

Hag Interception

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This dungeon is in the Shadowfell or a similar plane when PCs would try to escape from the place they find themselves by means of the spell Plane Shift or a magic item that has the same effect. In casting Plane Shift or using a magic item to escape this plane within 20 miles of the location of this dungeon, the PCs are teleported to this dungeon instead. They cannot escape via the spell or magic item that brought them to this place. If they try they take 3d8 necrotic damage, and become frightened that they are going to die in this dungeon. If any of the characters make a loud noise the hags enter from their respective rooms. If one hag encounters the PCs they will call the other two.

General Features: This dungeon is intended to be used within a gothic setting. All of the rooms are lit either by oil lamps, or by glowing fungus. The floors are cobblestones and the libraries and bed rooms are covered with rugs in various states of repair. The walls are chiseled stone and very smooth. The ceilings don't exist and there is only darkness beyond sight distance. There is no way to escape by going up.

1. This room has a dark teleportation circle in the middle where the PCs arrive. You cannot use this teleportation circle unless you insert the key in the middle of the circle and one of the three hags has the key. To activate the teleportation circle is to turn the key in the key hole and then it activates, and you can use it by walking into it and you will be transported 20 miles in a random direction from the dungeon. There is a keyhole in the middle the teleportation circle that can be seen if the PCs closely observe their surroundings. There are bones all around the room outside of the circle (remnants of previous visitors). This room serves as the kitchen, slaughterhouse and dining room but otherwise the hags keep to themselves apart from one another in different rooms.

2. There is a door with black handles that are very cold to the touch. In the room there are **10 violet fungi** everywhere in the room. This room looks like a fungus covered library. There are books on potions and poisons, but many more books have been eaten away by rot and decay.

3. This room has a very strong odor. There is a cage hanging from a chain that continues upwards indefinitely. The cage is filled with bats and rats. It hangs about 100 ft above the floor. This room also has desks with needles and thread. There also rat and bird parts stitched together. There is one **night hag** in this room and she is very focused on stitching a rat and a bat together.

4. This room has a smell of a candle (wax, not scented) this is a very well kept-library. This place has all of the books a hag could ever want and there is a very large ladder that is 100 ft tall, as tall as the ceiling is. There is 1 **night hag** in this room intently reading a book.

5. This room has a wax candle (not scented) and dirty clothes. There are 3 beds each with a chest with a trinket, a blanket, food crumbs, and also a plate that is cracked in different ways. Each bed has a pillow, blanket, and a small dresser with a book and an oil lamp on it. There is one **night hag** in a bed sleeping. This hag has the key to the teleportation circle..

6. The door to this room is locked and barricaded. It will take a dc: 20 dex (lock pick) to pick the lock and then a dc: 23 strength check to break the barricade. In the room there is a **gelatinous cube** trapped in a magical barrier, but when you step in a trap (you can see the trap with a dc: 25 perception check or the detect magic spell) goes off and it releases the gelatinous cube and then it attacks. The rest of the room is empty, except from where the gelatinous cube was, and there was a little bit of slime, but in the gelatinous cube there is a skeleton wearing boots of elvenkind, a cloak of displacement, and a cane that can turn into a flametongue.

