

RAGING SWAN PRESS
MONSTROUS LAIR #34:
GREEN HAG'S SWAMP



SYSTEM
NEUTRAL



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

MONSTROUS LAIR #34: GREEN HAG'S SWAMP

Monstrous Lair #34: Green Hag's Swamp provides you—the busy, time crunched GM—with the details to effortlessly bring to life the green hag swamps in your campaign.

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your adventures, dungeons and campaign to life? This short, focused compilation gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your dungeons. Use the material herein either before or during play and bask in your players' adulation.

CREDITS

Design: Steve Hood

Development: Creighton Broadhurst

Art: Tamas Baranya and William McAusland. Some artwork copyright William McAusland, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2019.

CONTENTS

Credits	1
Contents	1
Using This Product	1
Green Hag's Swamp	2
1: Outside the Lair	2
2: What's Going On?	2
3: Major Lair Features	2
4: Minor Lair Features	2
5: Green Hag's Appearance	3
6: Treasures	3
7: Trash	3
OGL V1.0A	4

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit patreon.com/ragingswanpress

USING THIS PRODUCT

Designed specifically for you, the busy GM, these tables can be used before or during the game to help breathe life into a smugglers' den and are compatible with published modules or your own adventures. Adding depth and verisimilitude to your game helps the players' (hopefully willing) suspension of disbelief.

The tables appear in the order you'll likely need them. Roll on the relevant table and use the result to spark your creativity. Re-roll or modify any inappropriate results.

- **Outside the Lair:** Determine features outside the lair, using this table.
- **What's Going On?** The green hag probably isn't just sitting around waiting for intruders. Use this table, to determine what it is doing when the PCs arrive. Remember, the PCs' actions may render some of the entries moot—particularly if the hag is aware of intruders.
- **Major Features:** Use this table, to determine the lair's major feature(s). This feature is so obvious, the PCs automatically notice it. Only reveal information in brackets if a PC discovers it in some way.
- **Minor Features:** Use this table, to determine the lair's minor feature(s). The feature might be so obvious the PCs automatically spot it; alternatively, the PCs may have to make an easy skill check to notice the feature. Only reveal information in brackets if a PC discovers it in some way.
- **Green Hag's Appearance:** Use this table, to generate notable hag's appearance and other characteristics.
- **Treasures & Trash:** Use these tables, to add interesting items to the green hag's hoard. Assign a value to each treasure appropriate to your campaign. The tables assume you will place magic items, coins and other notable items and do not contain such entries.

The tables herein make two assumptions:

1. You have a map of the area, or will design one "on the fly".
2. You know what lurks in the area and have all their stat blocks.



GREEN HAG'S SWAMP

Aided by powerful magics the hags of the rivers and swamps draw in unsuspecting victims with their mimicry and disguise before devouring them in orgiastic feasts of shocking depravity.

1: OUTSIDE THE LAIR

D10

- 1 Nauseating blood-red water seeps through the earth and fills the air with the scent of decay.
 - 2 Spiders and insects drop onto passers-by making the journey uncomfortable (and possibly dangerous).
 - 3 Twisted trees studded with knots and boles seem to scowl down at those passing below.
 - 4 Wind chimes made of children's bones and glass tinkle and twist in the trees, despite there being no breeze.
 - 5 A rusting sword hangs over the path, point downwards.
 - 6 A nearby oak collapses into itself spilling thousands of angry biting insects into the area.
 - 7 Sudden winds send sharp branches clawing at faces.
 - 8 Blood red streamers of silk flutter in the breeze leaving burning welts where they brush against skin.
 - 9 The wind whispers the names of fallen and lost loves.
 - 10 A creature hisses at the party from the shadowy trees.
-

2: WHAT'S GOING ON?

D10

- 1 A frumpy, red cheeked washer-woman smiles at the group's approach before inviting them for dinner.
 - 2 Disguised as a beautiful young maiden the hag washes her clothes whilst flaunting her naked body.
 - 3 The hag has taken the form of a tall red headed woman dressed as a ranger and carrying a longbow.
 - 4 Wrapped in ragged cloaks the hag croons to herself as she tends to the poisonous flowers lining the path.
 - 5 The hag chuckles to herself as she removes the entrails from a massive boar hanging from a wooden A frame.
 - 6 Sharpening a rusty old fish knife the hag prepares an argury with a helpless rabbit as sacrifice.
 - 7 The hag tends to fungus growing in the corpses of several decomposing children.
 - 8 Disguised as a child the hag runs and hides when seen.
 - 9 In the form of a gnarled tree the hag observes intruders.
 - 10 The hag polishes stones and skulls for her home.
-

3: MAJOR LAIR FEATURES

D10

- 1 Stupified slaves, their minds broken by the hag's evil wander aimlessly around the area.
 - 2 Colourful bushes and flowers filled with potent contact poison line the paths and waterside of the hag's lair.
 - 3 Large patches of poisonous fungus grow in the skulls of the hag's victims. (The hag throws them at her foes).
 - 4 Small bits of meat and bone are laid in a pattern on a normal stone beside the path.
 - 5 Clawing hands grab at the pond's surface from a body wedged in the roots below a gnarled willow.
 - 6 Rot and rust cover a skeleton in a submerged cage.
 - 7 Brightly coloured poisonous frogs and snakes move through the stunted bushes growing about the area.
 - 8 A discarded cauldron beside the lair's entrance acts as a kennel for a feral dog.
 - 9 Walkways of rotting logs form paths above the mire.
 - 10 A large quagmire of black mud bubbles and hisses before releasing foul gas into the air.
-

4: MINOR LAIR FEATURES

D10

- 1 The skeleton of a giant alligator forms a bridge over a stagnant pool of dark water.
 - 2 A low wall surrounds a deep pool under the shade of a black willow tree.
 - 3 Creeping plants deliver tiny poisonous thorns into the skin of those brushing past.
 - 4 A swarm of ticks clings to a branch ready to clamber or drop onto a passing beast.
 - 5 Swarms of tiny biting and stinging insects carry virulent disease from the marsh.
 - 6 Skeletal mannequins hang from branches clothed in the rags of the hag's victims.
 - 7 Sharp, upthrust bones fill shallow pits.
 - 8 Three skulls are bound together with vines and placed on a thorny spike; they scream when approached.
 - 9 A thin half-elf sings a sordid shanty to himself before bursting into tears, his mind lost to the hag's touch.
 - 10 A vat of human fat fills the area with a terrible stench.
-

5: GREEN HAG'S APPEARANCE

D10

- 1 A huge bird's skull covers the face of the hag as she limps slowly along.
 - 2 Boney plates erupt from the hag's spine as she waddles closer; sores pockmark her thick green skin.
 - 3 Pitch black skin covers the hag's face which is hidden behind a lank curtain of filthy white hair
 - 4 A snake's skeleton is entwined around the tall hat of the robed hag. Bone symbols of power cover her coat.
 - 5 Stinking robes of human skin cover the hag's frail body.
 - 6 Wearing nothing the hag stalks forwards; her long black, blade-like claws are a contrast to her milky white skin.
 - 7 Fat leeches cover the hag's grey/green warty skin as she rises from the mire.
 - 8 Shredded priest's robes cover the hag's bloated body.
 - 9 With skin like a gnarled tree's bark and claws like sharpened stakes the hag blends into the swampy trees,
 - 10 The hag wears the treated skin of a former lover over her own as clothes; his face forms her horrible mask.
-



6: TREASURES

D10

- 1 This headdress of fish skulls and deer antlers increases the wearer's powers of persuasion.
 - 2 A small cage of bone and skin that when worn as a pack weighs nothing despite what it holds.
 - 3 A blackened five knuckled finger; when a knuckle is snapped it causes immense pain to the target.
 - 4 This razor-sharp saw-backed gutting knife causes jagged bleeding wounds when its victim is impaled.
 - 5 When thrown, this fungus-filled child's skull detonates fills the air with poisonous spores.
 - 6 A rough shift of elf skin conceals the wearer from scrying and magical detection.
 - 7 A long plait of white hag's hair that entangles its prey on command or when used as a whip.
 - 8 This crocodile skin mask adorned with auroch horns grants its wearer great strength.
 - 9 This thick sheaf of human skins details how to animate a hut complete with chicken legs for locomotion.
 - 10 A thick net of tangled sinew that drains the strength of those trapped within.
-

7: TRASH

D10

- 1 Human ears fills this jar. Sometimes the hag talks to the ears.
 - 2 Sticky crimson toffee covers this apple (which may be poisoned or rotten).
 - 3 Some of this collection of helmets impaled on spikes still contains smashed skulls.
 - 4 A flea-infested cloak of knotted hair and wool riddled with disease.
 - 5 A bracelet of coarse rocks and shells threaded onto a long thin plait of grey hair. Those wearing it develop sores that quickly become infected.
 - 6 A leather thong set with a single, rotted human tooth.
 - 7 A rotting leather pack now home to a swarm of rats.
 - 8 A wooden lyre with several broken strings replaced with plaited human hair.
 - 9 Baby teeth and locks of hair fill this clay pot.
 - 10 A dried horse penis embellished with polished horn and shells.
-

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Monstrous Lair #34: Green Hag's Swamp. ©Raging Swan Press 2019; Author: Steve Hood.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Monstrous Lair #34: Green Hag's Swamp* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Steve Hood to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



EVERYTHING

is Better with

Tentacles



