

A Hag Born

"What did you do with her! What did you do with her!" screamed Robert, pounding his fist on the wall.

"Gone, gone, gone," smiled his old wife, Razilda.

"You blamed the neighbor girl! Said moving out here would stop the deaths! Stop the deaths!"

"Gone, gone, gone," she cackled. "Maybe."

Gamemaster's Introduction

This is a **GURPS** adventure for 4-6 150-point characters. It is set in the horror-fantasy world of Ravenloft, though it could easily be set in any dark fantasy world, or even Gothic Europe.

The adventure takes place in the forested domain of Tepest, which is ruled by the Three Hags. The adventure assumes the characters are new to the Ravenloft setting. The desecration of the temple to Azuth in *Forgotten Realms Adventures, Volume IV*, is a good way for the characters to get

enveloped into the Mists. See the Appendix for additional **GURPS** rules for the Ravenloft setting. If the characters are natives, or familiar with Ravenloft, they are assumed to have recently entered the domain of Tepest, perhaps through magical means, or the the manipulative, evil, Mists.

The crux of this adventure is an introduction to the land. Tracked by goblins and lost in the dark woods, the PCs must find their way to civilization.

Adventure Introduction

As the characters enter Tepest, they find themselves in old, haunted forests. The Goblinwood, as it is known, is thick and the trees tall, though brush and ground cover is limited in this old wood.



Lost in the Woods

A strange mist rolls over the forest floor. Anyone making a Naturalist or Weather Sense roll will immediately realize that the mist is not obeying any winds or breezes; it is an unnatural, chilling mist.

After walking through the pathless woods for a while (time seems strange in Ravenloft... to some PCs it seems like hours, to others, minutes), a baby's cry breaks the silence of the forest. Then, as suddenly as it was heard, it is silent once again.

Shortly afterwards, PCs may make a Hearing roll to hear a small digging, scratching sound, come from through the woods over a mossy hill.

The Goblin Looters

Three goblins are over the hill, looting the corpses of five dead goblins, and squabbling over the shiny trinkets on the bodies.

A Pathology roll will reveal that the goblins are dead from axe wounds. To the untrained eye, they look like they died from violence.

Night in the Forest

Shortly after nightfall, the woods become dark, and the Mist, strangely enough, rolls away.

The PCs should make a Hearing roll. What,

exactly, they hear is entirely random. The Dark Powers of Ravenloft are toying with them on their first night here; there is nothing in the woods that will harm them, this one night.

Anyone making a Tracking roll during the night will, however, find both goblin and wolf tracks nearby. The goblin tracks number in the dozens; the wolf tracks seem more limited.

WHAT THEY HEAR

- 1: The crying of a child
- 2: Wolves howling throughout the night
- 3: An old woman giggling over and over again
- 4: An old man sobbing
- 5: Goblins sneaking through the woods (note that this sound is real, though the Mists are obscuring the PCs' location).
- 6: Owls hooting ominously

The Goblin Looters

| | | | |
|----|----|-------------|---------|
| ST | 9 | Move/Dodge: | 5/5 |
| DX | 12 | PD/DR: | 2/2 |
| IQ | 8 | Damage: | 1d cut* |
| HT | 10 | | |

Advantages: Combat Reflexes, High Pain Threshold, Alertness +4, Acute Hearing +2.

Skills: Bow-12, Fast-Draw (arrow)-13, Fast-Draw (knife)-12, Knife-13, Shortsword-12, Stealth-13.

Equipment: Two of the goblins have cheap shortswords (1d cut, Parry 6). The third has a bow (1d-1 imp, SS 13, Acc 2, 1/2D 135). All have leather armor, but none carry money, though two have 4 rabbit furs on them.

Combat Note: These goblins fight dirty. They are used to taking down their prey with masses, but lacking that, they will stab at groins, shoot for the face, and slash at fingers.

Morning

A light rain awakens the PCs. The day is overcast and dreary, though the tall trees provide some protection from the rain.

After some travel, a Vision roll will spot a clearing of trees ahead. These trees have been recently cut down and dragged through the woods. A Tracking roll will allow the PCs to follow the drag marks through the mud and dead leaves.

Roughly an hour later, the PCs will hear a baby crying, but the sound echoes as though it were contained.

The Well in the Wood

If PCs scout out the area and try to track the sound, they will soon find a stone well in a small clearing. Whimpers come from the bottom of the well.

A Hearing roll will hear a whisper on the breeze, directed at mages. "Beware..." it says. This is a sinkhole of the ethereal, and the voice belongs to a dead wizard who once tried to climb down the well years ago.

A young girl, perhaps barely a year old, has fallen down the well here. There is no sign of any adults nearby, though there are tracks a few days old around the well.

The well is enormously deep (approximately 30 yards). A broken rope is wrapped around a wooden slat above the well. The slat is weak and rotted, and will only hold about 30 lbs.

Climbing down the well is difficult, as it is moss-covered and slimy (Climbing -4 to make the climb; -1 with a rope). Furthermore, the mana level ten feet down into the well is No Mana... making this a dangerous, if not deadly, trap for mages and wizards.

The girl is very sick and very scared -- she has been in the damp, muddy water of the bottom of the well for three days now. She was thrown into the well by her father, Roburt, who feared that his wife would kill her. He figured the well was better than the woods.

Also at the bottom of the well is some bits of bread (thrown down by Roburt) and at least five skeletons. Some are goblins, another one is an infant, and the last is the mage, whose skeleton is covered in a dirty robe. Also on the mage are three scrolls of Monk's Banquet and a small, ivory Wizard Ear.

It is very likely that this child is a hag, born of a hag, though this will not become apparent for another fifty years.

Razilda's Cabin

If the PCs track the footsteps around the well, they will find a lone cabin in the woods, about an hour out. Shouting and yelling comes from the cabin, as though a man and woman are yelling.

Peeking in the window will show just that -- an older couple is having a near-violent argument. The woman, Razilda, seems off-kilter (a Psychology roll will reveal this), as she repeatedly laughs at her husband refused to take him seriously, all the while yanking violently at her gray hair. The man alternates between screams and sobs.

For players new to Ravenloft, their language will be hard to decipher. They speak Tepestani (M/A), which GMs may allow to default from the PCs' native tongue at -4. Anyone who deciphers their conversation will discover that they are arguing about their

daughter... likely the girl in the well.

A Vision roll versus Stealth-13 will spot two goblins, one in a withered tree, also watching the house. If they see that they are spotted, they will attempt to flee. These goblins are part of a group that has been tracking both the PCs, and Roburt, who recently slew several of their tribe in a fight near the well (the corpses that the PCs found earlier).

If the PCs make their presence known to the occupants of the cabin, the argument will stop, and Roburt will come to the door.

Roburt nervously asks who is at the door. If he receives a believable answer, he will peek through the door to investigate. He is more nervous about goblins than strangers, though he will say he does not get strangers to his cabin, and can't remember the last time he was visited. He inquires if the PCs are from the nearest town, Kellee.

If Roburt reacts well to the PCs, he will secretly try to tell them about his daughter. He wishes that they rescue her and take her away. Because his wife is "sick," as he puts it, he says he is

Roburt of Tepest

25 points



ST 11 [10]
DX 11 [10]
IQ 11 [10]
HT 10 [0]

Speed/Move: 5/5
Dodge: 5
Parry: 7

Advantages: Common Sense [10].

Disadvantages: Age 55 [-5]; Delusion (His wife is sick with a disease) [-10]; Shyness [-5]; Weak Will -1 [-8].

Quirks: Always carries his axe; sobs when upset.

Skills: Area Knowledge (Goblinwood)-12 [2]; Axe/Mace-11 [2]; Carpentry-12 [2]; Stealth-10 [1]; Survival (woodlands)-12 [4]; Tracking-11 [2]; Traps-10 [2].

Equipment: Small axe (1d+2 cut, reach 1, Parry 5, 1 turn to ready), peasant clothes, gold ring (worth \$150).

afraid that his daughter will get sick as well.

If the PCs show him his daughter, he will become very afraid, and urge them to leave at once.

Roburt's wife, Razilda, will become very curious about the PCs. She will repeatedly ask strange questions of them from the inside of the house -- "Are you young?" "Do you have salt?" "Why don't you come in and arm wrestle me?"

The Truth About Razilda

Razilda is transforming into a hag, a hideous creature of the night that feeds off of humans and goblins, and uses dark nature magic to do her bidding. She begun the transforming within the last few months, and it is nearly complete. The idea of strangers, who she has no emotional connection with, is wheting her appetite.

If the PCs see Razilda, they will notice that she looks noticeably younger and more beautiful than she did from the window (if they saw her at all). She has begun to learn to use her natural Illusion Disguise ability to lure men to their death.

The GM can handle this scenario in multiple ways; either way, Razilda becomes increasingly agitated at the PCs appearance.

If the PCs simply leave, Razilda will become infuriated, and likely kill or maim her husband. The PCs will hear horrible violence coming from the house as she tortures and (eventually) devours him.

If the PCs make their way into the house, she will offer them food, perhaps a mince meat pie. While preparing it, she will ask one of the PCs to come with her into the woods to gather herbs. There, she will attack him. Razilda is extremely jealous of young, beautiful women. If she finds one in the party, she will make her a priority to slay.

There is no "treasure" in Roburt and Razilda's house. The only valuables include their wedding rings, Roburt's axe, and a small, hand-drawn map to the nearest settlement of Kallee, which lies about three days through the woods.

The only other thing of interest in the house is Razilda's diary. It requires an IQ-2 roll to decipher

Razilda, the Newborn Hag 356 points

| | | | |
|-----------|---------|--------------------|-----|
| ST | 19 [30] | Speed/Move: | 5/5 |
| DX | 13 [20] | Dodge: | 6 |
| IQ | 13 [20] | PD/DR: | 0/5 |
| HT | 11 [10] | | |

Young Hag Template: ST+6 [80]; DX+1 [10]; IQ+1 [10]; Alertness +3 [15]; Claws [25]; Combat Reflexes [15]; DR 5 [15]; Hard to Kill +1 [5]; High Pain Threshold [10]; Knack (Alter Body) [80]; No Vitals [5]; Night Vision [10]; Odious Personal Habit (Eats other sentients) [-15]; Strong Will +3 [12]; Ugly [-10]; Unaging [15].

Disadvantages: Overconfidence [-10].

Quirks: Laughs at serious matters; loves mince meat pie.

Skills: Area Knowledge (Goblinwood)-12 [2]; Brawling-14 [2]; Cooking-13 [1]; Fast-Talk-13 [2]; Occultism-12 [1].

Razilda's claws do 2d-2 cutting damage. Because she is newborn (and lacks many of a hag's natural abilities) and undisciplined, she usually attacks berserkly.

because of the poor handwriting (in addition to any penalty for not knowing the language).

Most curious is the entry about two "sisters" who came to visit her while her husband was away, and who promised her entry into their covey. Razilda wrote that the sisters would come back to her once she did not have a family (see the diary on the following page).

If the PCs kill Razilda, they will no doubt earn these two, more experienced, hags' ire.

The Angry Goblins

If and when Razilda is dealt with, the PCs may very well find themselves surrounded by angry goblins. They have been tracking the PCs and Roburt for some time now, and are angered that Roburt built this house in their territory (though he did it three years ago, when Razilda started acting strangely and persuaded her husband to move out

Offol, Goblin Chief

| | | | |
|----|----|-------------|---------|
| ST | 11 | Move/Dodge: | 6/6 |
| DX | 13 | PD/DR: | 2/2 |
| IQ | 11 | Damage: | 1d cut* |
| HT | 11 | | |

Advantages: Acute Hearing +2; Alertness +3; Combat Reflexes; High Pain Threshold; Strong Will +3.

Skills: Bow-14, Fast-Draw (arrow)-14, Fast-Draw (knife)-13, Intimidation-11; Knife-13, Stealth-13.

Equipment: Offol carries a bow (1d imp, SS 13, Acc 2, 1/2D 165). He also carries five enchanted, flaming arrows (+2 damage) and a large knife (1d-1 imp, reach C). He carries a copper crown worth \$35.

of town). They are even angrier now that Roburt (and probably the PCs) killed some of their brethren who were out on a hunt.

This tribe of goblins numbers about 20 strong; the GM should tailor this to the power of the party. The goblin leader, Offol, is smarter than his comrades and will make demands that the PCs leave the area, leaving a sizeable treasure horde behind as payment for their lives. Possible bribes to the goblin include gold, magic, and, of course, live meat.

Of course, the PCs do not have to fight all of the goblins to chase them away. Downing several of them will cause the cowards to fight (and return in greater numbers), as will slaying or capturing Offol.

Offol, however, will not make this easy for his opponents. He prefers to stay at a distance and fire his magic arrows at any would-be threats.

End of the Adventure

With any luck, the PCs will escape both the goblins and Razilda. Whether or not the two remaining hags mentioned in Razilda's diary track the PCs down is left to another adventure.

For completing the adventure, the PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying. Furthermore, if they save both the young girl and her father Roburt, they should receive an additional character point.

June 17th, 737

I drank too much cloudberry wine today! But what a celebration! It is Samuel's first birthday! He and I and Roburt will be so very happy.

August 4th, 740

Alas, Samuel is dead. And there is mince meat pie all over the floor. I must clean that up. I do not like messy floors. I shall not tell Roburt.

January 3rd, 755

It is Fanton Griswold's day! Two sisters visited me and said I'd soon be their third sister once I had lost my family. I wonder how I shall lose my family. I wonder if someone shall steal it? It's just me and Roburt and Terri, though Terri looks chubby and fat. I think I shall make mince meat pie today.

PS: Terry had three sisters, too.

March 14th, 755

I found Samuel today! He was in the well. I think I shall make mince meat pie today.

GURPS Ravenloft

Ravenloft in a Nutshell

Ravenloft is the Plane of Dread, a small outlet in the universe where gothic fear becomes real. It is a land surrounded in Mist, carved into dozens of small, claustrophobic domains.

Each domain is ruled by its Dark Lord, and rules its Dark Lord, as a domain is an inescapable prison for its master. Dark Lords range from madmen, witches, and hags, to vampires, magical constructs and mummies.

Dark Lords control a domain and influence its people though often indirectly. They can, with a thought, close the border of the domain so that no may escape. In Tepest, for example, the hags can create winds and storms of the fiercest nature to hurl any travelers back into the domain.

Domains range from early medieval cultures to more advanced Renaissance cultures. Some domains have even invented gunpowder, and are TL4.

Surrounding the domains is the Mists, the hand of the Dark Powers that can manipulate both the land as well as people's minds. Venturing into the Mists never provides escape from Ravenloft, and usually puts explorers right back where they started, though occasionally an explorer will find his way to a new domain. Only the mysterious, gypsy-like Vistani understand the Mists.

For more information on Ravenloft, please see White Wolf's new *Ravenloft* book for the *Dungeons & Dragons* game.

GURPS Conversions

GURPS GMs already have many of the tools they need to run a Ravenloft game. Most of the races are already outlined in *GURPS Fantasy Folk*, and the subtle magic of *GURPS Magic* and *GURPS Grimoire* fantastically suits the setting. *GURPS Spirits* and *GURPS Undead* are also invaluable for creating creatures of night that will haunt the PCs' time in Ravenloft.

The Rules of Dread

Ravenloft has some specific rules to its dark, Mist-shrouded lands:

Mana -- Most of Ravenloft's domains are Normal Mana areas. Almost all domains are Very High Mana in the Necromantic college. Critical failures are disastrous in that college...

Sanctity -- Ravenloft is low Sanctity, unless a cleric is the priest of one of Ravenloft's own deities.

Scryguard -- The entire realm has a skill 15 Scryguard on it. Ravenloft does not give up its secrets easily.

Teleportation -- Each domain is considered covered by a Teleport Shield at skill 15. If a domain is closed by its Dark Lord, the Teleport Shield is skill 30.

Planar Travel -- Only travel to the ethereal plane is easy; the rest is blocked by a skill 30 Planar Shield.

Summoned Evil -- Any summoned or created creatures (Create Warrior, Create Animal, et cetera) are inherently *evil*. They still obey the caster as normal, but often to a fault.

The Touch of Darkness -- Evil acts draw the attention of the Dark Powers in Ravenloft. PCs who perform evil acts will often be gifted by the Dark Powers, and then cursed.

Foes in Ravenloft

Ravenloft's villains are often too human. It is not a land of rampaging orcs, trolls, and powerful wizards in their towers. PCs are far more likely to battle vampires, were-creatures, the undead, and other horrors of the night.

Goblins, however, are quite common in some domains, and goblin hordes have terrorized more than one village in the dark of night.

Religion in Ravenloft

There are several major deities in Ravenloft. Some of the more influential are detailed below:

Belenus

This Celtic-influenced god of fire and the sun is worshipped in Tepest as well as the Shadowlands (where only chaste women are accepted as priests). His faith has developed a severe Intolerance to outsiders and nonhumans.

Belenus grants up to Power Investiture 3; his granted colleges include Fire (at +1) and Light & Darkness college (at +1), as well as the following spells (which need no prerequisites): Aura, Banish, Bless, Curse, Detect Magic, Divination, Minor Healing, Sense Foes, Turn Zombie.

Ezra

Centered in Borca, the priests of Ezra (“anchorites”) are dedicated to protection, healing, and keeping her faithful safe. Recently, worship of Ezra has splintered, and some sects disagree on the exact nature of their goddess, the “Lady of the Mists.”

Ezra grants up to Power Investiture 3; her granted colleges include Air, Protection and Warning, Healing, and the following spells (which need no prerequisites): Aura, Banish, Bless, Curse, Detect Magic, Divination, Turn Zombie.

The Lawgiver

Also known as the Iron Tyrant and the Black Lord, the Lawgiver’s church rewards obedience and the divine right of bloodlines. His ceremonies are very rigid, and his priests offer little consolation to those born of lesser status. Recently, he has fallen silent, and this had led to a much dispute within his church.

The Lawgiver grants up to Power Investiture 3; his granted colleges include Mind Control, Communication & Empathy, Body Control, and the following spells (which need no prerequisites): Aura, Banish, Bless, Curse, Divination, Turn Zombie.

The Races of Ravenloft

Ravenloft is home to humans, elves, dwarves, half-elves, halflings, and gnomes (see *GURPS Fantasy Folk*). Notably absent are orcs of any kind.

Most people within Ravenloft are Intolerant, and highly suspicious of nonhuman races. Only the halflings are immune to this attitude.

Two new races are available to PCs:

Half-Vistani

25 points

Half-Vistani are olive-skinned, gypsy-like people, a cross between the mystic Vistani and ordinary humans. They have IQ+1 [10], Intuition [15], Danger Sense [15], Knack: Ignite Fire [2], Lunacy [-10], Social Stigma (Outsiders) [-15], and the skill Survival at IQ+1 [4] and Naturalist at IQ [4].

Caliban

0 points

Humans twisted by dark magic while still in the womb, Calibans are powerful, but misshapen humanoids. They have IQ-1 [-10], HT+1 [10], Acute Hearing +2 [4], Extra Hit Points +1 [5], Reputation -2 (Twisted and evil) [-10], and the skill Brawling at DX [1].