

The Hag's Hovel



After several days wandering through the Elder forest, you may stumble upon a clearing of wildflowers circling the Hag's Hovel. Despite what the name suggests, it is neither owned by a Hag - unless you ask someone that has crossed the innkeeper, Audrey - or in squalid condition.



Reference images created in Tiny Glade

It is believed that the original hovel belonged to a Hag that would lure lost and hungry travellers to their end. This legend was likely a tale told to children by their parents to dissuade them from wandering into the forest alone.

Over the years, this once unassuming hovel has been haphazardly extended to provide warmth and hospitality to those that have lost their way. This transformation has resulted in a quirky shaped building jutting out at random angles and pieced together using different building materials.

Though no one seems to be able to pinpoint the exact location, there are many tales of weary travellers coming upon it when they needed it most.

The inn will appear to our PC and their party as they struggle to find their way out of the forest after a seemingly simple fetch quest goes awry. The fast travel ability should be locked when players are in the Elder forest. This could be explained as the forest's energy being misaligned with the Earth's. This would prevent a compass working and if the characters don't know where they are or what direction a place is, then they can't transport to it.