

LORELEI THE FOREST WITCH

Banished from her village decades ago, Lorelei the Witch has transformed the forest around her cottage into a terrifying labyrinth of tangles, trunks, vines, lichen, flora, and magical effects. After years of daily casting Guards and Wards, a heavy fog obscures the entanglement of webbed paths upon fallen trees that act as stairs to her lair. To deter villagers from entering her domain, a putrid cloud stinks of death; whispers of warning terrify the layman; ghostly lights dart through trees; and many magical creatures act as her guardians.

TACTICS

Transfigured by her magic, this half-elf witch does not wish to harm the locals. Indeed, with a point of her finger, she has the power to destroy nearly all who come her way. Lorelei simply wishes to be left alone, as she has grown fond of the company of the forest.

Should any person attempt to enter her lair, Lorelei will cast spells to turn them away. Unless attacked by a creature on par with her power, all magic used against a person is in an effort to get them to leave without resorting to attack.

CHARACTERISTICS

Lorelei is a master of languages, though she has not practiced social engagement in recent decades. Therefore, this witch often speaks dreamlike and waxes poetic, reciting verses when a word or phrase sparks a memory of something she's read.

This forest witch also finds connection and amusement in watching events as they transpire, often scrying, projecting herself, sending familiars to witness and report, or foretelling the future. Time is a cloud of memories of the future and the past for Lorelei.

PURPOSE IN-GAME

Lorelei the Forest Witch is not a monster to be defeated in-game, but rather a plot device to point players in the right direction. She admires determined and kind souls who see past her intimidating power but sees most with lesser power than she possesses as simple children she can fondly observe and lightly assist.

The feature of an encounter with Lorelei is her enchanted lair, where adventurers may face a myriad of mythical creatures, monsters, and magic. When players reach her cottage, Lorelei welcomes the company of benevolent and powerful adventurers. She may even barter the players to trade her magical items or potions for what they have on hand.

However, a Dungeon Master who wishes to use this character as a villain or foe to be defeated may choose 22 spells from the Wizard spell list to fit their needs. For high-level adventures, Lorelei may also team up with players and prepare battle-ready spells.



LORELEI THE FOREST WITCH

Medium humanoid (half-elf), chaotic neutral

ARMOR CLASS 16 (natural armor)

HIT POINTS 405 (416 with *Innate False Life*) (30d8 + 210)

SPEED 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	20 (+5)	18 (+4)	20 (+5)	10 (0)

SAVING THROWS: Constitution +12, Wisdom +12, Intelligence +11

SKILLS: Acrobatics +11, Stealth +11, Arcana +18, Nature +11, Animal Handling +12, Perception +12

TOOLS: Herbalism Kit +14

DAMAGE RESISTANCES: Cold, bludgeoning, piercing, and slashing from nonmagical attacks.

SENSES: Darkvision 60 ft., Blindsight 60 ft.

LANGUAGES: All

CHALLENGE: 20 (25,000 XP)

MAGIC RESISTANCE. Lorelei has advantage on saving throws against spells and other magical effects.

SHREWSIGHT. Lorelei has advantage on Wisdom (Perception) checks that rely on sight.

LEGENDARY RESISTANCE (3/DAY). If Lorelei fails a saving throw, she can choose to succeed instead.

BROOM OF FLYING. Lorelei travels on a Broom of Flying.

INNATE FALSE LIFE. When initiative is rolled, Lorelei gains the effects of *False Life* cast at 2nd level without expending a spell slot.

SPELLCASTING. Lorelei is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Lorelei has the following Wizard spells prepared:

Cantrips (at will): Mage Hand, Mending, Minor Illusion, Prestidigitation, Shocking Grasp.

1st level (4 slots): Alarm, Feather Fall, Fog Cloud, Shield.

2nd level (3 slots): Blur, Detect Thoughts, Gust of Wind, Misty Step, Spider Climb.

3rd level (3 slots): Counterspell, Dispel Magic, Lightning Bolt, Slow.

4th level (3 slots): Polymorph.

5th level (3 slots): Animate Objects, Dominate Person, Mislead.

6th level (1 slot): Mass Suggestion, True Seeing.

7th level (1 slot): Forcecage.

8th level (1 slot): Antimagic Field.

9th level (1 slot): Mass Polymorph.

LAIR ACTIONS

When fighting in her lair, Lorelei can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), Lorelei takes a lair action to cause one of the following effects:

- If threatened, Lorelei can cast *Dominate Person* (no components required) on any number of creatures she sees within 60 ft. Lorelei will use this action to force the targets to leave her lair.
- Objects within the Witch's home may animate and non-lethally attack those fighting Lorelei. Potions may open and apply themselves to the targets, triggering their effects; basic household objects may produce 1d4+7 damage and cause difficult terrain; and doors or windows may open or shut at will.
- Creatures friendly to Lorelei may offer assistance, much like a familiar. This may include cats, bats, toads, badgers, boars, deer, owls, eagles, rabbits, ravens, spiders, and wolves.

LAIR EFFECTS

- As Lorelei has prepared her lair for many years, several acres of forest surrounding Lorelei's cottage have been permanently affected by the *Guards and Wards* spell. Plan the labyrinth leading to her home appropriately with the effects of the spell plus the addition of magical creatures who guard her domain.