

GREEN HAG LAIR

BACKGROUND

Obfuscated by the eerie mire, these rickety platforms are balanced among the branches of diseased mangrove trees. There is little reason for anyone to venture here, but if they should the sounds of haunted screams and eerie visions below the water would likely cause them to turn back.

GRID SIZE

GRID	34x22 (300DPI)
VTT	4760x3080 (140DPI)
PRINT	A1/ANSI D





ROOM	NAME	DESCRIPTION
01	Staircase	Carved from the centre of the largest tree, this staircase winds down from the hag's quarters on the platforms above.
02	Creature Bones	The skeleton of some unknown creature. It is not clear if the cavern was excavated around it, or if it died in here.
03	Hags Collection	A variety of odd artifacts and objects, many of them humming with arcane power. This seems to be a collection of some sort, but the careless nature with which they are stored suggest they are little more than keepsakes.
04	Altar	These bodies have been freshly dissected.
05	Haunted Statues	Some are so lifelike it is as though real people were turned to stone while in excruciating pain.
06	Tunnel	Leads to a hatch (09) hidden beneath the roots above.



ROOM	NAME	DESCRIPTION
07	Swamp Waters	The water is not very deep, but the putrid smell rising from it combined with the myriad of unidentifiable shapes floating in it make a swim seem very unappealing.
08	Platform	Rough wooden rafts tied to the tree trunks. Ladders lead to the platforms above.
09	Hidden Hatch	Leads to the tunnel (06) below.
10	Staircase	Carved from the centre of the largest tree, this staircase winds down from the hag's quarters on the platforms above.



ROOM	NAME	DESCRIPTION
11	Staircase	Carved from the centre of the largest tree, this staircase winds down from the hag's quarters on the platforms above.
12	Audience Chamber	While the hag rarely has visitors, this is the room they be invited to meet her in.
12	Potion Chamber	Filled with ingredients and tightly scrawled notes.
14	Records	The hag is fastidious about recording every significant event that she has witnessed or caused to pass. Centuries of deeds and misdeeds are recorded here.
15	Sleeping Quarters	
16	Servants Quarters	Servants might be too kind a word for the poor creatures forced to do the hags bidding.
17	Storage Rooms	