

# REQUIEM OF A HAG

BY TIM SHORTS

## BACKGROUND

Lady Agatha, a woman who stood in the court of five kings serving as advisor and companion. She retired with a healthy stipend from the last king she advised. When he passed, his spiteful heir, ceased paying her stipend.

Lady Agatha arranged to have the heir's child kidnapped. The reaction was swift and violent. Her home invaded, her servants killed, and she was tortured. Lady Agatha never told them where the child was. She only said, "I have my deal. My future...your future is now secure."

After killing Lady Agatha they left her within the manor to rot, a small stone fortress structure. All the windows and entrances were walled in.

Twenty years have passed. People around the region are terrified. An old woman with long white hair has appeared at various villages at sunset. She targets families with children and in the morning she and the children are gone. They believe it is the curse of Lady Agatha.

## 1 HELL AWAITS

A shattered stone wall is the entrance. Within is a well filled with a dark murky water. The surface of the water moves and churns. In the back is a knocked over pyramid like stone statue. There are words written in demonic script at the base. Those that can decipher the words, *abandon all hope, ye who enter here*. Upon reading those words that PC is cursed.

The well is a gate to Avernus. Anyone who enters the well emerges from the River Styx. Anyone who dares to drink the water must make a save or lose one level of experience due to memory loss.

## 2 FAMILY HEIRLOOM

The door is intact and open. A large table with a throne like chair at one end and long benches on the sides. Lady Agatha ate her dinner and took company in this room.

A search of the throne chair finds a small charm attached to the base. Lady Agatha received this charm from her grandmother. It will protect the wearer from poisons.

## 3 ARBALEST

The door is broken, a section of wall and ceiling have fallen. There is an arbalest in the room that is triggered by a trip wire stretched across the stones. The door behind the arbalest has bloodstains splashed across it.

pater, is a barbed devil with a sense of style and crude humor. He is recruiting Agatha to join his crew. He is here 30% of the time.

## 8. BLOOD BATH

Blood pulsates through the walls and floor. There are sections on the floor with gooey adhesive, oval outlines. After a few rounds, blood tentacles stretch out and try to drag the PCs into the blood. There is a secret door to the north, it is magically locked.

## 9. SONG OF THE CHILDREN

Anyone who sees the horrific scene must make a save or flee. Inside is a writhing mass of children's spirits contained within a green membrane, their mouths wide in grotesque screams. Their chorus of suffering, teeters Agatha to this plane of existence. If destroyed she can be banished.

## 10. LARVAE STASH

Three larvae rest in a massive pool of blood. Tentacles made of blood caress the surface of the larvae. Something inside moves, the tentacles smack at it. This is Agatha's wealth. What she uses to barter a better position within Dis.

## 11. SISTER OF AGATHA

This room is strangely normal. A beautiful rug, a bookshelf full of tomes, a small writing desk and a small comfortable bed with a desiccated corpse. This is Samantha, Agatha's sister. She murdered his years ago, but keeps her around to talk to. When Agatha gets into conversations with her sister they

often end in an argument. Agatha speaks in her sister's voice when she is talking to Samantha. Agatha will be found here discussing plans to better her station, but knowing Quinten is only going to betray her. Like everyone has. The rug is trapper.

## 12. FORGOTTEN TREASURE

The secret door is difficult to find, it's been unused for decades. Within are two chests, one is filled is coins organized in pouches of 100. The other chest has various household valuables like silver candelabras and goblets. A large customized shelving unit that holds her jewelry. Within the jewelry stash is a cursed ring. A gold ring with a blood stone in the setting. The ring causes an endless thirst for power and recognition.



## 4. WHERE THEY ARE DRAGGED

The stone floor is black with old blood. Fresh blood pulses from beneath the rusted iron door and runs along the walls.

## 5. SHATTERED

The door is stuck due to debris. A stone altar is shattered. There is a large cushion chair and a small table next to it. Beyond the southern door screams are heard. This is where Quintin stays when he visits. He likes to defecate on the altar.

## 6. INTO THE SEWERS OF DIS

There is no floor in here, just a big hole. Horrible screams and moans are faint and constant. This tunnel is burrowed into the sewers beneath the City of Dis. Quintin, an agent from the Dis-