

# AGATHA (Hag)

**ALIGNMENT** : EVIL

**FACTION** : NONE

**LEADER** :

**MEMBERS KNOWN** :

**ALIGNMENT** :

**STATISTICS** :

**HIT POINTS** : 12

**ATTACK** : 8

**DAMAGE** : 4

**POSSESSIONS** :

The Witch's wand

Dust of Disappearance (two uses)

Cat familiar

Knowledge of the incantations carved on the stone table (learnt by rote.)

## PERSONALITY

You are a witch of the old sort. A cackling fishwife, into newts eyes and the like. A traditional witch with a pointed hat and warts.

## HISTORY

You have been envious of the Witch's power for years. You also know that she can destroy you with a wave of her hand. You are not now and never will be strong enough to oppose her but you are not loyal to her either. You are loyal only to one thing power. You have studied and you have learnt. You know the Witch's origins, and even a possible weakness, but it is still not enough. That is why you took the chance you did, when you found out from Maugrim that the Witch was away and she had left her wand behind in her palace. Maugrim does not even know what he let slip. You may not be as powerful as the Witch, but you can still cast a forget spell on an animal, even if he is the head of the Witch's secret police.

You offered Lockjaw, the werewolf thief, eternal life to steal the Witch's wand. The

## SPELLS

Your spells are powered by your own life energy. Each spell costs a certain amount of energy to cast. This is taken from your hit points permanently. The spell works automatically.

**Forget** : 1 pt

This spell makes the recipient forget one thing. The caster specifies the thing at the time of casting. The recipient can learn the thing again.

**DispelMagic** : 1 pt

This spell dispels the last spell cast on a creature. If there is more than one spell on them then multiple dispels must be cast

**Clairaudience** : 1 pt

Listen into a currently occurring conversation.

**Sleep** : 2 pts

+ 1 per extra creature affected

Makes the target creatures go to sleep for 5 minutes (game time). They will wake up if someone tries to kill them.

**Scry** : 2 pts

Ask a question of a GM about a present or past event.

temptation was too much for him. He agreed even though he is as afraid of the Witch as you are. To ensure that he was successful, you even provided him some magical assistance. You gave him half your supply of Dust of Disappearance. It worked. He got the wand without any problem at all.

Of course, now he wants payment. As strange as it may seem this is not totally impossible. In your studies, you have learnt the approximate location of the Tree of Life. It is supposed to grow in a magical walled garden, in a secret valley, in the Western Wilds. You do not know, but you suspect, that there are drawbacks with immortality, that is why you are not interested in it yourself.

## OBJECTIVES

37 Find out how to use the Witch's Wand

38 Learn more spells

56 Find out how to control Tash

62 Get some water from the wood between the worlds