The Hag

A Scenario for Blood on the Blade

The Hag (Challenge: Reputation)

You finally traced the Hag responsible of several kidnappings: she's hiding on a small hamlet, disguised as one of the villagers.

N	1	2
↑	3	4

OBJECTIVE: the scenario ends immediately when you kill the Hag.
REWARD: Gain 1 VP per surviving member of the Warband and 1 RP if you kill the Hag. Lose 1VP and 1 RP for each Innocent villager you've killed or attacked (see the Villagers box for additional details).

TERRAIN
- ❑ Place 5 buldings in zones 1..4 (at least one building per zone).
- ❑ Place 2d6 small obstacles (cart, wood pile…) or small linear obstacles (walls) in zones 1..4.
- ❑ Place one large bonfire in the middle of the village.
- ❑ Place 1d3+3 scarecrows in zones 1..4 near the buildings

INITIAL SETUP
Place three Peasant characters (NPCs) near three different buildings. Roll one die and place one Dog (NPC) on the map: (1-3) Zone 3 (4-6) Zone 4.
Pick Event Markers 1..5 and randomly place one Marker on each building.
Pick Event Markers 6..8 and randomly place one Marker adjacent to two different Peasants.

WARBAND PLACEMENT
You can place your units in any border of zones 1 and/or 2.

VILLAGERS
Unless specified by one Event Marker, all the NPCs characters are considered Innocent. If you Attack (or Kill) an Innocent Villager, you immediately lose one VP and one RP.

EVENT MARKERS
[1] *You've found the Hag!* Place the Hag and the Hag Servant in the Building: see the box "The Evil Revealed" for additional details.
[2] One dead peasant: the active PC gains 1d3 Curse Markers.
[3]..[5] 1d3+1 Peasants.
[6][7] No Mark found: this an Innocent NPC.
[8] *You've found the Mark!* Place one Enemy Activation Marker in the cup: this character is not considered "Innocent".

SPECIAL RULES
Night Scenario. This scenario uses the night rules.
Hag Curse: until revealed by EM1, the Hag will use her powers the first time the "End Turn" marker is drawn each Turn. Roll 1d6 and consult the Hag Curse Table to determine the effects of the Hag powers.
Curse Markers. Use some small tokens or place a die near a character to keep track of the Curse Markers accumulated during the game.
Event Markers. EM are not revealed using the standard rules: see the box "Finding the Hag" for more details about how to reveal an EM.
The Dog. Until EM1 is revealed, the second time the "End Turn" marker is drawn roll 1d6 and consult the Dog Activation Table

FINDING THE HAG
To find the Hag you must search for its Mark; when adjacent to an Event Marker, a PC can spend one Action searching for the Mark: roll one die, on a result of (1-4) you can reveal the EM otherwise you must repeat the Search (spending another Action).

HAG CURSE TABLE
(1) Mute Servants. Every PC within 2MPs from a scarecrow suffers an attack with the attributes: Attack=2D+1 DMG=L
(2-3) *Curse.* Place one Curse Marker near a random Character.
(4) *Tiredness*. Draw one Activation Marker from the Cup and place it near a Character without activating it.
(5-6) If at least one Character has two Curse Markers then attempt a *Possession* Spell attack against it (see box) otherwise use the *Curse* entry.

DESTROY SCARECROW (SPECIAL ACTION)
A PC adjacent to a scarecrow can spend one Action attempting to destroy it: roll 2d6, on a result of 6+ remove the scarecrow from the Map.

ENEMY ACTIVATION

	ENEMY	ORDER
1	Nearest (Hag Building)*	Attack (Nearest PC)
2	Nearest (PC)	Attack (Nearest PC)
3	Nearest (PC)	Support (Hag)
4	Nearest (PC)	Support (Hag)
5	Nearest (PC)	Support (Hag)
6	The Hag	Attack (Weakest PC)

*Priority: Enemies outside the Hag

DOG ACTIVATION TABLE
(1) Move the dog 12 MP towards the bonfire.
(2-3) Move the dog 6 MP towards the nearest PC: if it ends the movement adjacent to a PC remove a Curse Marker from the PC (if any).
(4-5) The dog move 6 MP towards the nearest Scarecrow and barks to it.
(6) The dog barks towards a building with an EM within 6MP (if any): you can look at the EM without revealing it.

The Hag: Characters and special rules

THE EVIL REVEALED

When EM1 is revealed, replace EM1 with the Hag Servant and place the Hag at least at 2 MP from PCs, in the best position to be protected by the Hag Servant (behind it and/or leveraging the building interior).

Immediately activate the Hag after the current PC activation (place the Hag AM near the figure at the end of the activation); place the Hag Servant AM in the Cup.

Curse Markers
A Character attempting to attack the Hag will suffer a -1 DRM for each Curse Marker on it.
Characters in the Hag Building can now execute the Special Action Resist Evil to attempt to remove the Curse Markers.

POSSESSION SPELL
Roll one die: if the result is equal or less than the number of Curse Markers of the target, the affected PC will immediately execute an "Attack" order against the nearest PC. If not yet activated, this end the PC activation (take an AM from the cup and place it near the PC). While Possessed the PC is considered an Enemy: the Possession will end when a new Game Turn starts.

RESIST EVIL (SPECIAL ACTION)
Roll 2d6 (FEARLESS bonus can be applied):
  (2-6) No effect
  (7-8) The PC can remove one Curse Marker
  (9-11) The PC can remove two Curse Markers
  (12+) The PC can remove three Curse Markers

The Hag

	HP	14

	Melee		Magic				
Move	Attack	DMG	Check	Diff	Range	TN/Shield	DR
5	2D+1	L+1	2D+2	8	10	11	-1

#1 О О|О О О О О О|О О О О О О О

-1 Atk
-2 Cast
-1 Move
          -1 Cast

Fear(7)
The first time a PC tries to engage the Hag execute a Fear(7) check.

Cursed Dagger
Any character that suffers one or more HP of damage by this Dagger also gains 1d3 Curse Marker.

Hags' Spells

Unless Engaged by a PC the Hag will always use its magic powers as primary attack.
The Magic attributes of the Hag represent a Cast Spell action: if the result is greater or equal to 8, the Hag will cast one of her spells based on the Special Dice result:
  (1) *Curse.* One random character gains 1d6 Curse Markers.
  (2) *Evoke Servant*: roll one die and place one Peasant character adjacent to one random building (excluding the Building where the Hag is located). Place one Enemy Activation Marker in the cup: this character is not considered "Innocent".
  (3-4) *Cause Fear(8).* The nearest PC must roll 2d6: if the result is greater or equal to 8, the PC resisted the spell, otherwise the PC must immediately execute two Move actions, moving away from the Hag as much as possible. If not yet activated, this end the PC activation (take an AM from the cup and place it near the PC).
  (5-6) *Mind Control*. The Hag will attempt a Possession Spell attack against the Character with the highest number of Curse Marker. If no character has at least two Curse Marker use the *Curse* entry instead.

Cursed Dagger

Hag Servant (Demon)

	HP	18

	Melee		Missile				
Move	Attack	DMG	Attack	DMG	Range	TN/Shield	DR
6	3D+2	H+2				9	-4

#1 О О О|О О О О О|О О О О
        О О   О О О О

-2 Atk
-1 TN
-1 Move
          -1 Atk
          -1 Move

Demonic Resistance
Due to its unnatural body, Penetration(X) effects are ignored against the Hag Servant (its DR is never reduced)

Hag Servant
This Demon has been boud to the Hag Life: treat any «Attack()» order as «Support (Hag)» instead. Remove the Demon if the Hag is killed.

Claws, Horns