

The Witch's Hut

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A rumour from the locals suggests that the nearby Witch has been seducing all the men using an amulet that makes her irresistible, even though she is old and ugly. No one is able to stop her as every time they try to act against her she either vanishes inside her hut or seduces all the men. The women of the region will pay to have her removed.

The witches hut is out on the peat bog, the ground is soft and clings to you, leaving a dark sticky layer over your feet and legs. People in heavy armour will quickly become bogged and unable to move. To advance they must shed the weight (up to GM how far they want to take this).

The peat bog has a very gentle wave to it, with small rises and dips, the witch has used this to conceal her hut until you get sufficiently close. A bunch of low growing, spindly trees grow around and through the hut, restricting access except by the main door. The hut itself looks like an upside down birds nest, a mass of branches and mud standing some 9feet high at the middle, curving down to give a diameter of some 12 feet. A single entrance, covered by a tattered, multi-layered, dark brown curtain, is the only way in. A gentle yellow light leaks out through small gaps in the curtain. Attempts to enter the hut via any means other than the single entrance will be reflected back on the users, 100% reflection. The entrance will take one man sized person at a time, the layering of the curtain is such that it is not possible to see inside without actually entering, even with a 10ft pole (this is a magical effect).

As each person enters the hut they will be presented with the inside. The first thing they will notice is that it is much bigger on the inside, being some 20ft high and 30ft wide. The inside is dominated by 4 features - a table in the centre, a large cupboard on the left, a burning fireplace opposite and a king-sized bed on the right.

The table has a single chair on the opposing side, which is sitting back from the table as if someone had just stood. On the table is a plate with a half eaten hot meal sitting on it. A copper mug filled with warm mead sits to the side. On the chair seat will be three engravings, each a circle 3 inches across. One circle has a snow flake pattern in it, the other a flame and the last a symbol that looks like the letter Z (a sleep rune).

The cupboard is large, some 8ft high and 6ft wide, with two doors in the top two thirds. The bottom third is a single large draw. Opening the draw will yield as many winter coats as there are players. Opening the doors will result in a freezing gale force wind with snow flakes blowing out of the cupboard and into the room. The wind is coming from within the cupboard but inside is darkness, no amount of light will penetrate the darkness. The players will need to enter the cupboard to face the Yetis.

When the first player steps into the cupboard they will emerge into a winter wonderland, and it is freezing cold. If they have not used the winter cloaks they all suffer minor cold damage every round. One hundred feet away is a large tree stump upon which is a small round metal disc (with a snow flake emblem). Immediately the sound of howling will fill the area and an appropriate number of yeti will attack the party, beginning some 100ft away and emerging from the surrounding pine trees. The cupboard cannot be used without the disc.

The fire place is large, 6ft high by 6ft wide. A large fire is burning within, coming from a pile of logs. Any attempt to remove the logs or douse the fire will fail. The fire is shedding heat, but curiously not a burning heat.

Placing your hand into the flames will warm them but cause no injury. Once a player stands in the flames they will be transported to the Cavern of Fire, one at a time.

They emerge in a large cavern filled with lava and burning rocks. A circle is carved into the rock within which they all stand. Whilst within the circle nothing happens, but once one person leaves it that protection fails. Heat will cause minor damage to everyone, especially those wearing heavy gear or metal armour (double that if they have not taken the winter gear off). On the far side of the cavern is stone pedestal on which is a disc with a flame emblem. Fire elementals will emerge from the lava, or burning rocks will stand up suddenly, sufficient to challenge the party. They need the disc to activate the circle and return to the fireplace.

The large bed looks very comfortable and smells subtly of sensuality and sexuality, regardless of race or sex. Everybody must remove the majority of their clothing (only bed clothes) and can carry only what they can comfortably with two hands. They must all climb into the bed and close their eyes. Once they do they will feel a change. When they open their eyes they will be in a dream land filled with long tentacles emerging from the ground, each capped with a single eyeball. The tentacles are 10-15ft tall and wave back and forth as if there is a gentle wind, but there isn't. The tentacles nearest the players will bend to watch them with their eyeballs. The tentacles will fade and re-appear as the players move toward or through them, completely immaterial. Flying eyeballs will sweep through the tentacles periodically making crying noises (like a young child crying) and will shed large tears. If the tears make contact with a player they will inflict minor acid damage, periodic saves to avoid the falling tears. Some 100ft away, floating at the top of a bubbling pillar of water (acid), is a disc with a Z rune on it. The players will be attacked by one or more Eye Lords (Beholders) appropriate for their level. Once they have the disc they will all need to close their eyes to return to the bed.

Once they have all three discs they will need to place them on the appropriate circles on the chair to make the witch appear, at which time she will attack. The witch should enter combat fully buffed and ready to fight. Her first attack will be a mass charm that will target one race of one sex (if they are all human males then they all cop it). This will be a Wisdom type resist, not too hard (average). Failure will mean the target jumps back into bed and waits expectantly. The witch can be treated like a Hag, but adjusted for the power of your group. She will be a clerical caster with access to a few magical attacks spells, curses and lasting afflictions. On her death she will lay a 'dying curse' on the party that will make all their financial transactions for the next year cost 20% more than expected.

Once the witch is dead they will be able to search her body and discover a talisman around her neck - a Talisman of Attraction - that will give the wearer a strong positive modifier when using charisma based effects, such as persuade, seduce or negotiate (but not intimidate). However the benefit of this is always on, and not too controllable. When they return to the village women to report the defeat of the witch they may have issues with some of the village women being overly impressed with the wearer.

