

The Hag

An evil old woman, bent and decrepit, who haunts the swamp of Hag's Addle.

A malevolent, supernatural being with an appetite for human flesh. While she takes on many illusory guises (see **Favoured Guises**), the Hag's true form is that of a crone, bent and decrepit beyond human conception, with eyes as large as saucers and a great, warty nose. Unbeknown to any of mortal blood, the Hag was long ago a fairy princess, the sister of the **Queen of Blackbirds** (p35). She betrayed her sister and was cursed to spend eternity in the mortal world, guarding the door to the fairy realm of Absynthe (her sister's domain).

Names: The Hag is known to mortals by many names: Black Allis, Shub's Nanna (utterly falsely—this name refers to an entirely different being, see p47), Old Crust-Breath, Mother Swithenby. Her true (fairy) name is forgotten to all but the Queen of Blackbirds.

Demeanour (Chaotic): Depraved, lustful, treacherous. Loves to deceive, torment, and kill mortals. Fears elf nobles and anything associated with them.

Speech: Slavering and cackling. Woldish, Old Woldish, Sylvan, Mewl, High Elfish (rusty).

Desires: Fornication with succulent young mortals. To feast on the flesh of succulent young mortals. (As a fairy of ancient years, *all* mortals are young in the Hag's eyes.) See **The Hag's Schemes**.

Possessions: Enchanted walking stick (see **Combat Stats**), *boggle lantern* (see **Combat Stats**). Pouches containing 1d4 portions of each of the following herbs/fungi: *bloodcap* (pXXX), *bosun's balm* (DPB), *grinning jenny* (pXXX), *hag's tears* (pXXX), *lankswith* (DPB), *marshwick* (DPB), *snoggle-beard* (pXXX), *witch's oyster* (DPB).

Family: The fairy **Queen of Blackbirds** (p35) is the Hag's estranged elder sister.

Servants: 5 **grimalkins** (DMB), charmed to remain forever in chester.

Location: Magically roaming hut in hex 0908. Her wicked magic permeates all of Hag's Addle.

FAVOURED GUISES

d8 Illusory Guise

- 1 A dark-complexioned maid gathering marsh herbs.
- 2 A female longhorn, capering in a copse.
- 3 A gaunt, wide-eyed girl, tall beyond her years.
- 4 A pregnant woman with eyes of blood red.
- 5 An elderly lady with skin covered in fungus.
- 6 A wooden woman, carved from a rotting log.
- 7 A crow-headed lady, dressed in sodden lace.
- 8 A pale, wailing corpse, lurching through the bog.

TODO: NPC portrait

Combat Stats

AC 3 [16] **HD** 11*** (57hp) **Att** 1 × walking stick (1d4+2, +2 to attack rolls) 1 × finger snap (waxification) or magic **THACO** 11 [+8] **MV** 60' (20') **SV** D6 W7 P8 B8 S10 (11) **ML** 8 **AL** Chaotic **XP** 3,500

Mundane damage immunity: Can only be harmed by magical attacks.

Pure iron: As a fairy, the Hag suffers 1 extra point of damage when hit with weapons of (enchanted) pure iron.

Spell resistance: The Hag gains a +4 bonus to saving throws against spells.

Cloak true form: The Hag can take on any outward appearance she wishes (limited to female humanoids of roughly the same size)—see **Favoured Guises**. Such is her power that magicks of detection (e.g. *detect magic*, *detect illusion*) have a 50% chance of failing to detect this glamour.

Finger snap: With a click of her fingers, the Hag can transform a charmed subject into a gnarled candle. The victim may **save versus spells** to avoid this fate.

Magic: The Hag can cast each of the following spells once per day: *charm person*, *cause disease*, *cure disease*, *dispel magic*, *fly*, *curse*, *remove curse*, *polymorph others*, *cloudkill*.

Walking stick: The Hag's crooked stick acts as a *club* +2.

Boggle lantern: A lantern of brass and pink glass which can be lit or extinguished on command. Once per day, the owner can summon **1d3 marsh lanterns** (DMB) to serve for 6 turns.

BACKGROUND

Corrupt Fairy Princess

The Hag was once a fairy princess and sister of the **Queen of Blackbirds** (p35). A dabbler in dark magic, she delighted in observing the ravages of time on the mortal world: decay, disease, and death. Under her influence, the beautiful water-meadows of her sister's dominion along the Lower Hameth were corrupted into a festering bog.

Exiled to the Mortal World

When the Queen of Blackbirds discovered all that her sister had wrought, her wrath was great. The princess was captured and brought before her elder sister, who decreed "if thou lovest decay and decrepitude above all, then such shall be thy own fate". The wicked princess was thus exiled from the undying realm of Fairy, to dwell forever in the mortal world where all things wane and pass. Imprisoned in the region of Hag's Addle, surrounded by the miasma and decay of the marsh that she herself created, she is cursed to wither and decay (though never to die).

Cursed Warden of the Way to Absynthe

Sealing the exile with a final, cruel twist, the Queen of Blackbirds placed a fairy geas upon her sister. It is thus that the Hag is compelled to ward the door that leads from Hag's Addle into the fairy kingdom of Absynthe, cursed to dwell on the threshold that she may herself not pass.

THE HAG'S SCHEMES

Release From Her Bondage

Long has the Hag endeavoured to dispel the fairy geas placed upon her, but ever has she been vexed. She would voraciously pursue any possible means of release.

Corrupt the Fairy Realm of Absynthe

The Hag's sole means of revenge against her sister is to occasionally allow unsavoury things into Absynthe, via the door in her hut. She dreams, however, of the wickedness she would work on her sister's domain, if she could find a way to be released from her bondage.

Expand Her Swampy Dominion

The Hag's foul magic encompasses all of Hag's Addle—the region in which she is imprisoned. If she could find a way to dispel her bondage, she would fain extend her miasma further into Dolmenwood.

THE HAG AND FACTIONS

Atanuwë: The Hag seeks contact with Atanuwë, hoping to find a kindred spirit with the power to break the magic that binds her to Hag's Addle and the fairy door.

Witches: Individual witches occasionally seek to consult with the Hag on matters of herbalism or sorcery. Such contact is, however, strictly on an impromptu basis—no affiliation between the Hag and the witches exists.

THE HAG AND ADVENTURERS

While most mortals shun the foetid marshland of the Hag's Addle, the Hag is sometimes sought out by adventurers who wish to consult her on matters arcane. If well-disposed, she is sometimes willing to perform the following services, for a price (see **Prices**).

Access to Absynthe: The Hag is bound not to allow mortals or enemies of the Queen of Blackbirds to pass through the fairy door which she guards (see hex 0908). For a price, however, she is willing to turn a blind eye.

Prophecy: The Hag may see into the distant past and future to answer a question posed to her. She casts marsh herbs into her brazier, causing her hut to be filled with noxious smoke. All present enter a hallucinogenic stupor lasting for 1d6 hours. The Hag's prophecy can be heard among her screeching and wailing. Each character witnessing the prophecy has a 10% chance of being driven insane.

Spell casting: Many of the spells the Hag is able to cast are useful to adventurers (see **Combat Stats**).

Bestow vigour / beauty: The Hag can bestow beauty or vigour upon a mortal, increasing the subject's CON or CHA by 1d3 points (to a maximum of 18). This boon lasts for 1d6 years (though the Hag claims it to be eternal).

Raise dead: The Hag can recall the deceased to life, per the clerical spell *raise dead* (though her magic is effective without time limit). In addition to whatever price the Hag demands (see **Prices**), someone who truly loves the one to be raised must forfeit their own life and their immortal soul. (Raising of the one thus sacrificed is impossible.)

Prices

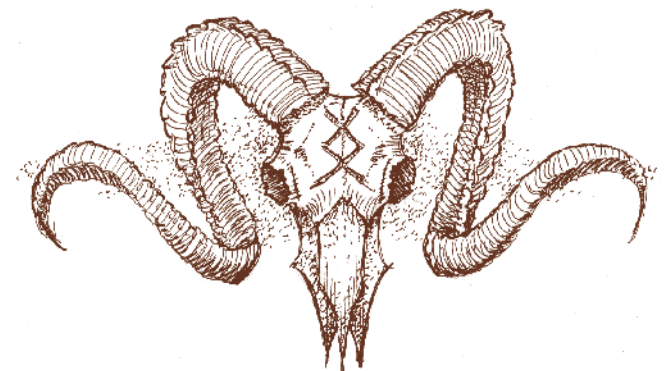
The exact price the Hag demands for her services is open to negotiation. Some examples are as follows.

A living child: To be dismembered and boiled into a stew.

A limb: Freshly severed with her rusty bread knife. The Hag is happy to cauterize the wound with irons from her fire.

A night of passion: A full night of passion with the Hag. The character loses one experience level (per the touch of a wight—OSE).

A soul: Extracted via an all-night ritual in her hut. The character can no longer be raised from the dead.



Ygraine Mordlin

Mysterious sorceress of northern Dolmenwood, lady of Chateau Mauvesse.

The mysterious Sorceress of Chateau Mauvesse and ruler of Meagre's Reach, Ygraine is a woman of noble bearing and patrician beauty. She is apparently in her fifties (though in fact she is over 500 years old), with straight black hair to her waist, eyes of cool grey, and a complexion as pale as moonlight. She dresses in white lace with a heavy robe of exotic furs, lavishly buttoned and baubled. Upon her brow is a brilliant diamond. Ygraine is the foremost practitioner of the occult within Dolmenwood, with the abilities of a 14th level magic-user. Her appearance in Dolmenwood 200 years ago is shrouded in mystery—few know of her true origins as a mortal fosterling raised in the courts of Fairy (see *Background*).

Names: The common folk of Dolmenwood refer to Ygraine as the Sorceress of the North or the Lady of the Mirror (referring to the Dark Mirror—the lake beside her chateau). Nobles may refer to her by her mortal name, Ygraine Mordlin, while to fairies she is Lady Heart-Torn-in-Tatters.

Demeanour (Neutral): Majestic, proud. She is a diplomat par excellence, but is fatigued by her constant duties as host to all manner of eminent fairies.

Speech: Firm, calculated. Lyrical in the scant moments when she finds happiness. Woldish, Old Woldish, Sylvan, High Elfsh.

Desires: To escape from the attentions of all aspiring suitors (of which there are many!). Peace in which to conduct magical research (she has especial interest in magicks of illusion and time-control). To keep the existence of the nodal Phandrwyl (in the crypts of her chateau) hidden, especially from the Drune. News of her dear friend and former music teacher, **Lord Hobbled-and-Blackened**, who disappeared when she was a youth. See *Ygraine's Schemes*.

Possessions: Three wands (see *Combat Stats*). An *ioun-blade* (see *Combat Stats*). An obsidian *amulet of protection*, carved in the form of a squid (grants an AC of 5 [14]). Spell book (see list of spells under *Magic* in *Combat Stats*). The breathtaking diamond at her brow is worth 50,000gp. Her libraries are stocked with magical scrolls of all manner—given time, she can locate a scroll of almost any spell.

Family: Ygraine is the foster daughter of the fairy **Prince Mallowheart** (pXXX), to whom she owes her magical education. Their relationship is troubled, as Ygraine disapproves of her father's cruelty towards others of mortal blood. She is the adoptive niece of the **Cold Prince** (pXXX), half-brother of **Prince Mallowheart**. She has never met her uncle, but fears and despises him as a tyrant.

Servants: A small personal guard of 8 fairy knights (*DMB*), groundsmen, cooks, butlers, librarians, etc. (possibly also of fairy origin).

Location: Chateau Mauvesse, in hex 1802.

TODO: NPC portrait

Combat Stats

AC 4 [15] **HD** 14**** (40hp) **Att** 2 × *ioun-blade* (1d4+3, +3 to attack rolls) or wands or magic **THACO** 14 [+5] **MV** 120' (40') **SV** D8 W9 P8 B11 S8 (Magic-user 14) **ML** 9 **AL** Neutral **XP** 5,150

Fairy awe: One who initiates aggressive action against Ygraine (e.g. attacking her or using offensive magic on her) must **save versus spells** or be awe-struck, delaying their intended action for one round. (This applies to each character's first act of aggression against Ygraine in the current encounter.)

Ioun blade: A dagger +3 formed of radiant orange crystal. Its wielder is enveloped in a globe of time acceleration and can attack twice per round.

Wands: Ygraine carries a *wand of illusion*, a *wand of lightning bolts*, and a *wand of negation* concealed about her person. (See *Old-School Essentials*.)

Magic: Ygraine has the following spells memorized: *charm person*, *read languages*, *read magic*, *sleep*, *detect invisible*, *ESP*, *invisibility*, *mirror image*, *dispel magic*, *fly*, *lightning bolt*, *protection from normal missiles*, *dimension door*, *polymorph self*, *remove curse*, *wall of ice*, *cloudkill*, *contact higher plane*, *hold monster*, *anti-magic shell*, *geas*, *projected image*.

TODO: Illustration

BACKGROUND

Fosterling Daughter of Mallowheart

Born the daughter of a humble blacksmith in the village of Meagre's Reach, Ygraine was stolen by fairies as a babe and raised as the adopted daughter of the cruel **Prince Mallowheart** (p34). Showing a gift for all things arcane, the child Ygraine was tutored in the secrets of fairy magic.

Inherited Chateau Mauvesse

As an adolescent, Ygraine accompanied her father on a jaunt into the mortal world and chanced to pass by the village of Meagre's Reach and the ruined Chateau Mauvesse—a long abandoned palace of Mallowheart's. The young Ygraine was struck by the earnest toiling and tragic merriment of the mortal folk she witnessed and pleaded with her father to be granted Chateau Mauvesse as a plaything. Upon her coming of age, he finally agreed and Ygraine, now a sorceress of great power, returned to the mortal world, where she has dwelt ever since. Within the chateau's fairy-glamoured walls, she ages not.

Created the Hidden Nodal Phandrwyl

Deep in the forgotten crypts of Chateau Mauvesse, Ygraine summoned an obelisk of obsidian (named Phandrwyl), tapping the pulsing energies of the ley line Ywyr, which runs beneath the castle. Intertwined with her own power, the energies of the obelisk allow workings of great magic.



Wrested Meagre's Reach From History

Three centuries had passed in the mortal world between Ygraine's adolescent visit to Meagre's Reach and her taking residence in Chateau Mauvesse, for time in Fairy flows strangely. She was heartbroken to find the village abandoned following a plague and vowed to restore it to life. With great magicks of her own devising, augmented by the power of Phandrwyl, she twisted time, resurrecting Meagre's Reach as it was 300 years ago, before it was ravaged by plague. The village now exists in a temporal bubble, its inhabitants unable to leave hex 1703.

Host to Fairy Diplomats

In the courts of Fairy, Ygraine is regarded as a neutral party and is constantly called upon as diplomat and arbitrator. She is thus host to a fatiguing array of fairy courtiers, including frequent visits from emissaries of the fairy nobility (see **Fairy Nobles and Their Dominions**, p30). The numerous visitors have worn her patience thin. Even her friendship with the **Duke Who Cherishes Dreams** (pXXX) is strained, due to the bothersome repeating dreams of the mortal folk of Meagre's Reach, for which the duke holds Ygraine responsible.

YGRAINE'S SCHEMES

Root Meagre's Reach in the Present Day

Ygraine rues her only partial ability to resurrect Meagre's Reach and seeks a means of rooting it fully in the present day, allowing its people to wander freely as they wish.

Prevent Alliances With the Cold Prince

Unbeknown to the Drune, Ygraine plays a pivotal role in thwarting the plans of the Cold Prince (see **Frost Elves**, p56) by preventing the rise of any alliance among the nobility of Fairy that might aid his return.

YGRAINE AND FACTIONS

Ygraine is primarily concerned with the fairy nobility, and has little time for or interest in the doings of mortals.

Human nobility: Since Ygraine's appearance in Dolmenwood 200 years ago and her taking up residence in Chateau Mauvesse, the Dukes of Brackenwold have eyed her with suspicion. Several times has her right to inhabit the castle been questioned, but in the end the dukes fear to meddle with the ways of fairies and sorceresses.

Lord Guillefer: Ygraine met **Lord Guillefer** (pXXX) when he was a youth, at a ball in the dreamlands hosted by the **Duke Who Cherishes Dreams** (pXXX). As kindred explorers of imaginal realms, the two maintain a friendship.

YGRAINE AND ADVENTURERS

Ygraine seldom has time or inclination to meet with adventurers, though she is sometimes willing to consult on matters arcane.