

SCARRED LANDS

VTT Encounters



The Hag's Feast

Credits

Developer: Travis Legge

Authors: Wil Upchurch, Travis Legge

Editor: Travis Legge

Art Direction and Design: Mike Chaney

Cover: Kieran Yanner

Interior Art: Llyn Hunter, Jeff Rebner

Cartography: John Wilson

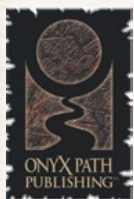
Creative Director: Richard Thomas

Sources

This encounter and map originally appeared in **Wilderness & Wasteland**

It has been adapted for 5th Edition and for use with VTT by Travis Legge with updated cartography by John Wilson.

The original encounter was written by Wil Upchurch with cartography by Ed Bouelle.



VTT Encounters: The Hag's Feast is © 2020 Onyx Path, LLC. All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Scarred Lands, Onyx Path, and their associated logos are trademarks of Onyx Path.

Open game content may only be used under and in the terms of the Open Game License. Onyx Path, LLC are not affiliated with Wizards of the Coast™. Onyx Path, LLC make no claim to or challenge to any trademarks held by Wizards of the Coast™.

This printing of Vigil Watch is done under Version 1.0a of the Open Gaming License, and the System Reference Document, by permission from Wizards of the Coast, Inc.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Scarred Lands, Spiragos, all proper nouns, capitalized terms, artwork, maps, symbols, lore, depictions, and illustrations, except such elements that already appear in the System Reference Document or have been released as Open Content.

Designation of Open Content: The Open Content in this issue includes the new creatures, new class archetypes, new feats and traits, new spells, and new magic items. All other material is Product Identity, especially archetype, item, and spell descriptions, place names, character names, groups and organizations, locations, story elements, and fiction. No other portion of this work may be reproduced in any form without permission.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "VTT Encounters: The Hag's Feast" copyright © 2020 Onyx Path, LLC, all rights reserved, visit www.theonyxpath.com.

CONTENTS

Credits	2
The Hag's Feast	4
Background	4
<i>Keeping the Party Interested</i>	4
Ambush in the Rainstorm	5
The Hag's Lair	5
Rewards	5
Conclusion	6
Creatures	6
Haglings	6
Hag (Cavern)	7
Map: The Hag's Lair	8
Map: Campsite	9



THE HAG'S FEAST

The Hag's Feast is a short, terrifying romp through a craggy mountainside for four characters of level 8-10.

BACKGROUND

An elderly cavern hag recently became tired of her existence; all the things that once excited her – kidnapping, torture, and cooking the screams of innocent babes into foul potions – were now banal and uninteresting. One day, she decided to make children of her own, something to make her feel the thrill of life again.

Over the next few months, the cavern hag raided local settlements for children. She came in at night, stealing a baby from its bed, and leaving a disease-ridden sack in its place. Taking the babies back to her mountain lair, she subjected them to the horrible ritual that turned them into haglings. Ah, now could she live life again!

As time passed, she grew to rely on her haglings for many things: hunting, foraging, and gathering components for her rituals. She even stopped collecting the flesh (living and dead) that powered her fell magic. All of these tasks she

left to her new children and most of the haglings enjoyed serving their mother. They became cult-like in their devotion to her, and some even willingly sacrificed themselves in her service. Others, however, resented her laziness and ran away. The runaways have attempted to survive while hiding from their mother's wrath, and grown weary. Now they seek a gift to buy their way back to her good graces. The campsite of a few adventurers offers an opportunity for them to steal something appropriate.

KEEPING THE PARTY INTERESTED

The adventurers learned about the disappearance of more than a dozen local children over a month's time late last summer. The appearance of the haglings in ragged clothing of local style may give them a hint as to what happened to the children. In order to put a stop to the original menace, the party must track down the hag's lair and defeat her.

One of the haglings grabs a valuable piece of equipment from the campsite hoping to use it to return to the favor of its mother. As the adventurers track down the thieving haglings, they encounter much more than they bargained for.

AMBUSH IN THE RAINSTORM

As the party makes camp for the evening, a light storm blows in over the mountain, pelting their campsite with rain. This rainfall causes the area to be lightly obscured, extinguishes uncovered flames, and imposes disadvantage on Wisdom (Perception) checks that rely on hearing. It is in these conditions that the haglings attack, first using flash spells to blind the party and then moving in for melee. The haglings are unaffected by the stormy conditions due to their blindsight. There are seven haglings in all, but one hagling hangs back in the shadows and darts in to steal unattended items during the fray, gathering what she can via *filch*, and coming near only for valuable items that are too large to steal with the cantrip. The hagling then flees back to her mother's lair to bring her these gifts.

If three or more haglings fall in combat, the survivors will attempt to flee in random directions. With the stormy conditions, at least one is likely to get away. As soon as the characters notice their missing gear, they may be inclined to track the missing haglings back to their mother's lair. This won't be easy, as the rain makes following tracks on the dirt challenging. However, the haglings are prone to dropping various items in their scramble to escape, which can be of assistance in tracking their movements. A successful DC 10 Wisdom (Survival) check, made at disadvantage, allows the party to follow the trail, or find the trail after ten minutes if it is lost.

THE HAG'S LAIR

If all seven of the haglings were caught or killed, then the characters must wait until the storm subsides and the sun rises before they can find enough evidence to track down the hag's lair, a cavern.

The hag lives in a large cave hidden among the rocky recesses of the mountainside, reached by a narrow slope along the mountain ridge. The slope that leads up to the cave appears to be a run-off gully, a low point where water runs down the mountainside. This slope is considered difficult terrain.

The hag is very disappointed that her children have run away and is looking for a scapegoat. When the adventurers come near her cave, she calls her children to her. The sound of her screeching voice can be heard through the rainstorm as the characters approach the cave entrance. She then climbs to the top of her cave 40 feet above the ground and awaits the adventurers, launching her full complement of spells at them before descending to do battle. Meanwhile, the three haglings (two if the party managed to kill all seven from the first battle) in the cave use their own spells and sneak attacks to help their mother. The hag and her brood fight to the death to defend their home.

If the adventurers defeat all of the creatures, they can search the cavern in which they lived. There are two caverns, one large

SCALING THE ENCOUNTER

Parties as low as levels 4-5 can probably handle the encounter with the haglings at their camp, but for weaker parties the GM may wish to reduce the number of haglings. For parties below level 8, the cavern hag should be reduced using the adjusted traits as follows:

HP: 77 (9d10 + 27)

Int: 17

CR: 6 (2300 xp)

Saving Throws INT +6, WIS +4

Skills Arcana +6, History +6

Spellcasting. The cavern hag is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14*, +6 to hit with spell attacks). The cavern hag has the following wizard spells prepared:

Cantrips (at will): *enumerate*, *filch*, *mage hand*, *minor illusion*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *chill wind*, *counterspell*, *penumbral trap*

4th level (3 slots): *greater invisibility*, *stone shape*

5th level (1 slots): *wall of stone*

*Adjust horrific appearance and illusory appearance DCs to match.

Higher level parties can still be challenged by this encounter by adding additional haglings to both the ambush and the hag's lair.

main cavern and a smaller cavern where the creatures slept. The hag owns a large kettle in which she brews foul smelling concoctions, and many bones (identifiable as human with a successful DC 10 Intelligence (Medicine) or Intelligence (Nature) check) are piled near it. The whole place stinks of rot and decay that emanates from a variety of stone pots and vials that contain various bodily fluids extracted from the hag's prey. The hag's treasure can be found underneath a loose pile of stones in the smaller chamber with a successful DC 12 Intelligence (Investigation) check. This treasure stash contains a gold and platinum brooch (575 gp value), 283 gp, 2 *potions of greater healing*, 1 *potion of poison*, and a +2 *dagger*.

REWARDS

In addition to the treasure found in the hag's lair, the adventurers can also make friends with the local population by proving they have ended the kidnapping menace. If they do this successfully, the locals consider them friends and give them shelter and food any time they pass through. The GM is free to give other non-monetary rewards to the party as they see fit.

CONCLUSION

If any of the haglings escaped the party, they could continue to follow the adventurers for some time, menacing villages through which the group travels. Before long, word that the characters' presence brings death and missing goods spreads to the towns on their path. They must solve the mystery of the haglings before being welcomed again into any town in the region.

CREATURES

The following creatures appear in this adventure.

HAGLINGS

Haglings are children who have been subjected to the potions and rituals normally used to turn adults into hags. These dark rites twist the child into a hag-like creature, stunting its aging and bestowing mystical power onto the unfortunate creature.

HAGLING (CAVERN)

Small fey (titanspawn), chaotic evil

Armor Class 13 (Hide Armor)

Hit Points 26 (4d6 + 12)

Speed 25 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Skills Arcana +3, Stealth +5

Condition Immunities Blinded

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 11

Languages Common, Giant, Terran

Challenge 1/2 (100 XP)

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hagling and can see the hagling must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hagling is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hagling's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hagling is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hagling.

Keen Smell. The hagling has advantage on Wisdom (Perception) checks that rely on smell.

Sneak Attack. Once per turn, the hagling deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the hagling that isn't incapacitated and the hagling doesn't have disadvantage on the attack roll.

Spellcasting. The hagling is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). The hagling knows the following sorcerer spells:

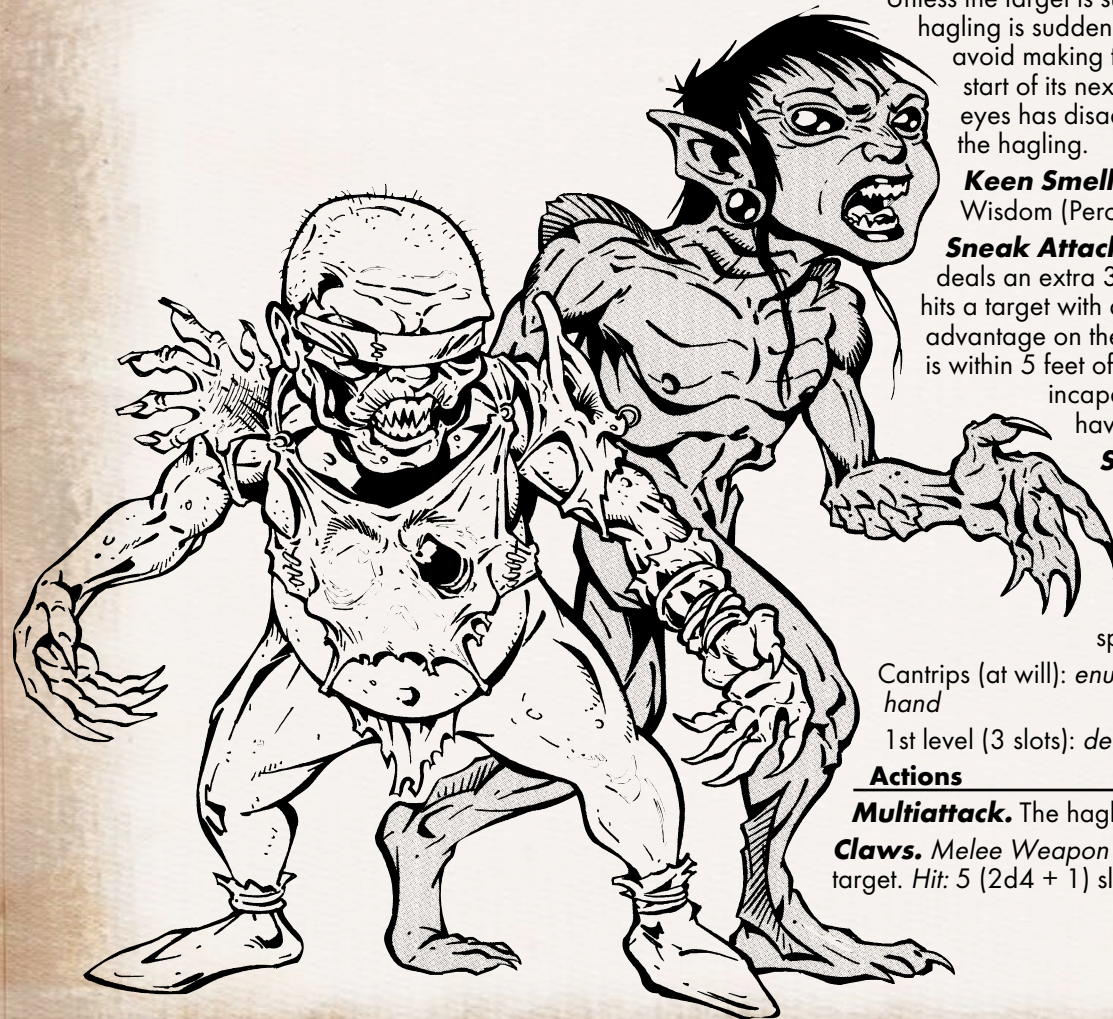
Cantrips (at will): *enumerate, filch, fire bolt, mage hand*

1st level (3 slots): *detect magic, disguise self, flash*

Actions

Multiattack. The hagling makes two claw attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (2d4 + 1) slashing damage.



HAG (CAVERN)

Large fey (titan), any evil alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	18 (+4)	12 (+1)	11 (+0)

Saving Throws INT +7, WIS +4

Skills Arcana +7, History +7

Damage Resistances Damage from Spells

Condition Immunities Blinded

Senses Blindsight 60 ft. (blind outside this radius), Passive Perception 11

Languages Any four languages

Challenge 8 (3,900 XP)

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the cavern hag and can see the hag's true form must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Spellcasting. The cavern hag is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The cavern hag has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *enumerate*, *filch*, *mage hand*, *minor illusion*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *shadow evocation*, *suggestion*

3rd level (3 slots): *chill wind*, *counterspell*, *penumbral trap*

4th level (3 slots): *greater invisibility*, *shadow traitor*, *stone shape*

5th level (2 slots): *lavaform*, *wall of stone*

6th level (1 slot): *disintegrate*

Actions

Multiattack. The cavern hag makes two melee attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage.

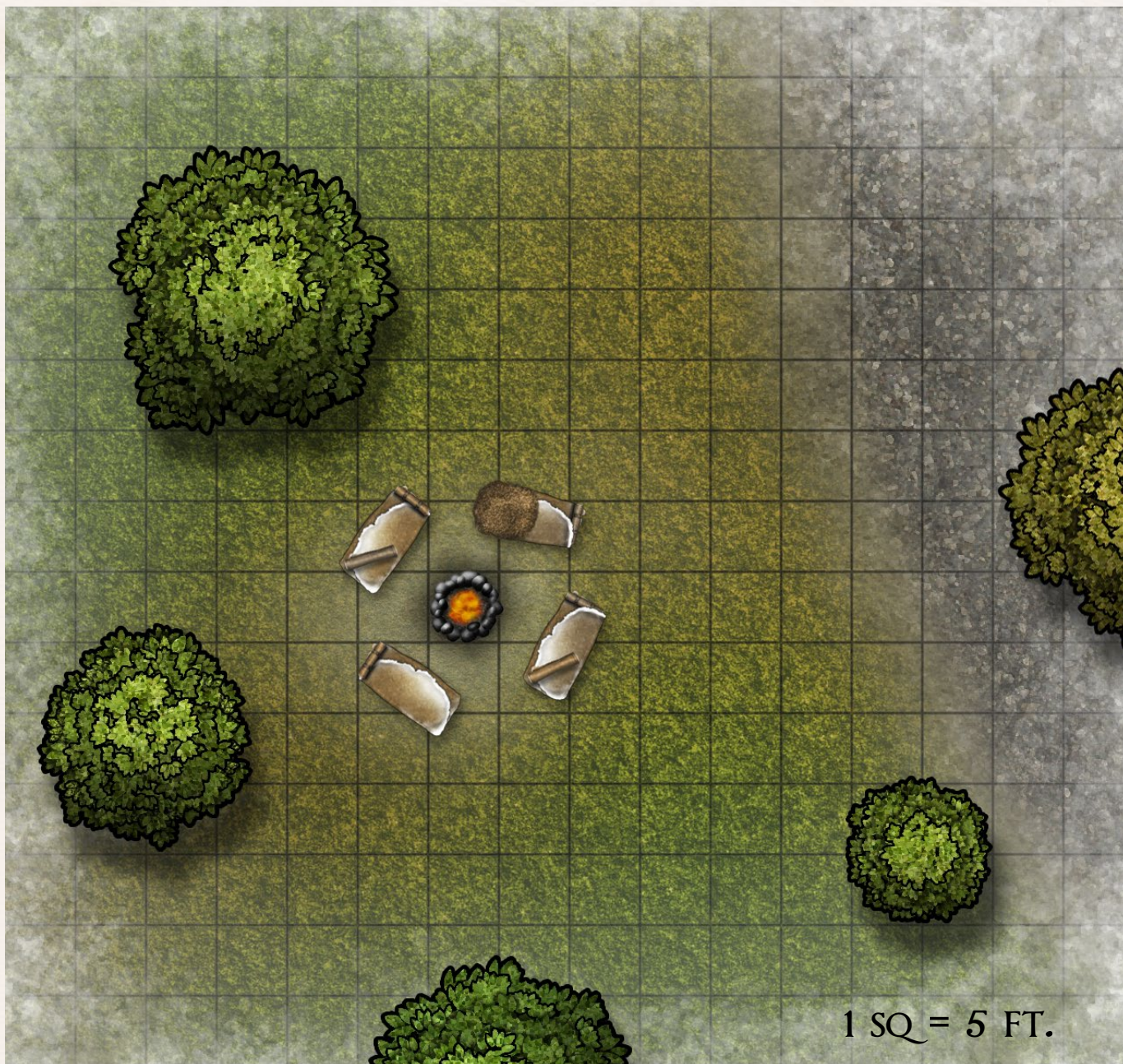
Illusory Appearance. The cavern hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of Medium or Large size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 15 Intelligence (Investigation) check to discern that the hag is disguised.



MAP: THE HAG'S LAIR



MAP: CAMPSITE



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this license, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. Copyright Notice

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Original Spell Name Compendium © 2002 Necromancer Games, Inc.; based on spells from the Player's Handbook that were renamed in the System Reference Document, found on the legal page of www.necromancergames.com.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Blood Bayou. © 2003 Onyx Path Publishing, Inc.

Burok Torn: City Under Siege. © 2002 Onyx Path Publishing, Inc.

Calastia: Throne of the Black Dragon. © 2002 Onyx Path Publishing, Inc.

Creature Collection. © 2000, Onyx Path Publishing, Inc..

Creature Collection 2: Dark Menagerie. © 2001 Onyx Path Publishing, Inc.

Creature Collection III: Savage Bestiary. © 2003 Onyx Path Publishing, Inc.

Creature Collection Revised. © 2003 Onyx Path Publishing, Inc.

Hollowfaust: City of Necromancers. © 2001 Onyx Path Publishing, Inc.

Hornsaw: Forest of Blood. © 2003 Onyx Path Publishing, Inc.

Mithril: City of the Golem. © 2001 Onyx Path Publishing, Inc.

Player's Guide to Clerics and Druids. © 2003 Onyx Path Publishing, Inc.

Player's Guide to Fighters and Barbarians. © 2003 Onyx Path Publishing, Inc.

Player's Guide to Monks and Paladins. © 2003 Onyx Path Publishing, Inc.

Player's Guide to Rangers and Rogues. © 2003 Onyx Path Publishing, Inc.

Player's Guide to Wizards, Bards and Sorcerers. © 2003 Onyx Path Publishing, Inc.

Relics & Rituals. © 2001, Onyx Path Publishing, Inc.

Relics and Rituals 2: Lost Lore. © 2002 Onyx Path Publishing, Inc.

Scarred Lands Campaign Setting: Ghelspad. © 2002 Onyx Path Publishing, Inc.

Scarred Lands Gazetteer: Ghelspad. © 2001 Onyx Path Publishing, Inc.

Secrets & Societies. © 2002 Onyx Path Publishing, Inc.

Serpent in the Fold: Serpent Amphora Cycle, Book I. © 2002 Onyx Path Publishing, Inc.

Scarred Lands Gazetteer: Termana. © 2002, Onyx Path Publishing, Inc.

The Serpent and the Scepter: Serpent Amphora Cycle, Book II. © 2002, Onyx Path Publishing, Inc.

The Serpent Citadel: Serpent Amphora Cycle, Book III. © 2003 Onyx Path Publishing, Inc.

Shelzar: City of Sins. © 2003 Onyx Path Publishing, Inc.

Strange Lands: Lost Tribes of the Scarred Lands. © 2004 Onyx Path Publishing, Inc.

Wilderness & Wasteland © 2002, Onyx Path Publishing, Inc.

Fading Suns: d20. © 2001 Holistic Design, Inc.

Skull & Bones. © 2003 Green Ronin, Green Ronin Publishing; Authors Ian Sturrock, T.S. Luikart, and Gareth-Michael Skarka

Blood Sea: The Crimson Abyss. © 2004, Onyx Path Publishing, Inc.

The Divine and the Defeated. © 2001 Onyx Path Publishing, Inc.

The Penumbral Pentagon. © 2003 Onyx Path Publishing, Inc.

The Wise and the Wicked. © 2001 Onyx Path Publishing, Inc.

Vigil Watch: Secrets of the Asaathi. © 2003 Onyx Path Publishing, Inc.

Vigil Watch: Warrens of the Ratmen. © 2002 Onyx Path Publishing, Inc.

Gauntlet of Spiragos. © 2014, Onyx Path and Nocturnal Media.

Scarred Lands Player's Guide. © 2016, Onyx Path and Nocturnal Media.

Scarred Lands Creature Collection 5e © 2020 Onyx Path Publishing, Inc.

Scarred Lands VTT Encounters: The Hag's Feast 5e © 2020 Onyx Path Publishing, Inc.