Nightmare Bay

Infiltrating a pirate base is not easy, but someone has to do it

A 5E Adventure

Nightmare Bay
by

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Terror Roams the Seas

The seas of Latakar are largely unexplored. Entire kingdoms lie underneath the waves without anybody on the mainland knowing about them.

Most of the people of Latakar are not even concerned about such things, however. Instead, they care about much more mundane threats to their livelihood.

One such threat is pirates. Bands of them terrorize the coastal village and towns of Latakar, but the threat they pose is usually not extreme. A well-designed defensive strategy is enough to stop them.

And yet, what happens when pirates' arrival is announced with nightmares for every person in the town? What happens when the pirates seemingly appear out of nowhere, only to disappear just as fast?

In such cases, entire villages become ashes, with the pirates sailing away with their ill-gotten gains.

In such cases, adventurers are needed to put an end to the terror.

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Art Credits

Introduction

The team at Kelfecil's Tales is all about strong and deep narratives. They create stories and adventures inspired by art. They believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, they put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

Quick Adventure Info

Some quick information about the adventure:

- **Recommended Average Party Level (APL):** 5
- **Experience from Completion:** ~6,300
- **General Theme:** Dungeon Crawl, Infiltration
- **Setting:** Any, Starlight Chronicles
- **Time - Sessions to Finish:** x1 session (3-hours)

Adventure Summary

The players must infiltrate the pirate base and eliminate the pirates that have been terrorizing the nearby village.

Running the Adventure

This adventure is easily adaptable and can easily be run as a One-Shot, as an added adventure in your campaign or as part of the Starlight Chronicles setting created by Kelfecil's Tales.

Special Thanks

Kelfeci's Tales would like to extend their gratitude to a few people that really helped this module come to life.

- **Our good friend and awesome person, Addison of Torchlight Press**, who is always there to give us feedback and help with all sorts of things!
- **All of our Patreon supporters** who continue to give us feedback and all their love and support.

Maps Used

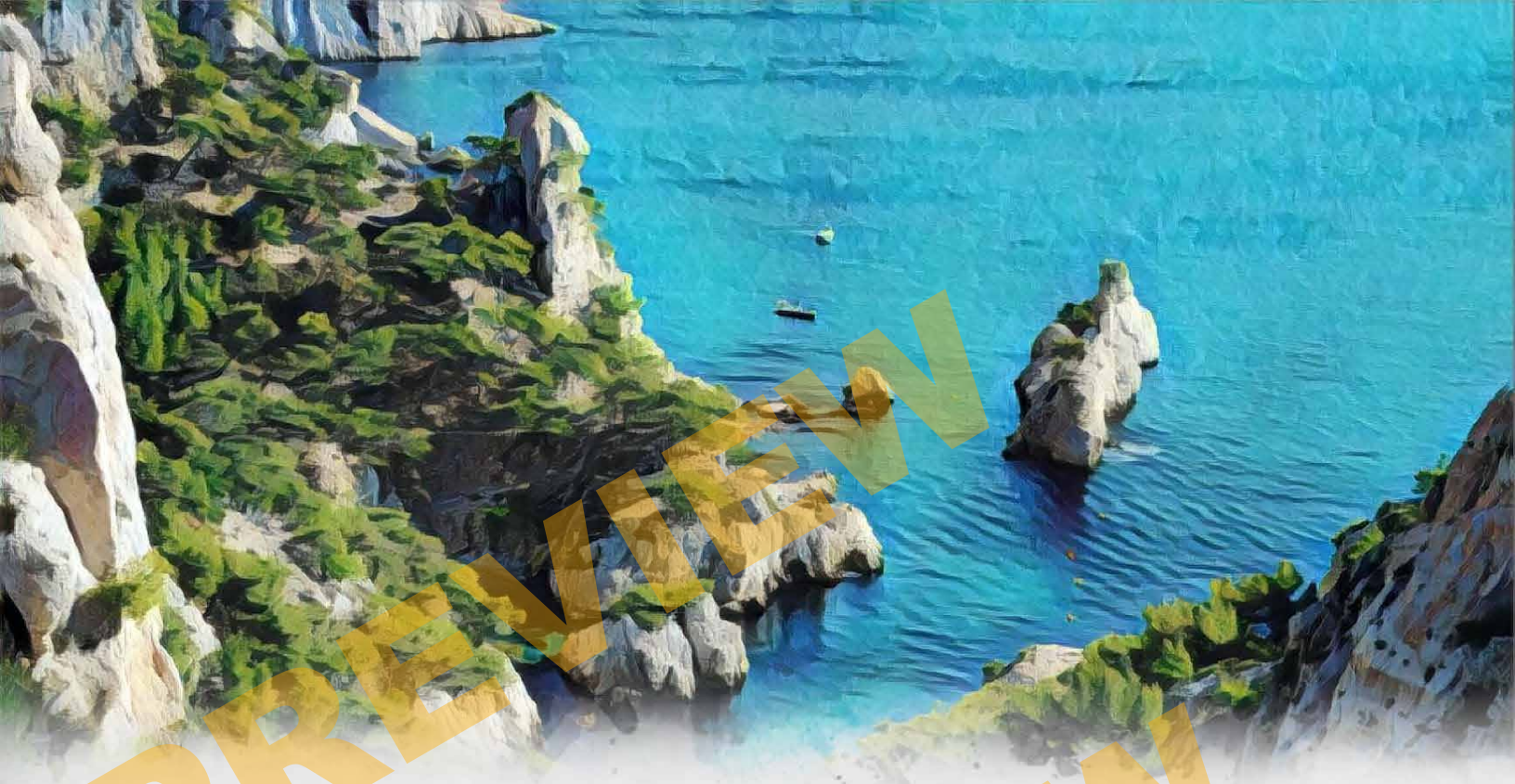**Pirate Fort** by The Reclusive Cartographer.

For more variants and gridless versions of the maps go to Reclusive Cartographer's Patreon.

Background

The folk of Ship's End have seen their fair share of pirates. They have often dealt with their like, and although the pirates have come close to ruining the village sometimes, the villagers have always prevailed.

Yet now, the people of Ship's End are scared. Rumors fly of a pirate crew that uses nightmares as their weapon of choice, wreaking havoc in villages before they even arrive.

Lately, more and more people in Ship's End have been having nightmares. If the rumors are true, then their village could soon be under attack.

The leaders of Ship's End do not intend to let such a thing happen, however. Instead of waiting for the pirates' attack, the leaders of the village have been sending out scouts to find the pirates' lair.

A couple of days ago, the scouts returned with news. The pirates' hideout is located only a couple of days away, in a small cove.

The leaders of Ship's End know that they cannot send an army to deal with the pirates, even if they had one. A smaller operation is in order, and adventurers are what is needed.

Alcus the Bodyguard

Alcus is a human man in his fifties. He was an adventurer for a few years and then a bodyguard for an important noble. After he retired, he gathered up the large fortune he had made from working and decided to retire to the small town of Ship's End to enjoy some peace and quiet.

Instead of that, Alcus has found the village soon to be under attack from pirates. He has decided to help, mostly to ensure his own peaceful retirement afterward.

- **Unique Phrase:** "In my time as an adventurer..."
- **Desire:** To help his village.
- **Fear:** Failing in his mission.
- **Misbelief:** Alion is still a capable adventurer, but he does not realize that he is not as strong as he was in his prime.

Lyana the Night Hag

The pirates are led by a night hag called Lyana. She is the one who has been augmenting their attacks with her nightmare powers, although she remains hidden from the pirates' targets.

Lyana is cruel and sadistic. Although she mostly uses the pirates to loot various items for her collection, she also relishes the destruction and misery her crew brings about.

- **Unique Phrase:** "Sweet dreams."
- **Desire:** To gather items for her spells while causing chaos along the way.
- **Misbelief:** The pirates are a decent fighting force, but Lyana thinks them much more potent than they are.

THE PIRATE COVE

Adventure Hooks

These are a few ways to introduce the adventure into your campaign or to get a one-shot started:

- **Ship's End.** The players have some connection with Ship's End already, which is how they become involved.
- **Alcus.** The players have adventured with Alcus in the past, which is why he contacted them asking for help.
- **Mercenaries.** The players are given a quest to help by Ship's End's authorities.

Prologue

You can play out the adventure hook you've chosen, or start by reading the following text:

> *The small boat gently slides across the waves as Alcus rows it closer to the approaching cove.*
>
> *A few moments later, you're standing on a solitary beach, near a small ship. You hear laughter from the pirates' hideout, and you assume you have not been noticed*

Act 1: The Hideout

The players start on the beach near the pirate ship (**A on the map**). There is only one way into the hideout, a plank walkway leading into the cave. Before the players enter, they might choose to explore the pirate ship outside. If they are too loud while doing so or if they mess with the ship on purpose, the lookouts from **Room 1** come out to investigate. For his part, **Alcus** suggests burning the ship before they keep moving.

⊙ **"Perception."** The pirate ship has been mostly stripped of any of the loot it carried when it arrived at the cove. However, the players can find a small sack with 4 onyxes inside, worth 20 gold pieces each, stashed behind the captain's wheel.

It takes two full days for the players and Alion to reach the Yetis' lair. At the start of their journey each of those days, have one of them roll a d4 to choose the day's encounter from the table below:

Alternatively, you can simply choose to run the two encounters that you most like. All four encounters are explained in detail below:

Room 1: The Lookout Point

Read the following:

> *Two pirates lounge on their chairs, their legs propped up on the table between them. Although they seem sleepy, they make an effort to keep an eye on the horizon.*

➤ **"Encounter!"** x2 **Pirate Bandits** are keeping an eye out for any intruders. Make perception checks for them as the players approach.

If the Pirates see the players, they immediately start shouting and running for **Room 2** to raise the alarm. However, thanks to the music currently being played in **Room 2**, the people there can also realize the danger if the lookouts reach them. Their shouts are not heard.

There is another exit out of the room, a walkway leading to **Area 10**. However, the way is barred by heavy fog, heavy enough to form a wall hard as stone.

Room 2: The Pub

Read the following:

> *As you step into the room, your ears fill with the sounds of an out-of-tune guitar. The tables before you are full of people and drinks, and everyone seems to be having a merry time.*

➤ **"Encounter!"** A Pirate **Bandit Captain** and x6 Pirate **Bandits** are enjoying their drinks in this room. If the lookouts of **Room 1** have made their way here, the Pirates have hastily set up the tables like barricades to stop the players. Otherwise, they are caught completely by surprise.

⊙ **"Perception."** If the players investigate the room, they find a small tip jar for the bartender behind the pub's counter. There are 30 silver pieces inside.

As in **Room 1**, the way to **Area 10** is barred by thick fog.

Room 3: Storage Room

Read the following:

> *The room has a faint odor of fish, as well as the stink of spilled alcohol. All around you, you see various crates and barrels, stacked along the walls.*

There are no enemies in the room, and no loot to be found apart from food and drink (most of which is stale).

Room 4: Loot Room

Read the following:

> *More crates and barrels can be found here, but the smell of food and drink is absent.*

⊙ **"Perception."** This is the room where the pirates keep their loot. Among the various items the players can see are bolts of silk (worth 100 gold pieces each), crops, timber, tea, and various other commodities. With a successful **DC 13 Perception Check**, the players can also find a small crate full of jewelry. All in all, the crate's contents come up to 400 gold pieces.

Area B: The Lookout Tower

The players can climb a ladder to reach this area. Read the following once they do:

> AS YOU CLIMB UP THE LADDER, YOU FIND YOURSELVES IN AN OPEN AREA, OVERLOOKING THE APPROACH TO THE COVE. IT WOULD BE A NICE, PEACEFUL SIGHT, WERE IT NOT FOR THE SNORING OF THE LOOKOUT.

➤ "**Encounter!**" A single Pirate **Bandit** is fast asleep on the floor. He sleeps so heavily that nothing short of bodily harm can wake him. It is up to the players to choose how to deal with him.

Room 5: The Captain's Quarters

Read the following:

> THE ROOM IS RICHLY DECORATED, WITH VARIOUS TROPHIES HANGING FROM THE WALLS.
>
> ON THE OPPOSITE END OF THE ROOM, YOU SEE A WOMAN. SHE IS OLD, HER SKIN A PALE BLUE HUE, WITH SORES BREAKING OUT ACROSS HER FACE. "HELLO CHILDREN," SHE SMILES.

➤ "**Encounter!**" The players are met by **Azitha**, a **Sea Hag** that works for Lyana. Azitha is ready to sell her life dearly and does her best to fight the players. However, if things start to turn south for her, she is eager to make a deal. She offers the players untold treasures if they let her go.

Azitha is not lying either. If the players allow her to leave, she tells them of the secret door leading to **Room 6**.

◉ "**Perception.**" Even if Azitha does not tell the players of the secret door, they can find it themselves with a **DC 16 Perception Check**. On a success, they find a secret button carved into the room's west wall. Upon pressing it, the library nearby moves to the side, revealing **Room 6**.

Room 6: The Treasure Room

Read the following:

> THE ROOM IS FULL OF TREASURE, SO MUCH SO THAT THE LIGHT OF THE TORCHES REFLECTS ON ALL THE GOLD, ALMOST BLINDING YOU IN THE PROCESS. HEAPS OF COINS, JEWELS, AND CHESTS ARE THROWN ALL ABOUT, WITHOUT ORDER OR ORGANIZATION.

The room's contents amount to 4,000 gold pieces in total. For his part, Alcus asks the players to return most of it to the various villages and towns the pirates attacked.

Room 7: The Weapons Room

Read the following:

> CRATES AND SHELVES LINE THIS ROOM'S WALLS. YOU CAN SEE WEAPONS ALL AROUND, RANGING FROM SPEARS TO SWORDS TO ARROWS. WHILE MOST OF THEM DO NOT SEEM TO BE IN PRISTINE CONDITION, THEY STILL SEEM SHARP AND DECENTLY MAINTAINED.

◉ "**Perception.**" Most of the things the players can find in the room are mundane. If any of them wish to restock on arrows or get a new weapon, they can easily do that. However, if they want to search the room a bit more thoroughly, a **DC 14 Perception Check** is required. On a success, the players find a secret compartment inside one of the crates. There are three Potions of Healing there.

Area C: The Alchemy Room

The players have to climb a ladder to reach here. Read the following once they do:

> *The air in the room is heavy with various chemicals. You see various jars, vials, and glasses, all full of colorful liquids.*

⊙ **"Constitution."** Most of the potions in the room are unfinished, making them harmful to drink. Should a player attempt to drink them, they must make a **DC 12 Constitution Saving Throw**. They take 2d8 poison damage on a failure, or half as much on a success.

⊙ **"Alchemist's Tools."** However, some of the vials do contain actual potions. With a successful **DC 14 Alchemist's Tools Check**, the players can identify a Potion of Growth and a Potion of Hill Giant Strength.

Room 8: The Darkmantles

Read the following:

> *You step into a small room. There is animal feed on the ground, but you do not see any animals in the room.*

➤ **"Encounter!"** The pirates keep x6 **Darkmantles** in this room. They were here before the pirates took the area over to use as their lair, and they decided to keep them around as pets.

⊙ **"Perception."** When the players enter the area, the Darkmantles are asleep on the ceiling, but they wake up when the players approach. The players must succeed on a **DC 15 Perception Check** to notice them, otherwise, they are surprised on the first round of combat.

Room 9: The Pirates' Quarters

Read the following:

> *You hear the snoring way before you enter the room. Once inside, you see five sleeping figures, half of them snoring heavily.*

➤ **"Encounter!"** x2 **Pirate Bandit Captains** and x3 **Pirate Bandits** are fast asleep in the room. Unless the players made too much noise on their approach, they are still sleeping when they enter.

It is up to the players to decide how to deal with the Pirates here.

Room 10: Lyana's Ritual

The only way to reach Room 10 is through the ladder opposite Room 8. Although there is heavy mist here too, it can be traversed.

Read the following once the players reach the area:

> *The fog around you limits your visibility, but you are still able to see creatures ahead, chanting. Suddenly, the chanting stops, and the mists part long enough for you to see a fiend, a woman with purple skin and a cruel smile.*
>
> *"Ah, I thought I heard some visitors," the woman says. "Naughty, naughty." The creatures next to her hiss their assent.*

➤ **"Encounter!"** The players finally come face to face with **Lyana**, the **Night Hag** leader of the pirates. She is accompanied by her x4 **Merrow** retainers. Thanks to the mist, the players can only see 15 ft. ahead of them, but Lyana and her allies do not have the same problem.

In battle, Lyana uses the Merrow to keep herself away from the players. She whittles them down during the first rounds of combat, then uses Sleep to knock as many of them as possible out of the fight. If a sleeping player is very hurt, she tries to use Nightmare Haunting on them too.

Lyana's Ritual

Before she was rudely interrupted by the players, Lyana was halfway through a ritual she regularly conducts to grow her powers. During the battle, Lyana can harness the ritual to fight the players.

On initiative count 20, Lyana can do one of the following through the ritual:

• **Tendril Attack:** A tendril of thick fog strikes at one of the players. The attack has a +6 to hit and does 2d6 bludgeoning damage if it does.
• **Sleep's Embrace:** The fog around a player glows with power. The player must succeed on a **DC 13 Wisdom Saving Throw** or fall asleep momentarily until they take damage or until they succeed on the check at the end of their following turns.

Epilogue

The players are successful upon defeating Lyana and her pirates. As a reward for their efforts, the people of Ship's End give the players 700 gold pieces each. Moreover, the players also find a Nightmare Ring on Lyana's body (which she can use during combat as well).

A golden ring

It should look beautiful, but simply looking at it is unnerving.

3/Day: As an action, the Ring's owner can target somebody within 60 ft. of them. The target must make a **DC 14 Wisdom Saving Throw**. On a failure, they are incapacitated for 1 minute as they are forced to live through their worst nightmare. The target can repeat the save at the end of their turns.

Appendix: Stat Blocks

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

Bandit

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bandit Captain

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2
Skills Athletics +4, Deception +4
Senses passive Perception 10
Languages any two languages
Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

MERROW

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Aquan
Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

DARKMANTLE

Small monstrosity, unaligned

Armor Class 11
Hit Points 22 (5d6 + 5)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

ACTIONS

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Night Hag

Medium fiend, neutral evil

Armor Class 17 (natural armor)
Hit Points 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 +6, Insight +5, Perception +5, Stealth +5
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 15
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*

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Night Hag Items. A night hag carries two very rare magic items that she must craft for herself If either object is lost, the night hag will go to great lengths to retrieve it, as creating a new tool takes time and effort.

Heartstone: This lustrous black gem allows a night hag to become ethereal while it is in her possession. The touch of a heartstone also cures any disease. Crafting a heartstone takes 30 days.

Soul Bag: When an evil humanoid dies as a result of a night hag's Nightmare Haunting, the hag catches the soul in this black sack made of stitched flesh. A soul bag can hold only one evil soul at a time, and only the night hag who crafted the bag can catch a soul with it. Crafting a soul bag takes 7 days and a humanoid sacrifice (whose flesh is used to make the bag).

Hag Coven. When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

Shared Spellcasting (Coven Only). While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify, ray of sickness*
2nd level (3 slots): *hold person, locate object*
3rd level (3 slots): *bestow curse, counterspell, lightning bolt*
4th level (3 slots): *phantasmal killer, polymorph*
5th level (2 slots): *contact other plane, scrying*
6th level (1 slot): *eye bite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12+the hag's Intelligence modifier, and the spell attack bonus is 4+the hag's Intelligence modifier.

Hag Eye (Coven Only). A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

Actions

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *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.

Sea Hag

Medium fey, chaotic evil

Armor Class 14 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses darkvision 60 ft., passive Perception 11
Languages Aquan, Common, Giant
Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's 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 the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

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Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Death Glare. The hag targets one frightened creature she can see within 30 ft. of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

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

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

Afterword

Thank you for taking the time to download, read and maybe even play this module. Every story I write, every character I create, every comment you leave on my posts, every piece of feedback I receive, everything is motivating me to write more. I am loving every moment I put into this and I have all of you to thank for this. Thank you for your support.