

Ice Hag Lair by Tom Cartos

Background

Vivette was once a regular woman, perhaps a little more intelligent than those around her but for the most part very ordinary. She had a family, her husband and young daughter, and after one of the harsher winters they decided to move to warmer climes. They packed up their belongings and hired a guide to lead them safely through the mountain pass.

The guide however betrayed them. While crossing one of the narrow bridges he grabbed Vivette's daughter, holding a knife to her throat and demanded they let him take the horse and wagon with all their worldly possessions. Vivette and her husband gave in, handing the reins over but the guide slit the young girl's throat anyway, casting her small lifeless body into the raging waters below. In her grief and fury Vivette hacked through the ropes holding up the bridge, sending all of them plunging into the icy river.

Vivette awoke sometime later, unsure how she was alive. The bodies of the guide and her family were nowhere to be seen. She dragged herself into a cave in the side of the gorge and realised she wasn't even cold. She simply wished to die, following her husband and daughter into the afterlife, but some power kept her alive no matter what she tried.

Decades or perhaps centuries later, Vivette is still in that same cave. She is unrecognisable now, barely even human. Her grief and loneliness drove her mad it seems. Now she spends her time setting traps on the bridges above and sits watching and waiting for her victims to fall into the river. Those that survive are turned into statues of ice, and become part of her new 'family'.

Grid Information

GRID SIZE – 34x22 (300DPI)

VTT SIZE – 4760x3080(140DPI)

RECOMMENDED PRINT SIZE – A1/ANSI D

Design Notes

Gorge

- **01 – Trapped Bridge** – Vivette is very cunning with how she sets her traps. They are almost impossible to notice and rarely trigger in the same way twice.

Lair

- **02 – Vivette’s Lair** – Vivette no longer cares for material possessions, but she has kept some of the oddities that have fallen in the river. Books however she craves, hoping that one will hold the knowledge to end her suffering.
- **03 – Lookout** – Vivette sits here for days, sometimes weeks on end waiting for the telltale scream followed by a sudden drop.
- **04 – Sleeping Chambers** – Some dark creatures have made their way to Vivette’s lair, hearing about the deathless one. She pays them little attention, but they serve her as some kind of demi-god.
- **05 – Upper Ledge**

Ice River

- **06 – River**
- **07 – Ice Statues** – Those few victims who survive the fall and the river are added to Vivette’s collection. She can sometimes be heard talking lovingly to them on the wind.