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# IZRANORAE'S TREE



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# Izranorae's Tree

## *Rumours & Hooks*

*Rumpod*, a portly and avaricious merchant, seeks a prophecy from the hags of the *Trackless Moors*. He is willing to pay generously for some adventurers to escort him.

A pair of prophetic hags are known to lair within a colossal tree in the *Trackless Moors*. It is said the hags enchant the eyes of their victims, transforming them into valuable gems.

On the outskirts of the *Trackless Moors* stands a mouldering, long dead tree trunk of colossal size, a giant skeleton of calcified branch and bark; *Izranorae's Tree*.

## The Hag Coven

Named after the hag that originally discovered it, the Tree has been home to an unbroken line of evil hags, and is presently occupied by a coven of two: *Ixna* and *Fernelgren*.

The hags are sisters of a kind, hideous and malformed, bound by dark rituals and fey connections mortals cannot fully comprehend. It is enough to know however that the hags are incapable of directly injuring one another, but may do so via third parties.

Years ago, the Tree was also home to a third hag, *Wompra*. Over time the three discovered that *Izranorae's Tree* was more than just a lair. The Tree is also a vessel of mystic convergence, such that the power of any hag killed in the vicinity is trapped inside its branches for centuries to come. More importantly, any living hags residing in the Tree may draw on the trapped power to enhance their own abilities.

*Wompra* was the first of the three hags to be murdered, care of a deadly doublecross by her sisters and some vengeful barbarians. *Wompra's*

essence is now trapped, and counts as the third hag of the coven as long as *Ixna* and *Fernelgren* remain in the moors.

The sisters both reside in the Tree, *Ixna* on the northern side and *Fernelgren* the south. They are filled with hate and resentment for each other, and bicker constantly, pining for the day of the other's demise. Unfortunately for the hags, they require a third party to do their dirty work for them.

*Ixna & Fernelgren, Hags*, AC 13, HD 6, 2 Claws 1d6+1, 19: the target is cursed and loses 1 point of *Luck*, S19 D15 C10 I14 P14 W15 Ch4, L8, Mv 30 ft.



A trio of Hags is known as a *Coven* and multiply their powers. If all three hags are within the same geographic region (forest, mountains, plains, etc), each gains the ability to cast spells as a 6<sup>th</sup> level magic user. If two hags are in the region, they are 3<sup>rd</sup> level magic users. A single hag in a region has no spell casting ability. Once per lunar cycle, a coven may perform a 1d4 hour ritual to gain limited powers of prophecy.

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Hags may enchant the eye of a victim into an *Evil Eye*, transforming it into a precious stone the hag can see through as if under the effect of a *Clairvoyance* spell. Hags sometimes gift the *Eyes* as pendants, turning the wearer into an unwitting spy. They are protected by 30% *Magic Resistance*.

### Rumpod's Offer

Rumpod (50's, portly, with a poor memory, fond of suspenders), a wealthy candle merchant, is about to be married. He is highly superstitious, ridiculously greedy, and dearly wishes to know if his impending marriage is a smart match. He has heard of the seer like powers of the hags, and is willing to pay 500 gold for an armed escort to meet them.



*Rumpod*, AC 12 (leather), HD 1 (4 hp), Longsword 1d8+1, 19: disarm, S14 D13 C10 I13 P8 W13 Ch10, L4, Mv 30 ft. Rumpod carries a longsword for protection, although he does not expect to have to use it. He has a bag of gems worth 5d100+800 as a gift/payment for the hags.

### Random Encounters

Izranorae's Tree is located about 4 days travel into the swampland moors. The moors are muddy and humid, filled with spot pools, low lying water areas, and flying insects. There is a 25% chance of a random encounter every eight hours. If an encounter occurs, roll 1d10:

1. 5d4 *Projectile Leeches* (LFG p.116) are lurking in muddy pools, ready to launch themselves at passers by.
2. One of the adventurers has wandered into a small but deep quicksand pool. A *Luck* (Dex) check is required to grab onto a nearby log/vines/edge, to prevent sinking. A sinking victim vanishes beneath the liquid sand in 1d4 rounds (at which point they begin asphyxiating, LFG p.159). A Str contest vs Str 16 allows the character to claw their way out.
3. A loud, buzzing swarm of 3d10 *Stirges* (LFG p.126) descend on the party, eager to siphon their blood. Fire will keep them at bay for a time.
4. A chilling, high pitched shriek can be heard echoing across the moors, repeated back by others from time to time. Unless the party take preventative measures, 5d6 *Urgot* (40% chance of an *Urgozer* accompanying them, LFG p.128) track the party, waiting for nightfall to attack.
5. The dark water here rises to waist height. 2d4 *Giant Crocodiles* (LFG p.103) are hiding just below the water line, only their nostrils visible. Any adventurers carefully scanning the surface gain a Perc (Detection) vs Dex (Stealth) contest to spot the reptiles waiting in ambush.
6. In a small expanse of bald cypress trees, trudging through one foot of brackish water, are 1d12 *Trolls* (LFG p.127). They have caught the party's scent, and are on the hunt.
7. Poisonous bog fumes are wafting across this region, causing dizziness and blurred vision. A *Luck* (Con) check avoids 1d4 Perc loss.

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8. The party's rations have spoilt, infested with strange creepy crawlies and/or their eggs. Perhaps the party was unlucky, or perhaps something more sinister is at work.
  9. A solitary *Will o' Wisp* (LFG p.129) appears out in the fens, flittering playfully across the landscape. Occasionally it assumes the form of a glowing child. It attempts to lure one or more adventurers into a quicksand bog (per Encounter 2), at which point 2d4 other *Wisps* also converge on the hapless traveller, zapping them with their Shock attack.
  10. A single *Bloodroot Treant* (LFG p.127) is here, disguised amongst a number of mundane trees. It has been slumbering for years, but will be awoken by the succulent aroma of sentient flesh. It has been a long time between feeds.

When the party finds the Tree, the hags are initially friendly, and not surprised to see them (they foresaw such in a past foretelling, albeit only in the vaguest terms). They are happy to offer the adventurers foul smelling gruel or to read their fortunes in carnival style fashion. If the party are with Rumpod, the hags will divine a true prophecy for him (about his bride to be, a new business venture, and a bastard son he is not aware of). But before they do so, the party must perform a task for at least one of the hags.

#### **Ixna's Task**

Some weeks ago, Ixna, the elder of the two hags, created a monstrous plant golem with a blood ritual, intending to set it upon Fernelgren.

Unfortunately for the hag, "*Sorgunt*", as the thing has taken to calling itself, refuses to co-operate. Instilled with a basic intelligence, the plant golem is torn by feelings of hatred, loathing, fury and intense sorrow; at its core it doesn't wish to destroy or maim, but it labours under an

irresistible compulsion to do so. As a result, Sorgunt lurks in nearby moors, hoping for an opportunity to confront and then slay its pitiless creator. Ixna's task is to track down and destroy Sorgunt as soon as possible - before Fernelgren gets wise to its existence.



*Sorgunt, Plant Golem*, AC 16, HD 9+2, Claw 1d8+2 and Bite 1d6+1, 19: Sorgunt sprouts another clawed arm, which attacks once per round, S19 D12 C16 I6 P14 W15 Ch4, L10, Mv 40 ft.

Sorgunt is a 9 ft humanoid of dead wood, thorns and vines, bound together by forbidden magic. Unlike most golems, Sorgunt is intelligent and of free will (much to Ixna's surprise and deep resentment). Sorgunt enjoys the usual Golem traits (LFG p.111), has 55% Magic Resistance, and *Off Turn Attacks*.

#### **Fernelgren's Task**

Fernelgren has a long standing, spiteful feud with the *Gudrok* barbarian clan, arising out of her jealousy of their many beautiful, raven haired daughters.

Fernelgren wants the clan gone from the moors. She doesn't care if the adventurers kill, cajole or

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trick them into leaving, just as long as they go and never return.

The clan is several days trek away, residing in their stilt hut village. They are hunter gatherers for the most part, subsisting on small mammals, eels and a variety of large insects. *Papa Ronnog* is the Chief, and is more likely imprison or kill the party than agree to move his people. On the other hand, he despises the hags, and might be convinced to help slay them.

3d100 *Barbarians*, AC 13, HD 1, Spear 1d6+1 or Long Bow 1d8, 19: as weapon, S12 D10 C13 I10 P10 W12 Ch11, L4, Mv 30 ft. 10% of the barbarians are berserkers with S13, +2 bonus to attack, Spear 1d6+2, and never check for morale.

### The Prophecy

If the party completes one or both of the tasks, the hags will conduct the ritual for Rumpod's prophecy.

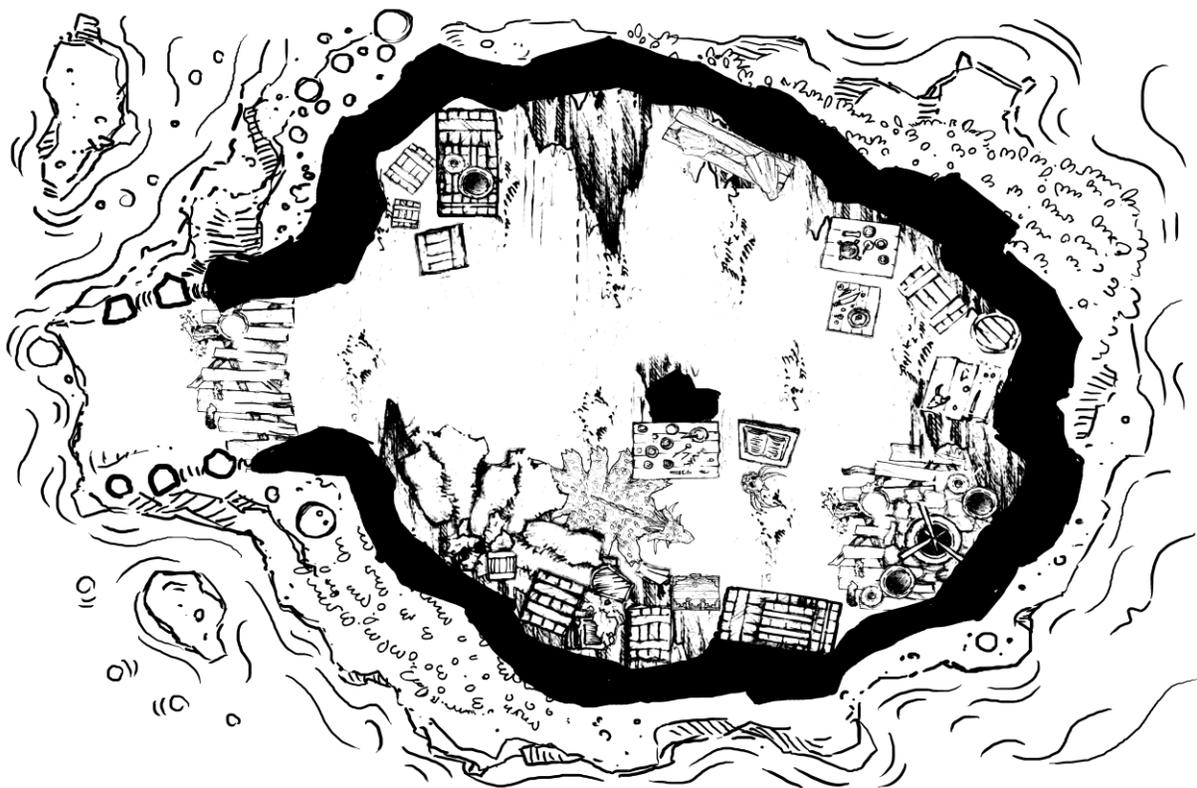
Before that occurs however, they explain that they require the party (and Rumpod) to spend

the night inside the Tree, for "attunement" purposes.

During the night, each hag attempts to persuade the party to kill her sister. They will go to any lengths required, resorting to bribery, promises, threats or any other tactics they think might be successful. The hags can offer spell casting services, prophecy, 1 x 6 HD Lair Treasure (LFG p.140, hidden in one of their crates, including a few gems), rare lore or other incentives as determined by the GM.

If the party attempts to slay one of the hags, the other is unable to assist them in any way, including indirect spell casting. If they are successful, the remaining hag may or may not keep their promise. Depending on how vulnerable the party is, she might seek to eat them instead.

If the PCs don't agree to slay one of the hags, the sisters still perform the ritual as desired, and even gift one adventurer with a simple chained quartz gemstone (an *Evil Eye*). One other adventurer



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(the one they like the least) will be cursed one day after they depart (*Luck* (Will) save resists, imposes disadvantage on Luck rolls for 1d4 months, ends if the hags are slain).

If both hags are slain, in addition to the 1 x 6 HD treasure, a bundle of 1d3 random scrolls are concealed on Fernelgren's person.

### **Aftermath**

The GM determines the fine details of any prophetic reading (whether for Rumpod and/or the adventurers), and whether they come to pass.

If only one of the hags remains, she takes sole possession of Izranorae's Tree. Ixna turns her thoughts to expanding her influence beyond the moors, and begins perfecting her plant golem blood rituals. If Fernelgren lives, she gravitates towards clearing other barbarians from the fens, driving men from her domain completely. Travel through her moors is punished with torture, suffering and death.

If any of the adventurers retain the Evil Eye pendant, the hags use it to spy on children and elderly in nearby settlements, targeting them for kidnapping and eating, should the opportunity arise.



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