ft., passive Perception 16

Languages Common, Halfling, Infernal

Challenge 6 (2,300 XP)

Innate Spellcasting. The hag's spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: *cause fear, dissonant whispers*

3/day each: *dream, hallucinatory terrain, sleep (9d8)*

1/day each: *animate objects, danse macabre*

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

Actions

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

Multiattack. The hag makes two claw attacks and uses Nightmare Touch or Gloaming Curse.

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

Nightmare Touch. *Melee Spell Attack*: +7 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) psychic damage. Additionally, the target must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gloaming Curse. The gloam hag possesses a sheep skull with a round moonstone in each eye socket. Drawing on the deepest fears of a creature, the hag creates illusory creatures in their minds, visible only to them. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as a mortal threat. A creature must make a DC 15 Wisdom saving throw or suffer from a terrible nightmare. On a failed save, the creature takes 11 (2d10) psychic damage, and the hag regains hit points equal to the amount of damage taken. If the target is unconscious, it takes an extra 6 (1d10) psychic damage and is cursed until the hag dies or the curse is removed. The cursed creature's hit point maximum decreases by 5 (1d10) whenever it finishes a long rest.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hag can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

- Until initiative count 20 on the next round, the hag can pass through solid walls, doors, ceilings, and floors as if the surfaces weren't there.
- The hag targets any number of doors and windows that she can see, causing each one to either open or close as she wishes. Closed doors can be magically locked (requiring a successful DC 20 Strength check to force open) until she chooses to make them unlocked, or until she uses this lair action again to open them.

REGIONAL EFFECTS

The region within 1 mile of a gloam hag's lair is warped by the creature's fell magic, which creates one or more of the following effects:

- Boggles are found in great profusion.
- Beasts that have an Intelligence score of 2 or lower are charmed by the hag and directed to be aggressive toward intruders in the area.
- Tortured faces magically appear in trees.
- Shadows seem to sometimes move on their own as though alive.
- The region takes twice as long as normal to traverse, since the plants grow thick and twisted.
- Intelligent creatures see hallucinations of their worst fears. Any attempt to interact with a hallucinatory image causes it to disappear.

GRANNY MOSSGLITTER



GRANNY MOSSGLITTER

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

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

Saving Throws WIS +5, CHA +7

Skills Arcana +4, Deception +7, Intimidation +7, Nature +4, Perception +5, Stealth +4

Damage Resistances Radiant

Senses darkvision 60ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 6 (2,300 XP)

Amplified Blast. If Granny Mossglitter casts *eldritch blast* or a spell that deals radiant or fire damage, add +4 to the damage she deals on a hit.

Amphibious. Granny Mossglitter can breathe air and water.

Innate Spellcasting. Granny Mossglitter's innate Spellcasting Ability is Charisma (spell save DC 15). She can innately cast the following Spells, requiring no material components:

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

1/day each: *bane*

Spellcasting. Granny Mossglitter is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She regains her expended spell slots when it finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *eldritch blast, light, prestidigitation, sacred flame, shocking grasp, thaumaturgy, thorn whip, mage hand*

1st-3rd level (2 3rd-level slots): *cure wounds, dispel magic, guiding bolt, hex, hold person, spider climb*

Maddening Hex. As a bonus action, Granny Mossglitter can deal 4 psychic damage to a target she has hexed as well as each creature of her choice that she can see within 5 feet of it. She must be able to see the hexed target, and it must be within 30 feet of her.

Magic Resistance. Granny Mossglitter has advantage on Saving Throws against Spells and other magical Effects.

Magic Weapons. Granny Mossglitter's weapon attacks are magical.

Mimicry. Granny Mossglitter 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: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Healing Light (3/Day). Granny Mossglitter touches another creature. The target magically regains 20 (4d8 + 2) Hit Points.

Illusory Appearance. Granny Mossglitter 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 Granny Mossglitter 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, Granny Mossglitter 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 Granny Mossglitter is disguised.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Granny Mossglitter can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row:

- A tree within 60 feet of Granny Mossglitter becomes an awakened tree.
- A dazzling bright light radiates from Granny Mossglitter's body until initiative count 20 on the next round. If a creature starts its turn within 60 feet of Granny Mossglitter, she can force the creature to make a DC 15 Constitution saving throw. On a failed save, the creature is blinded. A creature blinded by this effect makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded

COVEN SPELLS

1st level (4 slots): *silent image, tasha's hideous laughter*
2nd level (3 slots): *phantasmal force, mind spike*
3rd level (3 slots): *bestow curse, counterspell, lightning bolt*
4th level (3 slots): *phantasmal killer, polymorph*
5th level (2 slots): *geas, scrying*
6th level (1 slot): *eyebite*

HAGBAXI



So, imagine a cat lady. And a cat. And a hag.

With me? Great.

Ok, now smoosh them all together.

Tada.

Hagbaxi.

HAGBAXI

Medium fey, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 84 (13d8+ 26)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	15 (+1)	13 (+1)	14 (+2)	18 (+4)

Skills Animal Handling +5, Deception +7, Perception +5, Stealth +9

Condition Immunities Charmed

Damage Resistances Fire; bludgeoning, piercing, and slashing from non magical attacks

Senses Darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Sylvan

Challenge 8 (3,900 XP)

Deadly Heights. The hagbaxi can leap three times her height from a standing position. When at least 3 ft. above her targets, she has advantage on Perception checks, Initiative rolls, and saving throws.

Feline Agility. The hagbaxi can choose to double her movement speed for a round. She can only do this again after moving 0 ft. for a round.

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

Magic Weapons. The hagbaxi's claw attacks are magical for the purposes of overcoming resistances and immunities.

Innate Spellcasting. The hagbaxi's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *beast bond, beast sense, expeditious retreat, hex, speak with animals*

2/day each: *fly, locate animals or plants, mind spike, moonbeam*

Actions

Claws. ***Melee Weapon Attack.*** +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Illusive Appearance. The hagbaxi covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another humanoid creature. 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 hagbaxi could appear to have smooth skin, but someone touching her would feel her fur. 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 hagbaxi is disguised.

Call of the Cat Lady (Recharge 5-6). The hagbaxi enlarges her eyes and fills a target of her choice with a desire to care for small animals. They must succeed on a DC 15 Charisma saving throw or become Charmed by the nearest Small or Tiny beast, doing everything in their power to catch its attention and protect it from harm. This effect ends if the target takes damage, falls unconscious, or dies.

Wail (Recharge 6). The hagbaxi creates distress calls resonating on frequencies particularly piercing to humanoid ears. A humanoid creature that hears the sounds must succeed on a DC 15 Charisma saving throw or become Charmed or Frightened, hagbaxi's choice.

Lair Actions

Colony Leader. The hagbaxi summons 9 (1d10 +4) cats or 2 caticorn foals into an unoccupied space within 60 ft. that she can see. The animals are friendly to her and her companions. They act on her initiative and obey any verbal commands that she issues to them. If she doesn't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

Doors Be Damned. The hagbaxi targets any number of doors and windows that she can see, causing each one to either open or close as she wishes. Closed doors can be magically locked (requiring a successful DC 20 Strength check to force open) until she chooses to make them unlocked, or until she uses this lair action again to open them.

HAGURU

HAGURU

Medium fey, lawful evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft

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

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Allure. The Haguru sparkles with a faint rainbow aura, and has advantage on all Wisdom and Charisma checks and saving throws. Melee attacks against Hagurus are made with disadvantage.

Toxic Positivity. Whenever a creature is damaged by an action caused by a Haguru, make note of the full amount of damage the creature has taken privately, but only inform the player of half the amount of damage, rounded down. At the end of the current round, have each creature damaged in this way roll a DC 18 Wisdom check. On a success, inform them of any damage amount currently hidden from their knowledge.

Actions

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

Illusory Appearance. The haguru covers themselves and anything they are wearing or carrying with a magical illusion that makes them look like another creature of their general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if they die.

The changes wrought by this effect fail to hold up to physical inspection. For example, a Haguru could appear to have smooth skin, but someone touching them would feel their rough Hag flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC20 Intelligence (Investigation) check to discern that the Haguru is disguised.

Invisible Passage. The Haguru magically turns invisible until they attack or cast a spell, or until their concentration ends (as if concentrating on a spell). While invisible, they leave no physical evidence of their passage, so they can be tracked only by magic. Any equipment they wear or carry is also invisible.

A Haguru is a bit like a hag, but also a little bit like a guru. They're charismatic and likeable, but also have your worst interests at heart, like your favourite uncle, or the distant twice removed cousin whose jaunty laugh conceals his lust for your inheritance. They can often be found surrounded by cultists in whom they have invested magic - there's no way to generate a cult quite like doling out free magic whenever you get the chance, let me tell you. It's like bees to a flower show. Except the flowers are hags, and the bees are unsuspecting cultists likely to meet a grisly end at the hands of trigger-happy adventurerers.

DIVINE HORN CULTIST

Medium humanoid (any race), any alignment

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Blind Faith. The divine horn follower has advantage on saving throws against being charmed or frightened, and glows with a faint rainbow aura that causes melee attacks against the follower to be made with disadvantage.

Devotion to the Cause. The Divine Horn Cultist's innate spellcasting ability is Charisma (spell save DC 12). The cultist can innately cast the following spells, requiring no components:

At will: *detect evil and good, druidcraft, pass without trace*

1/day each: *calm emotions, find steed (unicorn appearance using Warhorse stat block), entangle*

Actions

Multiattack. The divine horn cultist makes two melee attacks.

Brass Horned Headbutt. Melee Attack: +4 to hit, one creature. Hit: 4 (1d4 + 2) piercing damage.

MARTINGALE

Martingale uses the statistics of a **unicorn MM p336**, with the following changes:

Mystical Chains. Martingale is prone and cannot stand or speak, use abilities, cast spells, or take actions or legendary actions as long as Martingale is bound by the chains.

Martingale's Granted Wish (1/Month). If Martingale hears a friendly creature speak the words "I wish", it may at the DM's discretion, cast Wish in an attempt to fulfill the spirit of that wish to the greatest benefit of that creature. If fulfilling the wish would result in dire or clearly unfortunate circumstances, Martingale won't cast the spell. This ability cannot be used if Martingale is bound by the Mystical Chains

MARTINGALE the Nightmare

MARTINGALE, THE NIGHTMARE

Large fiend, neutral evil

Armor Class 18

Hit Points 90 (12d10 + 24)

Speed 60 ft., fly 90ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	15 (+2)

Damage Immunities Fire, Poison

Damage Resistance Fire, Poison

Senses passive Perception 11

Languages Common, Celestial, Infernal but can't speak

Challenge 6 (2,300 XP)

Untamed. The nightmare cannot be controlled by its rider.

Confer Psychic Resistance. The nightmare can grant resistance to psychic damage to anyone riding it.

Darkness. The nightmare radiates darkness in a 15-foot radius. Creatures with darkvision cannot see through this darkness, and non-magical light cannot illuminate it.

Misery Loves Company. At the start of the nightmare's turn, regain 11 (2d8 + 2) hit points for every creature within 60 feet that is currently frightened.

Legendary Resistance (3/Day). If the nightmare fails a saving throw, it can choose to succeed instead.

Actions

Hooves. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) psychic damage.

Overwhelming Dread. Each creature within a 30 foot cone must succeed on a DC 13 Wisdom saving throw or drop whatever it is holding and become frightened. While frightened by this effect, a creature must take the Dash action and move away from the nightmare by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the nightmare, the creature can make a Wisdom saving throw. On a successful save, the creature is no longer frightened.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Nightmare's Granted Wish (1/Month). If Martingale hears a Haguru speak the words "I wish", it may at the DM's discretion, cast Wish in an attempt to fulfill the wish to the letter, ignoring the spirit of the wish. If no Hagurus exist nearby, and a creature speaks the words "I wish", it may at the DM's discretion, cast Wish in an attempt to fulfill the wish to the greatest detriment possible for the wishing creature.

Legendary Actions

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

Trample. The nightmare makes a Hooves attack, then may choose to move to any square adjacent to the creature it attacked as a free action without provoking attacks of opportunity.

Buck off. The nightmare can either eject a willing rider or make a contested Strength roll against an unwilling one to eject the rider up to 15 feet. An ejected rider takes 13 (2d8 + 4) bludgeoning damage, and any creature hit by an ejected rider takes 13 (2d8 + 4) bludgeoning damage.

Overwhelming Dread (Costs 2 Actions). The nightmare uses Overwhelming Dread.

NIGHTMARE UNICORN



Nightmare are conventionally understood to be the creations of dark magic, the mutation of noble pegasi transformed into flaming fiendish steeds of evil. Nightmare Unicorns are like that, except we threw that lore in the bin because I'm not sure anyone knew it when this statblock was written and we really didn't want to go back and change anything at this stage in the game. I bet you also thought Nightmares came from unicorns - I sure as hell did. Geddit. Hell. Because it's a fiendish horse? I'll show myself out.

NIGHTMARE UNICORN

Large fiend, neutral evil

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft, fly 90ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities fire

Condition Immunities charmed, paralyzed

Senses darkvision 60ft., passive Perception 13

Languages Common, Infernal telepathy 60ft.

Challenge 5 (1,800 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Confer Fire Resistance. The nightmare unicorn can grant resistance to fire damage to anyone riding it.

Darkness. The nightmare unicorn causes dim light in a 20-foot radius.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

At will: bane, pass without trace, thaumaturgy

1/day each: mind spike, mislead, entangle

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

Magic Weapons. The unicorn's weapon attacks are magical.

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

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

Horn. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Harmful Touch (3/Day). The unicorn touches another creature with its horn. The target magically loses 18 (3d10 + 2) hit points.

Scatter (1/Day). The air quivers around up to five creatures of the unicorn's choice that it can see within 30 feet. An unwilling creature must succeed on a Wisdom saving throw to resist this spell. The unicorn teleports each affected target to an unoccupied space that it can see within 120 feet of it. That space must be on the ground or on a floor.

Legendary Actions

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

Shadowy Shield (Costs 2 Actions). The unicorn creates a shadowy, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) hit points.

PRIMAL HAG



Primal Hags are an expression of violence and dark prehistoric whimsy borne of natural disaster. They can transform at-will into a variety of ssscaly forms, each more terrifying than the lasssst.

From the Ashes. In the wake of a natural tragedy such as a volcano eruption or an earthquake, the misery of the people suffering through it often attracts the attention of a primal hag, who capitalises on the confusion to establish her lair in a cave or valley.

Mistress of Many Forms. When a Primal Hag moves into an area many communities aren't aware there's a hag in the location at all until they grow desperate from the "monster" attacks on their herd, at which point the little old lady who appears out of the blue to offer them a solution [for a price] seems like an excellent solution.

Hunters and Poachers. Primal Hags adore collecting animal skins and bones - the rarer and close to extinction the animal, the better. They encourage, bribe and corrupt communities into hunting down new and vulnerable communities of animals, and engineer ways for the community to overuse its natural resources. The inevitable suffering pleases the hag, and the increasingly desperate villagers are vulnerable to the hag's demands.

PRIMAL HAG

Medium fey, lawful evil

Armor Class 15 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft., swim 30 ft. (dunkleosteus form only), fly 40 ft. (pterodactyl form only)

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

Saving Throws Dex +4, Con +5, Wis +6

Skills Deception +6, Insight +7, Perception +7, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 120 ft., passive perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Hold Breath (Titanoboa Form Only). The hag can hold her breath for up to 1 hour.

Innate Spellcasting. The hag's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *druidcraft, infestation, speak with animals*

3/day each: *beast bond, ray of enfeeblement*

1/day each: *erupting earth, glyph of warding, ray of sickness*

Shapechanger. The hag can use her bonus action to polymorph into a titanoboa, dunkleosteus, pterodactyl, beautiful human woman, or back into her true form. Her statistics, other than her size and speed, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Water Breathing (Dunkleosteus Form Only). The hag can breathe only underwater.

Actions

Bite (Dunkleosteus Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 15 (2d12 + 2) piercing damage and the target is grappled (escape DC 12).

Bite (Titanoboa Form Only). Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (2d4 + 2) piercing damage and the target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful save.

Claw (Hag Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) slashing damage.

Wing (Pterodactyl Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage and the target must succeed on a

PRINCESS SWEFN THE TERATOMA

PRINCESS SWEFN (THE TERATOMA)

Small monstrosity, chaotic neutral

Armor Class 16

Hit Points 115 (12d10 + 50)

Speed 15 ft. (if bound to a host, the teratoma has a speed of 0 ft.)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	21 (+5)	22 (+6)	13 (+1)	18 (+4)

Saving Throws INT +10, CHA +8

Skills Arcana +10, Deception +8, History +10,Perception +5

Condition Immunities Charmed, Deafened, Exhaustion, Prone

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal, Sylvan

Challenge 10 (5,900 XP)

Amorphous. When not attached to a host, the teratoma can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The teratoma's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *charm person (as 5th-level spell), detect thoughts, hold person*

3/day each: *confusion, dominate person, fear, hallucinatory terrain, hold monster, hypnotic pattern, telekinesis*

Damage Transfer. While it is bound to a creature, the teratoma takes only half the damage dealt to it, and the creature it is bound to takes the other half.

Regeneration. The teratoma regains 10 hit points at the start of its turn. If the teratoma takes radiant damage, this trait doesn't function at the start of the teratoma's next turn. The teratoma dies only if it starts its turn with 0 hit points and doesn't regenerate. If the teratoma is bonded to a host, the host regains half the hit points that the teratoma regains.

ACTIONS

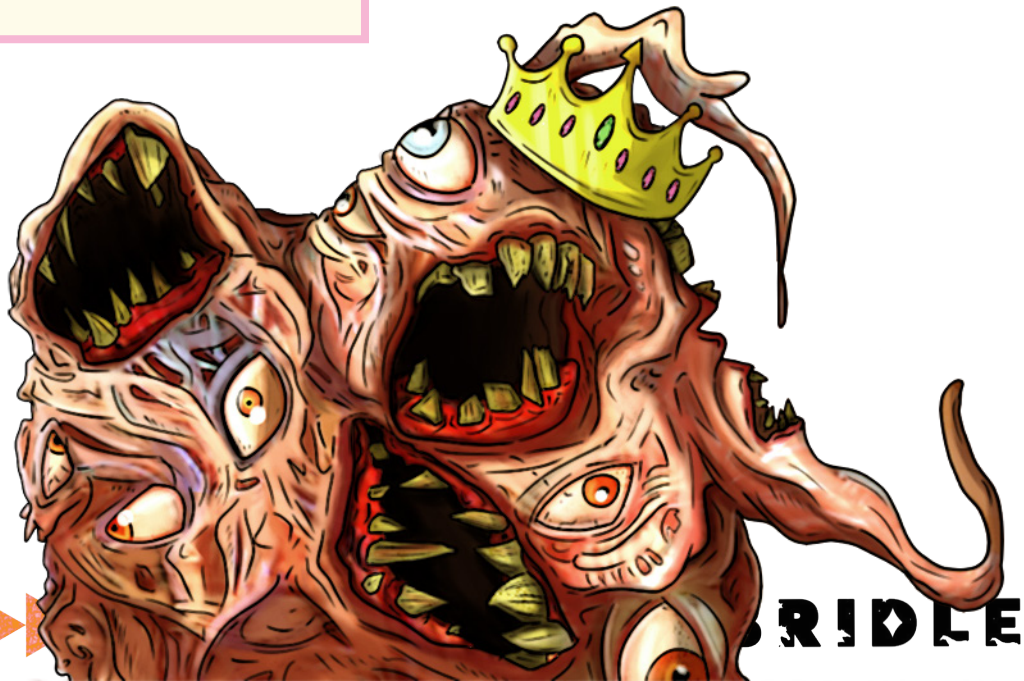
Multiattack. The teratoma makes two Appendage or Bite attacks and uses Amalgamate.

Appendage. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. Hit: 17 (4d6 + 3) bludgeoning damage plus 7 (2d6) psychic damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) piercing damage.

Amalgamate. The teratoma moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the teratoma enters a creature's space, the creature must succeed on a DC 18 Dexterity saving throw or become bonded with the teratoma. Constructs, oozes, plants, and undead succeed on the save automatically.

The teratoma can only be removed from the bounded creature when it dies or chooses to release the creature.



PROJECT H.A.G

PROJECT H.A.G

Medium construct, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly (hover) 10ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	8 (-1)	8 (-1)	4 (-3)

Saving Throws INT +10, CHA +8

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses blindsight 60 ft., passive Perception 9

Languages Common, Gnomish

Challenge 6 (2,300 XP)

Technological Marvel. Whenever H.A.G uses an ability or casts a spell, that feature is activated through an obscure mechanical means, ie hoverboots, smoke bombs, flamethrowers etc. Spells cast by H.A.G are not affected by any ability that normally interacts with spells or magic, such as counterspell or antimagic field.

Legendary Resistance (3/day). If H.A.G fails a saving throw, they can choose to succeed instead.

Innate Spellcasting. PROJECT H.A.G's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *shocking grasp (5th level), catapult, fog cloud*

3/day each: *augury, misty step, pyrotechnics, lightning bolt*

1/day each: *fabricate, creation, animate objects, antilife shell*

Regeneration. Project H.A.G regains 10 hit points at the start of its turn. If it takes lightning damage, this trait doesn't function at the start of its next turn. H.A.G dies only if it starts its turn with 0 hit points and doesn't regenerate.

Mechachag. In addition to defeating the construct in combat, characters can disable it by fiddling with the knobbly bits. With a successful DC 15 Wisdom (Perception) check, any character fighting H.A.G observes strange protrusions all over its body. A character within 5 feet of the construct who succeeds on a DC 15 Dexterity (Sleight of Hand) check can twist a knob, which disables one of H.A.G's spells (DM's choice).

Unicorn-Mode-Mega-Form. H.A.G can use its action to polymorph into a Large unicorn type creature with lots of horns and sharp bits.

While in unicorn form, H.A.G's walking speed is 40 feet, and it loses its flying speed. Its other statistics are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

ACTIONS

Disintegration Stick (Normal Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 75 (10d6 + 40) force damage. A creature reduced to 0 hit points by this attack is disintegrated.

Lazers. *Ranged Spell Attack.* +7 to hit, reach 5ft., one target. *Hit.* 28 (8d6) radiant damage and the target must succeed on a DC15 Constitution saving throw or be blinded until the end of their next turn.

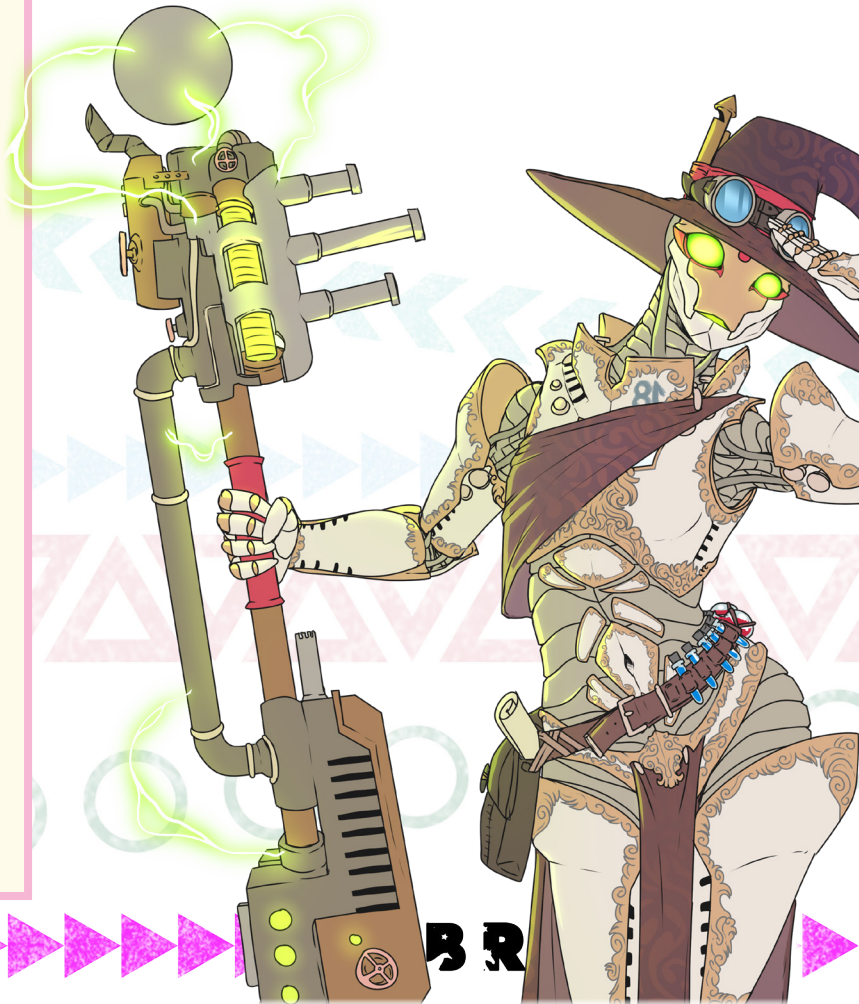
Horny Stab Stab. (Unicorn Form Only). *Melee Weapon Attack.* +7 to hit, reach 5ft., one target. *Hit:* 75 (10d6 + 40) radiant damage. A creature reduced to 0 hit points by this attack explodes in a gory shower of rainbows.

LEGENDARY ACTIONS

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

Move. H.Amoves up to its speed.

Deathboop. H.A.G makes an attack with Disintegration Stick or Horny Stab Stab.



RAINBOW ELEMENTAL

RAINBOW ELEMENTAL

Large elemental, neutral good

Armor Class 15 (natural armor)

Hit Points 101 (14d10 + 24)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Vulnerabilities necrotic

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant

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

Senses darkvision 120 ft., passive Perception 10

Languages --

Challenge 8 (3,900 XP)

Light Form. The elemental can move through any space wide enough for light to shine through, without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) radiant damage. In addition, the elemental can move through or enter a hostile creature's space and stop there.

Illumination. The elemental sheds bright light in a 30 ft. radius and dim light in an additional 30 ft..

Darkness Anathema. The first time the elemental enters magical darkness of 7th-level or lower, or starts its turn there, it takes 22 (4d10) necrotic damage and the darkness is dispelled.

Actions

Multiattack. The rainbow elemental makes two touch attacks.

Touch. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) radiant damage. If the creature is affected by any poisons, diseases, or curses, they end immediately.

Prismatic Spray (Recharge 5-6). The rainbow elemental casts *prismatic spray* (spell save DC 16).

Rainbow Elementals are manifestations of light and positive energy that sometimes bleed through to the material plane from the positive energy plane. They are drawn to the blot of evil and undeath on the land, using their innate magics to scourage and purify lower plane influences wherever they find them.

Rainbow Elementals are also drawn to crises like disease outbreaks, or poisonings. With a single searing touch they can purge the infected of blight..as long as the creature has the fortitude to survive the experience.

Above all else Rainbow Elementals fear the night, and they react explosively to magic darkness, dispelling it with a reflexive burst of radiant energy that shortens their lifespans considerably.



SUGARPLUM



SUGARPLUM

Large celestial, lawful evil

Armor Class 12

Hit Points 128 (15d10 +45)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	11 (+0)	17 (+3)	18 (+4)

Saving Throws WIS +6, CHA +7

Skills Nature +3, Religion +3

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60ft.

Challenge 8 (3,900 XP)

Charge. If Sugarplum moves at least 20 ft. straight toward a target and then hits it with a horn Attack on the same turn, the target takes an extra 14 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Eldritch Smite (1/Round). When Sugarplum hits a creature with her knife, she can expend a spell slot to deal an extra (14) 3d8 force damage to the target and knock the target prone if it is Huge or smaller.

Pact Weapon. Sugarplum is bonded to a knife, which she holds in her mouth. The knife gains a +1 bonus to its attack and damage rolls (included in the attack). As a bonus action, the Sugarplum can magically teleport her knife into her mouth.

Innate Spellcasting. Sugarplum's innate Spellcasting Ability is Charisma (spell save DC 15). Sugarplum can innately cast the following Spells, requiring no components:

At will: *detect evil and good, druidcraft, pass without trace, mage armor (self only)**

1/day each: *calm emotions, dispel evil and good, entangle*

*Sugarplum casts this spell on herself before combat.

Spellcasting. Sugarplum is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *eldritch blast, mage hand, word of radiance*

1st-3rd level (2 3rd-level slots): *faerie fire, fly, hypnotic pattern, invisibility, misty step, phantasmal force, sleep*

Magic Resistance. Sugarplum has advantage on Saving Throws against Spells and other magical Effects.

Magic Weapons. Sugarplum's weapon attacks are magical.

Actions

Multiattack. Sugarplum makes three attacks: two with her hooves and one with her horn. Alternatively, she makes two attacks with her knife.

Knife. Melee Weapon Attack: +8 to hit, reach 5 ft ., one target. Hit: 12 (2d6 + 5) slashing damage.

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

Horn. Melee Weapon Attack: +7 to hit, reach 5 ft ., one target. Hit: 8 (1d8 + 4) piercing damage.

Healing Touch (3/Day). Sugarplum touches another creature with her horn. The target magically regains 11 (2d8 + 2) Hit Points. In addition, the touch removes all Diseases and neutralizes all Poisons afflicting the target.

Teleport (1/Day). Sugarplum magically teleports herself and up to three willing creatures she can see within 5 ft. of it, along with any Equipment they are wearing or carrying, to a location Sugarplum is familiar with, up to 1 mile away.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, Sugarplum turns invisible and teleports up to 60 feet to an unoccupied space she can see. She remains invisible until the start of her next turn or until she attacks, makes a damage roll, or casts a spell.

Legendary Actions

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

Knife. Sugarplum makes one Attack with her knife.

Eldritch Opportunity. Sugarplum targets one ally she can see within 30 feet of her. If the target can see and hear Sugarplum, the target can cast a cantrip as a reaction.

Move. Sugarplum moves up to half her speed without provoking opportunity attacks.

VICIOUS GENEVA



VICIOUS GENEVA

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Point 112 (15d8 +45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Condition Immunities Blinded, Charmed, Frightened

Senses blindsight 120ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic, magic missile*

2/day each: *plane shift (self only), ray of enfeeblement, sleep, dream*

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

Dreamweaver. Whilst in a dream or in the ethereal plane, the Night Hag controls the space at the start of each round, being able to create and shift the space to be anything she wants. As an action, the hag on can make an Intelligence check to mentally create an object in the dream in a spot that she can see within 30 feet of her. The DC depends on the object's size: DC 5 for Tiny, DC 10 for Small, DC 15 for Medium, DC 20 for Large, and DC 25 for Huge or larger. On a successful check, the creature creates the object and then can use a bonus action to move the object 5 feet plus 1 foot for every point by which it beat the DC. The hag can also use an action to make an Intelligence check to alter a nonmagical object that isn't being worn or carried. The same rules for distance apply, and the DC is based on the object's size: DC 10 for Tiny, DC 15 for Small, DC 20 for Medium, and DC 25 for Large or larger. On a success, the hag changes the object into another nonliving form of the same size, such as turning a boulder into a ball of fire.

Hungry Bag. **The Night Hag's soul bag also acts like a *bag of devouring* (BR 153) but is able to move around and act on the direction of the hag to attack. Its movement and actions are similar to those taken by the spiritual weapon spell.**

Actions

Claws (Hag Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) slashing damage.

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

Etherealness. 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.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

WEREUNICORN

WEREUNICORN

Medium humanoid (any, shapechanger), lawful good

Armor Class 11 in humanoid form, 12 in unicorn or hybrid form

Hit Point 58 (9d8 +18)

Speed 30 ft., 50ft in unicorn form

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities Poison

Condition Immunities Charmed, Paralysed, Poisoned

Senses darkvision 60ft., passive Perception 13

Languages Celestial, Common, Elvish, Sylvan, Telepathy 60ft.

Challenge 3 (700 XP)

Innate Spellcasting. The wereunicorn's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect evil and good, druidcraft, pass without trace*

1/day each: *calm emotions, dispel evil and good, entangle*

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

Magic Weapons. The wereunicorn's weapon attacks are magical.

Shapechanger. The wereunicorn can use its action to polymorph into a unicorn-humanoid hybrid or into a unicorn, or back into its true form, which is humanoid. Its statistics, other than AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to her true form if it dies.

ACTIONS

Multiattack (Unicorn or Hybrid Form Only). The wereunicorn makes two attacks: one with its hooves and one with its horn (unicorn form) or one with its club and one with its horn (hybrid form).

Club (Humanoid or Hybrid Form). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit 6 (1d4 + 4) bludgeoning damage.

Hooves (Unicorn Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Horn (Unicorn or Hybrid Form). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Teleport (1/Day). The wereunicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the wereunicorn is familiar with, up to 1 mile away.



WITCHICORNCOP



WITCHICORNCOP

Medium fey (shapechanger), lawful good

Armor Class 17 (natural armor)

Hit Point 82 (11d8 +33)

Speed 30 ft., 50ft in unicorn form

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	17 (+3)	16 (+3)

Skills Sleight of Hand +8

Damage Immunities Poison

Damage Resistances bludgeoning, piercing, and slashing from, non-magical attacks that aren't silvered

Condition Immunities Charmed, Paralysed, Poisoned

Senses darkvision 60ft., passive Perception 13

Languages Celestial, Common, Draconic, Elvish, Sylvan, Telepathy 60ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The witchicorn's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *dancing lights, detect evil and good, druidcraft, minor illusion, pass without trace, vicious mockery*

1/day each: *calm emotions, dispel evil and good, entangle*

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

Magic Weapons. The witchicorn's weapon attacks are magical.

Magic Items. The Witchicorn cop carries the following magic items on her person: a bag of beans (DMG), a bag of devouring (DMG), a bag of holding (DMG), and a gray bag of tricks (DMG). She can also, as an action, draw a random item from Magic Item Table B (DMG) or a random item on the Trinkets table (PHB) from her bag of holding. Once she's drawn seven items in this way, she can't do so again until she's completed a long rest.

Shapechanger. The Witchicorncop can use her action to polymorph into a unicorn-fey hybrid or into a unicorn, or back into her true form, which is fey. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Weird Magic. Three times per day the Witchicorncop can use her action to activate her Weird Magic and create one of the following effects:

- Swap the bodies of two willing or unconscious creatures (swapped creatures retain their Intelligence, Languages, and Weird Magic in the new form).
- Cause everyone within a 5 mile radius to have advantage or disadvantage on all Intelligence (Investigation) checks for the next 8 hours.
- Pull a coin, trinket, or *goodberry* (as per the spell) out of another creature's ear.

Actions

Multiattack (Unicorn or Hybrid Form Only). The Witchicorncop makes two attacks: one with its hooves and one with its horn (unicorn form) or one with its claws and one with its horn (hybrid form).

Claws (Hag or Hybrid Form). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit 13 (2d8 + 4) slashing damage.

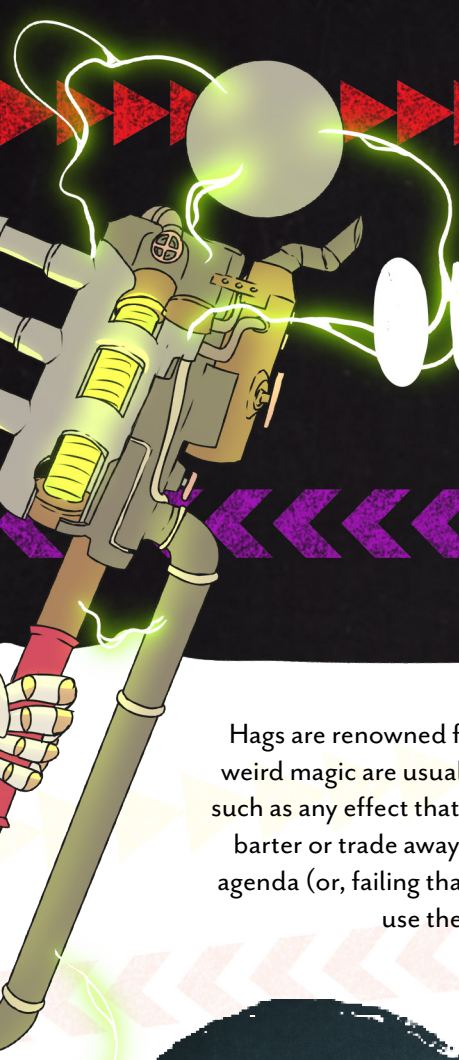
Hooves (Unicorn Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Horn (Unicorn or Hybrid Form). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Teleport (1/Day). The Witchicorncop magically teleports herself and any number of willing creatures she chooses, and that she can see, within 5 feet of her, along with any equipment they are wearing or carrying, to a location the Witchicorncop is familiar with, up to 10 miles away.

REACTIONS

Cop Badge. When a hostile creature the Witchicorncop can see makes an attack within 60 feet of her, she can, as her reaction, produce a shimmering magical cop badge from her bag of holding that shoots several scrolls of restraining orders at the triggering attacker. The attacker gets disadvantage on their attack roll, and if they miss they become restrained until the end of the Witchicorncop's next turn.



APPENDIX B:
OUT OF THE CLOSET
WEIRD MAGIC AND OTHER HAG STUFF

Hags are renowned for keeping all sorts of strange and powerful magics in their lairs. These items and examples of weird magic are usually single use and use the hag's spell save DC for any effects that require a DC to be calculated, such as any effect that mimics a spell. Unless otherwise noted, weird magic items are destroyed after use. Hags might barter or trade away any of their weird magic items to interested parties in exchange for something that suits their agenda (or, failing that, a favour yet to be determined). If a creature which is not a hag uses a weird magic item, they use their own spell save DC for the effect if they possess one or 13, whichever is higher.



PUZZLE PYRAMID

This bizarre looking pyramid is inscribed with nonsensical runes. As an action, the hag can throw the pyramid to a point she can see within 10 feet of her. The pyramid generates a sympathy effect on any creature with an Intelligence higher than 10. The effect ends when the hag chooses to end it as an action, or if the pyramid is destroyed (AC 17, hp 4, immunity to poison and psychic damage).

AMBER STICKOPHAGUS

This amber stone measures 5 inches in diameter and weighs 1 pound. The hag can use an action to throw the stone at a Huge or smaller creature she can see within 60 feet of her. The hag makes a spellcasting attack roll. On a hit, the target is Petrified in a prison of amber which seeps out from the stone and freezes them still until the hag takes a bonus action to speak the command word to release them, whence the amber dissolves into a messy puddle.

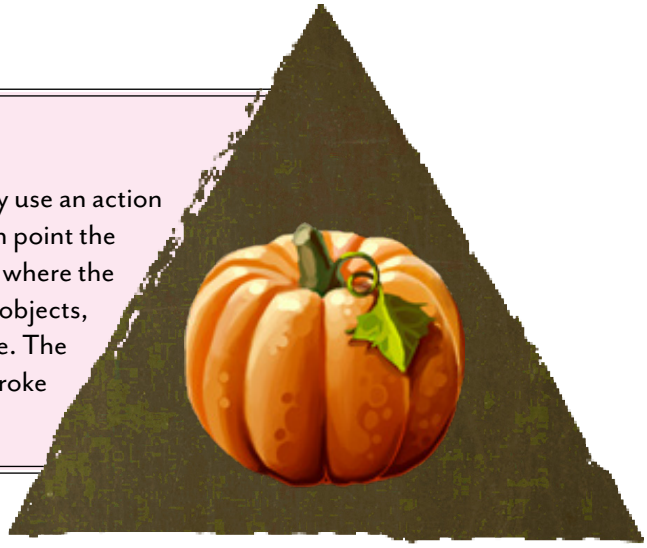
A creature outside the prison can use an action to make a Strength check to break the amber open. On a success, the prison is destroyed, and the Petrified creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed.





PUMPKINOPHANT

This appears to be an ordinary pumpkin on the surface. The hag may use an action to speak a command word within earshot of the pumpkin, at which point the pumpkin engorges to the size and shape of an elephant. If the space where the pumpkin-elephant would appear is occupied by other creatures or objects, or if there isn't enough space for the it, the pumpkin doesn't enlarge. The pumpkin elephant obeys the hag's spoken commands, and at the stroke of midnight rots into a pile of pumpkin detritus



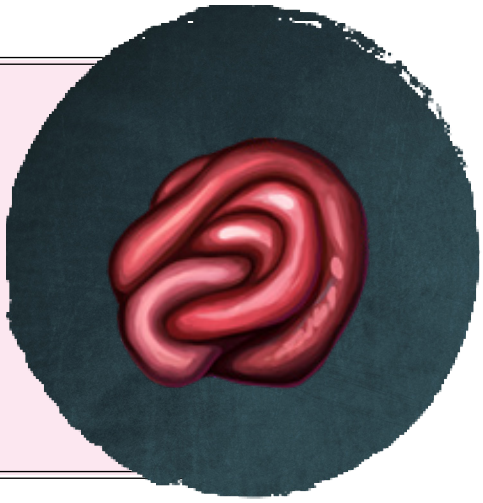


SIDHESHELL

A creature that holds this shell to their ear can hear the sound of the ocean. The hag can speak a question into a whispering shell and hold it to their ear to receive an answer as per a *contact other plane* spell. Unsurprisingly, they usually pass this risk onto other creatures who seem keen on information.

EAGER ENTRAILS

This set of human entrails is 25 feet long and weighs 8 pounds. The hag can use an action and to target a creature she can see within 10 feet of her, and the entrails hurl themselves across the room from wherever they are resting to entangle the creature. The target must succeed on a Dexterity saving throw or become restrained. The hag has no ability to release the entrails. A target restrained by them can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the entrails are burst, which emits a stinking cloud effect around them.





GANGRENOUS RING FINGER

A an action, the hag tears one of their rotting ring fingers off and throw it up to 90 feet, casting *conjure minor elemental* and consuming the finger as a component of the spell. After the second use, the hag can no longer flip anyone the bird.



TENTACLE BARREL

This medium sized barrel has the statistics of a giant octopus with the following alterations:

- It has the construct creature type
- It has the False Appearance feature

Small or tiny creatures grappled by the Tentacle Barrel are sucked inside it and Restrained. The barrel obeys the orders of the hag who created it.

BEE GRENADE



This woven jar is sealed with heavy cloth and smells faintly of honey. It also makes an ominous buzzing noise. The hag can hurl the jar to a space within 30 feet of her, where it explodes into a swarm of bees that acts as an insect swarm spell under the hag's control. The bees cannot be removed by dispel magic, but can be dispersed by gust of wind or similar spells. The bees do not harm the hag, but harm other living creatures in their radius.

BEAR CLAW



The hag can throw this bear claw at any humanoid she can see within 10 feet of her that has arms or legs. The hag makes a spellcasting attack roll. On a hit, the claw attaches itself to the creature, merging randomly with an arm or leg, and replacing the hand/foot at the end of it as appropriate.

Hand. The bear claw acts on the afflicted creature's initiative and attacks its host. The claw uses the hag's spell attack bonus to make attacks, and deals 2d8+the hag's spellcasting ability modifier damage on a hit.

Leg. The bear claw attempt to sabotage and trip its host. The host must succeed on a Strength saving throw or fall prone at the end of its turn.

A creature can attempt to remove the bear claw with a successful Strength (Athletics) ability check, at which it falls inanimate. If the claw is severed the hosts limb is removed with it, where relevant



DEAD MAN'S CANDLE

This candle was made from the fat of a dead man. When the candle is lit, the spirit of the deceased can be communicated with as per a speak with dead spell. The candle can answer 1 question each minute, and can burn for up to 60 minutes in total before it finally gutters out for good



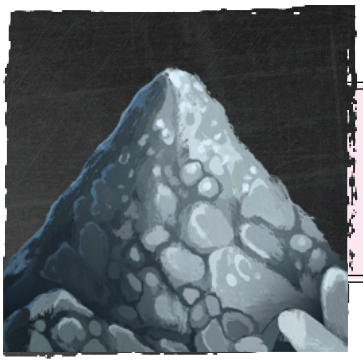
ROWANBERRY WINE

This bitter-tasting and bright red cordial is brewed by clerics advocating chastity and those who seek to limit the powers of the fey. If a fey creature drinks it, their magical powers are rendered null and void for an hour and a day. If they become inebriated from the wine, they may pass into slumber even in cases where a creature is not usually capable of sleep. Non-fey creatures who drink it sober up if they are drunk, and cannot become sexually aroused for an hour and a day.

PRISM

Shattering this prism on the ground allows you to cast the *color spray* (3rd-level version) spell as an action, no components required. It cannot be used again.





POUCH OF GLITTER

Releasing the glitter into the air allows you to cast the *see invisibility* spell as an action, no components required. It cannot be used again.

VIAL OF DRAGON BLOOD

Drinking this vial of blood allows you to cast the *dragon's breath* (3rd-level version) spell as an action, no components required.





GRUNG-EYE GOGGLES

These goggles are similar to those that black smiths wear. Instead of protective lenses, there are two large grung eyes. They blink and move independently of each other.

Whilst wearing these goggles, creatures are immune to fear effects. However, they are considered undead for effects such as Turn Undead, Divine Sense, and *detect good and evil.*



REANIMATION JUICE

This yellow viscous liquid is a common byproduct from necromantic experiments. It is the collection of fluids, negative energy, and decay collected from various samples.

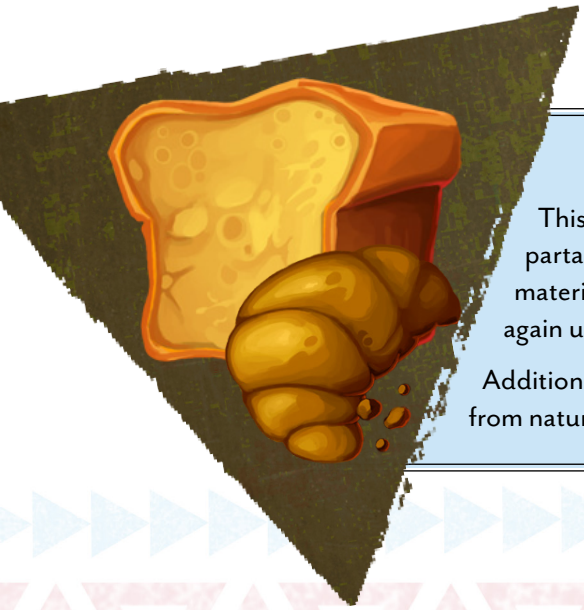
It is primarily used as a material component for partial reanimation, but it can be used as a weapon in a pinch. As an action, you may throw or break the canister. Every creature in a 10 foot radius must make a Constitution save or take 4d8 necrotic damage, or half as much on a save.

LUNG LAMPREY

These lampreys are regular sea lampreys, but have been infused with magical essence. They are a handy, yet dangerous way, to breathe underwater.

When a creature attaches a lung lamprey to their neck they gain a swim speed of 20 feet but lose their ability to breathe air for as long as the lamprey is attached.. To remove a lamprey, a player must succeed on a DC 15 Strength (Athletics) check.





BASKET OF BAKED GOODS

This magical basket emits an aroma of baked sweets and bread. Creatures can partake in the food within the basket and cast the *heroes' feast* spell without material components. Once the contents of the basket are eaten, it cannot be used again until the next dawn.

Additionally, the basket can hold up to 20 pounds of food. The contents cannot spoil from natural or magical effects while inside the basket.

GINGERBREAD COOKIE OF VITALITY

When you eat this cookie, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 8 hours, you regain the maximum number of hit points for any Hit Die you spend.





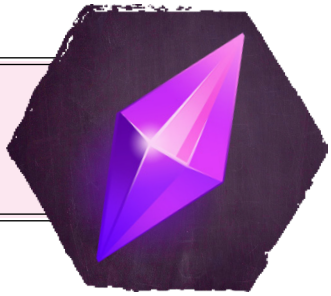


CHROMATIC CROCODILE EYE

As an action, you swallow the eye and cast *thunder step*. This version of the spell deals necrotic damage within 15 feet of the space you arrive in instead of thunder damage in the space you left.

PRISMATIC SHARD

As an action, you crush the shard and cast *prismatic spray* (spell save DC 18).





BLIGHTING GRUB SATCHEL

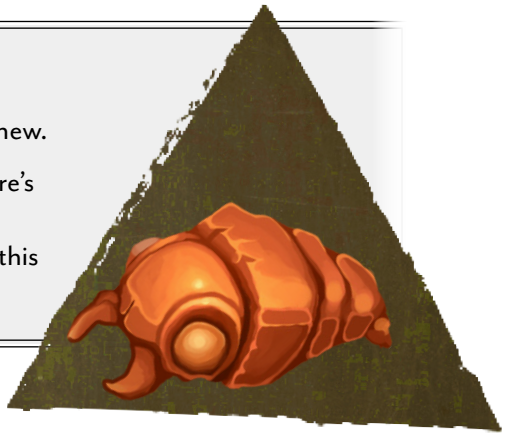
This satchel is constructed from the hide of a dinosaur and is filled with pale, squirming grubs which emit a dark radiance.

A creature may use an action to grab the hungry grubs from this satchel and press them against the body of a living creature, damaging the target as if by the *blight* spell. After this, the grubs immediately lose their magic and die, destroying this item.

LOUSE OF WATER BREATHING

This ochre louse struggles to free itself from a small cage made of bone and sinew.

A creature may use their action to free the louse, which climbs into the creature's mouth and latches onto their tongue, granting them the benefits of the *water breathing* spell. When the spell ends, the louses curls up and dies, destroying this item.





MANTLE OF INSTINCT

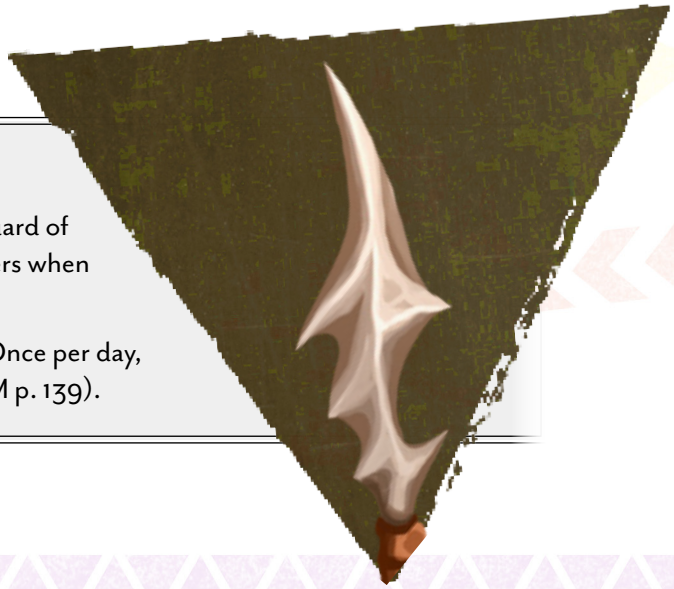
This mantle is woven together from the hide of a giant ground sloth who was gifted with unusual agility and was enchanted by an elasmotherium gifted with oracleship. While wearing this armor, you may use a bonus action to take the Dodge action. Once per day, you may cast *enlarge* on yourself.



SNAKELACE OF COMPREHEND LANGUAGES

This necklace is crafted from the dried husk of a mummified snake which occasionally twitches.

A creature may use their action to swallow this necklace, whereupon it animates and thrashes within the creature's throat, granting the benefits of the *comprehend languages* spell. When the spell ends, the necklace goes limp and loses its magic.



PRIMORDIAL BLADE

This greatsword is crafted from a dinosaur bone. The hilt and guard of the sword are wrapped in vines which bloom with crimson flowers when the pale blade tastes blood.

This greatsword grants a +1 bonus to attack and damage rolls. Once per day, you may cast *find steed* to summon a **deinonychus** (VGtM p. 139).



SKULL OF ABSLOTHING ELEMENTS

This baby ground sloth's skull was ripped from a still-living body and has been infused with the pain and hurt of the murdered animal. A creature may use their reaction to don this skull as a helm, gaining the benefits of the *absorb elements* spell. After being used this way, the skull loses its magic and is destroyed.



SPELLFYRE EGG

This pterydactyl egg glows with a dim light that illuminates the embryo inside. This egg has bneen infused with dark magic. A creature may use their action to smash this egg on the floor at their feet, releasing rotting, spectral pterydactyls that damage creatures like *arms of hadar* cast at 2nd-level.



CAT'S CRADLE BRACELET

This bracelet is woven from a blend of hag and unicorn hair. A hag can use an action to wind it into a cat's cradle around her gnarled hands, and spit in the eye of her target. The target cannot benefit from healing magic or items until their next long rest, or until *lesser restoration* is cast on them.





DEMON IN A BAG

This ragged satchel contains a demon.

How is it breathing?

Why is it in there?

Isn't that dangerous?

Yes to all those questions.

ARTISAN CATNIP TEA

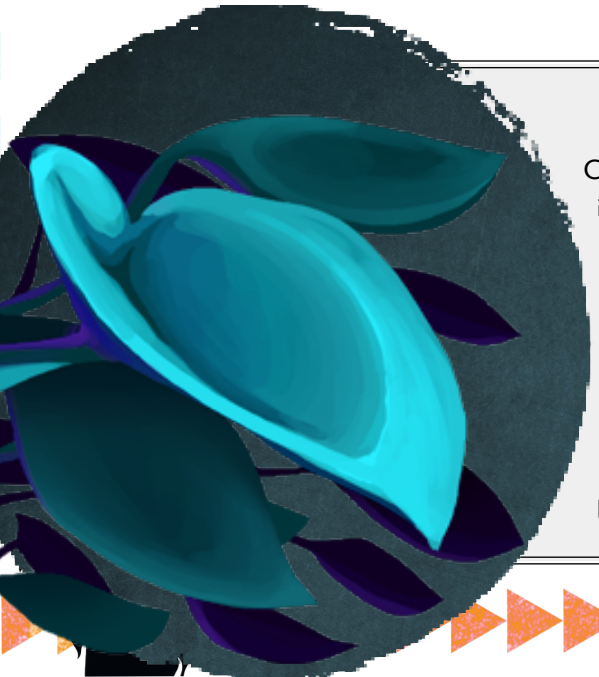
Artisan catnip tea tastes of refined mint and valerian root, and causes minor hallucinations in the imbiber. Perception is increased by 2 and all colors are more vibrant for the next two hours.

Roll 1d4 for the additional effect:

On a roll of 1 or 3 the imbiber is distracted by colors. They subtract 2 (1d4) from their next Charisma (Deception) check.

On a roll of 2 or 4, the imbiber feels closer to nature. They add 2 (1d4) to their next Wisdom (Animal Handling) check.





CATNIP TEA

Catnip tea tastes slightly of mint and chamomile, and causes minor hallucinations in the imbiber. Perception is increased by 1 and all colors are more vibrant for the next hour.

Roll 1d4 for the additional effect:

On a roll of 1 or 3 the imbiber is agitated and anxious. They are compelled to move their speed toward a new creature or shiny object they can see every round for the next hour.

On a roll of 2 or 4, the imbiber feels a great state of calm and after their next long rest experiences the effect of *bless*.



LIFE-ENRICHER

This wand forks in two opposite directions at the very end. You may as an action target a creature within 60 feet, the target must succeed a Charisma saving throw or be designated for "*enrichment*".

Once two separate targets have been designated, the next morning they awake having swapped bodies, retaining their Wisdom, Intelligence, and Charisma statistics and any languages known, but otherwise taking on all statistics of their new form. This property can't be used again until the next dawn.

In addition, once per day the wand may be used to reverse the body swap of two creatures within 30 feet of one another.

POTION OF DREAD POLYMORPH

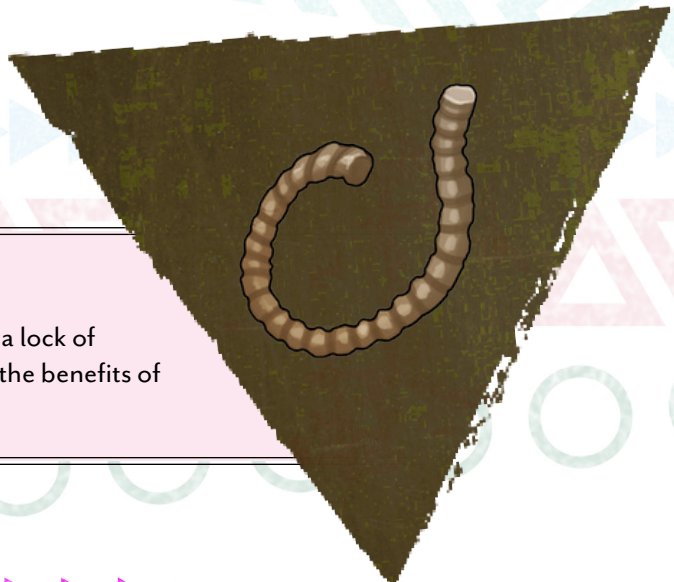
When you drink this potion, its magic changes your form to that of any creature you choose with a challenge rating of 6 or less. This functions in all other respects like *true polymorph*. This effect lasts until the affected creature chooses to end it or until a week has passed, whichever is sooner.





WIG OF ENSNARING

The hag rip a clump of their scraggly hair from their head and tosses it at a target up to 90 feet away, casting *entangle* and consuming the hair as a component for the spell. After the third use, a hag rarely has enough hair left on their head for another attempt.



LUCKY BRAID

As an action the hag pulls a lock of their own hair braided with a lock of unicorn hair from their satchel and smells it, granting the hag the benefits of the Lucky feat.

UNICORN MANE

A handful of sparkling hair. If added to a potion of any type, once consumed, will replenish the potion exactly one time. The potion must be fully consumed before the replenishment occurs, and any attempts to manipulate the replenishment for additional gains will nullify the potion's original effects, and dispel the mane's magic.





NIGHTMARE MANE

A handful of flame from a nightmare's mane. if left inside a full potion of any type for 24 hours, once consumed will negate the effects of the original potion and will instead bestow the Poisoned and Frightened conditions on whoever drinks the potion. These effects last for one hour or until dispelled.

LUCKY RABBIT PAW

You gain +1 bonus to saving throws while this token is on your person.

Luck. If the paw is on your person, you can call on its luck (no action required) to reroll one saving throw you dislike. You must use the second roll. This property can't be used again until the next dawn.

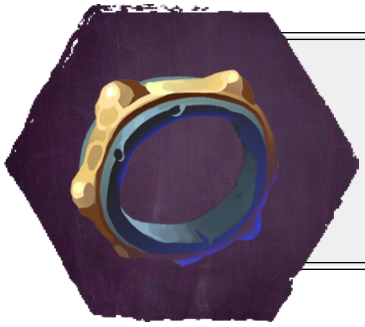
Wish. The paw has 1d4–1 charges. While holding it, you can use an action to expend 1 charge and cast the *wish* spell from it. This property can't be used again until the next dawn. The paw loses this property if it has no charges.





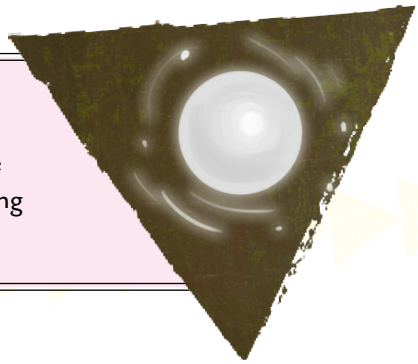
CONCH OF THE MOIST IMPERATIVE

This magically imbued conch shell has three charges. You can use an action to expend one charge by blowing into the conch to cast *control water* requiring no material components. However, blowing into the conch lets out a loud screech reminiscent of a seagull audible out to 120 feet. It regains all charges each day at dawn.



CORALINE CROWN

This crown made entirely out of coral allows the wearer to communicate with all beasts in the sea as if through *speak with animals*. It does not turn your eyes into buttons. Those allegations were never proven.



SHOCKER

You can use an action to throw the bead up to 100 feet away. When it reaches the end of its trajectory, the bead detonates as a modified version of the chain lightning spell doing only 3d8 damage (save DC 15).



RING OF MEMORIES

Once attuned to the ring the wearer increases their Intelligence score by 2. They may also choose either one set of tools or one Intelligence based skill to become proficient in, by tapping into the most recent memory of the ring.

The ring holds the memories of every person to ever become attuned to it, passing along the use of those memories and knowledge to the next wearer. Before an Intelligence skill roll is made you may choose to add +5 to it by using those memories. This feature of the ring can only be used once a day, recharging at the end of a long rest.

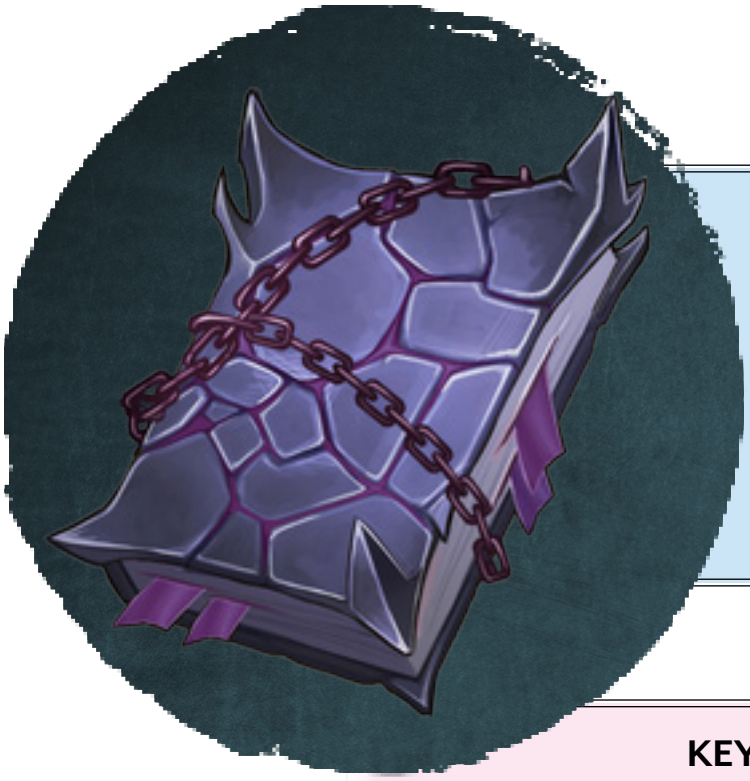
MOONSHARD PENDANT

Wearing the pendant seems to help the bearer blend in with the shadows, giving them advantage on Dexterity (Stealth) checks. The pendant has 2 charges that can be used in the following ways:

- You can expend 1 charge to cast *misty step* as swirling silver moonlight transports you away
- You can expend 2 charges to force all creatures in a 30 ft radius centered on you to make a DC14 Constitution saving throw or become blinded for 1 minute.

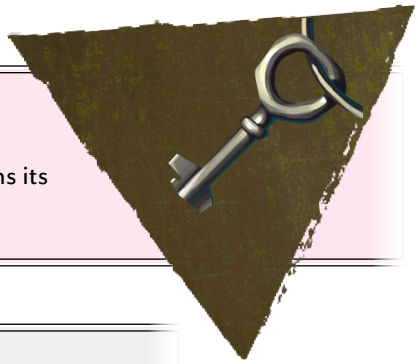
Once all charges have been expended the pendant regains 1d4 -1 (minimum of 1) charges at dawn.





THE BOOK OF HAGIC

This book has no effect until it is attuned to by three creatures with the Spellcasting feature, who become a coven tied to the Book of Hagic. When this is the case, all the creatures attuned to the book can utilise the spell slots of any other coven member to cast any spell they know or have prepared as per their personal Spellcasting feature, even if they wouldn't usually have access to spell slots of that level. This lasts for as long as the three creatures are attuned to the book of Hagic.



KEY OF DARKNESS

The wearer can cast *darkness* twice a day, the key regains its charges after finishing a long rest.



KEY OF DAWN

The wearer can cast *daylight* twice a day, the key regains its charges after finishing a long rest.



KEY OF DUSK

The wearer can cast *pass without trace* twice a day, the key regains its charges after finishing a long rest.



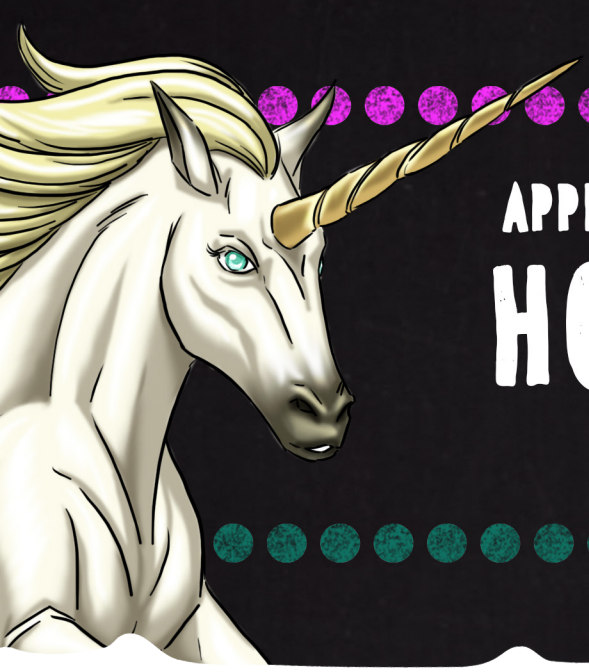
HANDY HAND

This severed hand is a useful accomplice for any budding hag, acting like a **crawling claw** in almost all ways. In addition to the powers of a crawling claw, it can enlarge itself to a huge size, acting as a a bigby's hand spell for 1 minute under control of the hag. If it is used in this manner, it explodes in a gory display when the spell ends.



MIDNIGHT'S HORN

When attuned to this item you gain advantage on attacks against Fiends or creatures with an evil alignment. In addition, twice a day you can cast one of the following spells: aura of life, banishing smite, or protection from energy.



APPENDIX C:
HORN AND HOOF
PLAYABLE UNICORN RACE

By Catherine Evans

UNICORN

It's a horse. With a great big horn coming out the middle of its head. If you're surprised to learn this, you're in the wrong book.

The thing about virgins is utter garbage, by the way. I mean, there are some who like that sort of thing but a lot of ageless celestial creatures are incredibly bored of ingenues. And of course, some unicorns just want a quiet night in and a piece of cake.

Anyway, the point is, there are lots of different types of unicorn. Some have fur, some are also hags, and a number warp away from their celestial form and become nightmares.

SUBRACE

There are far too many subraces of unicorns to list (you did read the book, right?) but some of the most common are, bafflingly:

- Caticorn
- Confusing hybrid
- Rainbow Chaos
- Vanilla

Choose one of these subraces for your unicorn character.

UNICORN TRAITS

Sadly, when unicorns choose to leave the upper planes and become adventurers, they leave a certain amount of their power behind. Think of it like a tax on bad decisions. Your unicorn character has the following racial traits.

Ability Score Increase

Your Strength score increases by 2.



Age

Unicorns reach maturity at about twenty years old (before which they are extremely cute). After that they don't age. They are glorious celestial beings and effectively immortal except for disease, poison, violence, and misadventure.

Alignment

Unicorns are inclined towards good alignments but if Unbridled has taught you anything, it should be that you can do whatever you like and no one can stop you.

Size

Unicorns' height is measured to their withers (shoulders). They are usually between 5 feet and 5 feet 8 inches tall. Your size is Large.

Speed

Your base walking speed is 50 feet.

No Opposable Thumbs.

Unicorns have hooves. They cannot manipulate anything designed for a humanoid hand. Don't be silly.

Celestial

Your creature type is celestial, rather than humanoid.

Charge

If you move at least 20 feet straight toward a target and then hit it with your horn on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

Hooves

Your horn and hooves are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Equine Build

Any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

Friend to Beasts

You have proficiency in Animal Handling.

Languages

You can read Common, but cannot write it (see No Opposable Thumbs). You have Telepathy to a range of 30 feet.

VANILLA UNICORN

Technically this is an option.

Ability Score Increase

Your Wisdom increases by 1.

Healing Touch

In any situation where you could normally spend hit dice to regain hit points, you may instead choose to gift a number of hit dice you choose, up to your maximum, to an ally. Hit dice gifted in this way are always d8s, regardless of what hit dice you have from your class. The ally entrusted with this precious gift immediately rolls those hit dice, and regains hit points accordingly.

Once you reach second level, you may choose to sacrifice two hit dice to cure an ally of any disease or poison that afflicts them. Using your Healing Touch in this way does not restore hit points.

To use this ability, you must spend the entire duration of a short rest with your head in your chosen ally's lap. They don't have to stroke your mane, but you're free to tell them they should.

Teleport

Once per day, you can use your action to teleport up to 30 feet into an empty space you can see within range.

Shimmering Shield

As a reaction when you take damage, you summon a shield of scintillating light to protect you or another creature you can see within 60 feet. The target receives +2 to AC until the end of your next turn. You may use this ability twice per day.

CATICORN

Look at its fluffy little face! Half cat, half 'corn, all cute.

Ability Score Increase

Your Dexterity score increases by 1.

Feline Agility

You have a climb speed of 40 feet, and a flying speed of 60 feet.

Retractable Cloofs

Your hooves have retractable claws. You may choose to do either piercing or bludgeoning damage when you attack with them.

Shadow Friends

You have the gift of feline grace and stealth, and can also confer its benefits on a number of creatures around you. You can cast *pass without a trace* once per day.

Purrrrrrrrrrrr

Once per day, you can nestle down to sleep, emitting a soothing purr that lulls up to four other creatures to sleep along with you, casting the *catnap* spell.

CONFUSING HYBRID

What do you get when you cross a unicorn with a hag?

Sanctioned by the ethics committee. But also, this mess.

Ability Score Increase

Your Constitution score increases by 1.

Worst Horse

You look like a unicorn, but not a very appealing one. You have a stringy, kelp-like mane, or a withered and emaciated form; you might have sores, or disturbingly sharp teeth. Whatever the specifics, you are terrifying to look upon.

Once per day, you may show off your best (worst) features, to horrifying effect.

Any humanoid that starts its turn within 30 feet of you and can see your true form must make a DC 11 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 you are 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 your Worst Horse ability for the next 24 hours.

Unless the target is surprised or the revelation of your 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 you.

Shapeshifting?

While you cannot fully change your form, you can, for a short time, manifest more humanoid (well, hag-like) traits. You might grow a head to speak, or an arm to grasp things. Or something less useful. The choice is yours. If you manifest a head (it's entirely up to you where you put it) you can speak Common for the duration of the effect. If you grow an arm, you temporarily negate your No Opposable Thumbs feature.

You may use this ability a number of times up to your proficiency bonus before taking a long rest. Each use lasts for up to ten minutes.

Dual Nature

Are you a unicorn? Are you a hag? Impossible to say. Your nature is at once heavenly and foul. You have two creature types: celestial and either fey or fiend, depending on your haggy heritage. Spells and abilities that detect creatures of either type do not reveal your presence or nature.

Creatures of both types are confused by and scared of you, and you have advantage on Charisma checks to intimidate, command, deceive, or frighten them.

RAINBOW CHAOS

While unicorns traditionally enjoy order and tranquillity, these exceptions embrace chaos, wild celebration, and mischief. More likely to be found partying than relaxing in a peaceful grove, they are sources of confusion and embarrassment to their vanilla cousins.

Ability Score Increase

Your Charisma score increases by 1.

Wildly Horny

Three times a day, when you take damage from any source you may trigger a Wild Magic surge as a reaction. Roll on the Wild Magic table in the *PHB*.

Make Friends

Everything's more fun with friends. Once a day you can touch another creature with your horn and turn it into another unicorn for ten minutes. At 1st level, the creature uses the **warhorse** stat block (MM), and has a purely decorative horn. When you reach 15th level, the shape-changed creature is an actual **unicorn** (MM). An unwilling creature must make a Wisdom saving throw to avoid the effect. Charisma is your spellcasting ability for this feature.

Unicorn Rainbow Dance Party (Innate Spellcasting)

Once per day, you open your mouth wide and project an arc of strobing, rainbow lights. When you use this ability choose one of the following effects:

- Cast *blindness/deafness*
- Cast *Otto's irresistible dance*
- Cast *thunderwave*

Charisma is your spellcasting ability for these effects.

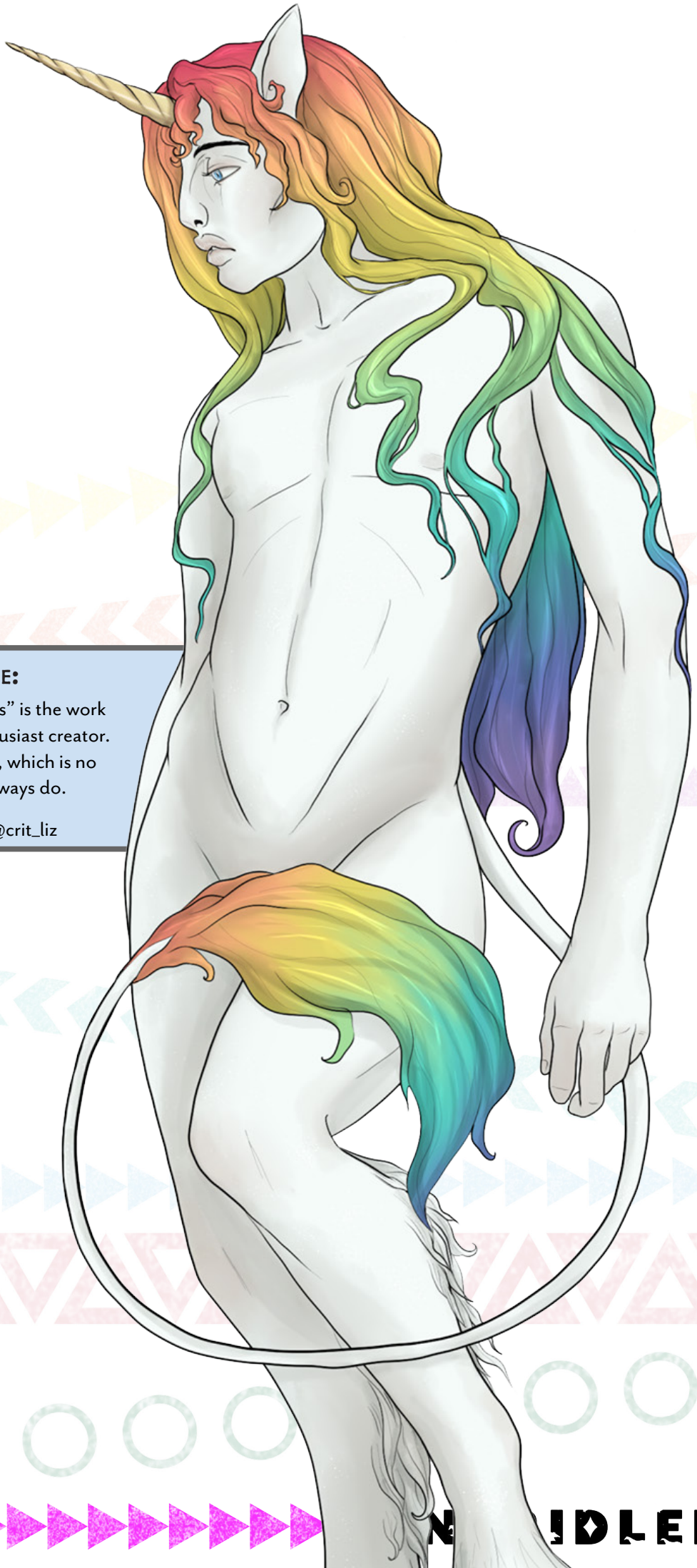


WEIRD MAGIC RITUAL: TETHERED LIFE



This 10 minute ritual allows the hag to bring the dead back to life. Any humanoid or beast that died in the past 13 days qualifies for this ritual, which also needs a living humanoid or beast to act as an anchor. The hag has the living creature exhale into a jar, exhaling with it 1d4x10 years from their natural lifespan and ageing them accordingly (this has a 50% immediately chance to kill a creature which exceeds its races normal lifespan by 10 years or more, causing the ritual to fail). The hag then inhale the donated breath and exhales it into the lungs of the deceased creature, which returns to life as if affected by a raise dead spell.

The creature raised from the dead is magically tethered to the creature which donated life to them. All divination magic returns a response that the raised creature remains dead, and identifies the raised creature as being the donor (who now exists in two places at once as far as any divination magic is concerned). If the donor perishes, the raised creature also dies, and vice versa. The new lifespan of the raised creature is equal to the number of years donated to then, and the raised creature dies of old age at the end of that period (but does not age visibly in the meantime).

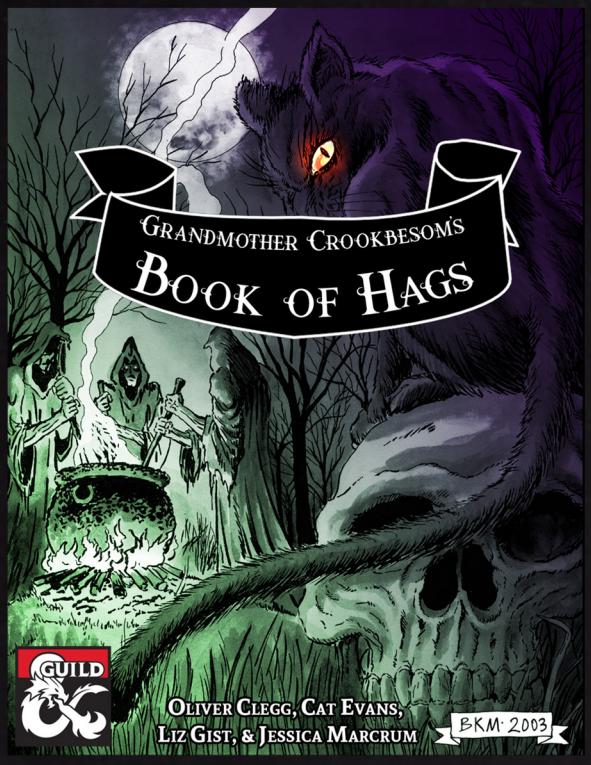


PRODUCER'S NOTE:

This art for "Such Devoted Sisters" is the work of Liz Gist, an artist and RPG enthusiast creator. They knocked this out of the park, which is no surprise to me because they always do.

You can find them on twitter @crit_liz

FOR MORE HAGS, UNICORNS & HAGS RIDING UNICORNS...



Whether you're here for the malevolent or the grotesque; wicked godmothers, canny predators or classic malicious crones, Grandmother Crookbesom's Book of Hags has something for you. With a diverse gaggle of cackling witches, each with an array of plans from the petty to the momentous, we give you the gift of over 50 interactions to add a hag into your next adventure.

In total, Grandmother Crookbesom's Book gives you...

13 profiles for hags and covens including lore, adventure hooks, and unique abilities
3 new hag types, from the the diminutive Thimble Hags to the monstrous Empress Ehesh
Weird Magics & new creature statistics

Hagmalgams smashes together hags and celestials in a deliciously unexpected way. Talmach the Wild, a death slaad with something to prove, created the first hagmalgam by magically stitiching together a night hag and a unicorn. The slaad could not stop at just one creation! Eventually Talmach created six different hag-celestials, creatures the slaad called hagmalgams. The spread hagmalgam creation ritual was sent across the multiverse to powerful spellcasters so they could create their own hagicorns, hagasuses, and more!

