

Encounter type: Old Hag

Encountered: 1

Attacks per turn: 3

Attack types / Damage per successful attack: 3 Rank-5 Old Hag's Staff / 1-D12 x12 +5

D20 roll needed to have Gold / # of gold coins found: 1+ / 5,000

D20 roll needed to have Silver / # of silver coins: 1+ / 50,000

D20 roll needed to have [Treasure](#) / # of treasure items found: 1+ /

All rings that are not already given out to players for passing the Test of Fate.

Defense: 24. The Old Hag will have a +6 to all defensive rolls to evade attacks.

Experience: 2,000

Life-points: 6,000

Offense: +12

Region: Volcanic Wilderland Tomb of Unrest.

Special: Damage-Reduction: 12 vs. all forms of damage taken.

Enchantment and Spell-Resistance: +12 vs. all forms of magic cast against her and damage taken from spells.

Old Hag's Staff (in the hands of any but the Old Hag):

Attacks per turn: 2

Damage: 1-D12 x3 +3

Weapon type: 2 handed.

Spells in the staff: 6 random.

Reagent Immunity: The Old Hag does not need gems to cast a spell.

Spell-Knowledge: The Old Hag can cast 3 spells per turn. Each time she casts a spell, she will lose 1 attack with her staff. The Old Hag knows all [spells](#).