

The Hag's Garden

TTRPG

A Scroll of Malevolence from the Church of Doom

#008



A fey royal has plans to restore an ancient greenhouse their family built on the material plane, and they'd like to hire the party to clear it out of "pesky weeds."

Environment

- * **[The Greenhouse]** A masterwork of elven architecture, this crystal greenhouse was built in the shape of a blooming flower. Sadly, most of it now lies in dangerous heaps of shattered, razor-sharp glass.
- * **[Hag Hovel]** Unbeknownst to the fey noble, the abandoned greenhouse has acted as a home of sorts for a cowardly blight hag. Not willing to fight over this temporary abode, the hag left a cruel house warming gift in the form of a shambling mound.

Threats

- * **[Shambling Mound]** Using some harvested gnome skulls as seeds, the hag planted her shambling mound beneath a fountain shrine

that now leaks putrid black sludge. The mound will attack anything that disturbs its roots which weave through the greenhouse's central chamber.

- * **[Cutting Vines]** Dark magics left by the hag have given a cruel semblance of life to the vines that cover the greenhouse. Vines that delight in tangling up adventurers and slashing them open with shards of glass.

Timers

- * **[Fountain Sludge]** Every 1d4 rounds the fey fountain shrine remains desecrated, it spews out a wave of acidic sludge that harms all non-plant life in the vicinity.

Treasures

- * **[Portal Flower]** What little beauty remained in this greenhouse has taken the form of a crystal seed at the bottom of the fountain shrine. When planted, it grows into a flower-like portal to the Feywild.