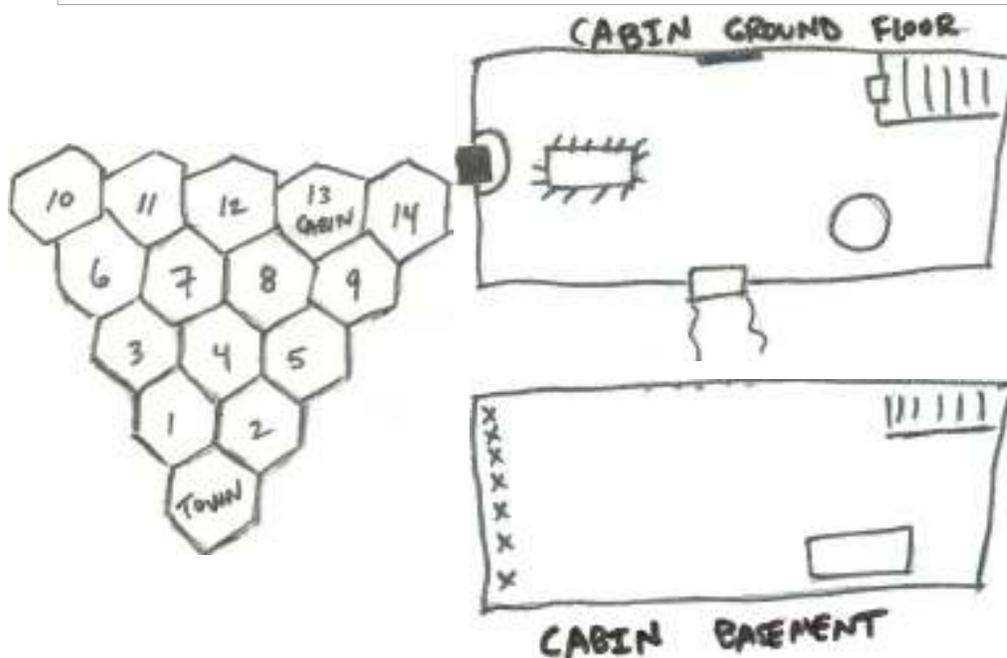


Swamp Cabin of the Child-Eater, by Jeremy "froths of" Smith



Multiple children from the small town of Bibbin have been abducted. Evidence suggests they were taken somewhere into the swamp just outside the tiny thorp. A rescue party has not returned, and the desperate folk have offered a reward of 500gp, practically all they have, for safe return of their children.

Running this adventure: Provide rumors to the PCs. Use the Hex Encounter Table and Hex Key as they explore the swamp. Move to The Cabin section when they discover it.

Rumor Table T/F (Roll Twice)

1. Lizardmen roam the swamp (F)
2. A hunter claimed to have seen a ghostly child in the swamps (T)
3. Quicksand is common in the swamp (T)
4. A few months ago a ball of fire fell out of the sky into the swamp (F)
5. The remains of a once-great abbey can be found deep in the swamp (F)
6. Blood-sucking bats thrive in the swamp (T)

Hex Encounter Table: 1 in 6 encounter chance, 1 in 4 in hexes adjacent to cabin hex. Roll once per hex. Roll again if you get the same result twice.

1. Quicksand; first two PCs in marching order roll under Dex or are pulled under in 1 round
2. 20 blood-sucking bats (use stirges)
3. 2d6 dire wolves
4. Giant sundew hidden in filth (5 in 6 chance of surprise)
5. 2d4 crocodiles
6. 2d4+2 child ghouls
7. 1d3 shambling mounds
8. 1d2 ghosts of dead children
9. 1d6+1 giant owls
10. 2d6 diseased wild boars (5% chance gore or bite causes dementia in 1d4 weeks)

Hex Key; each hex is 1/2 mile across; a severe thunderstorm begins when party enters first hex

1. Town graveyard
2. Lightning strikes nearby tree; all PCs roll under Dex or take 4d4 damage from falling limb
3. Wolves howl
4. Belt pouch containing 3d6 sp, 1d8 gp, and a pearl worth 50 gp found on ground
5. Animal carcasses; ripped to pieces but not eaten
6. Child's doll with head removed
7. Check twice for encounter in this hex
8. Mutilated remains of rescue party

9. Small footprints appear and walk next to the party for a few paces then disappear
10. Bizarre standing stones
11. Faint screaming in distance
12. Crude wooden figurines resembling the adventuring party hanging from tree
13. Hag Cabin
14. Deep water; 2d4 crocodiles will always be encountered in this hex even if they have already been encountered elsewhere

The Cabin

The main room of the cabin is sparsely furnished. There is a *crystal ball* sitting on a table that the hag uses to spot anyone approaching the cabin. It has a skrying range of 1 mile. On the wall is a surreal painting. The painting causes *confusion* as per the spell to anyone viewing it who fails a save vs spells. In the fireplace is a bubbling cauldron; floating in it are tiny arms and feet, along with an ample portion of eyeballs. There is a straw mat on the floor; hidden underneath it is the hag's spellbook. The hag (Level 8 MU, 28 hp, AC 5 due to *+3 ring of protection* and Dex bonus), is hiding inside the chimney and has already cast *invisibility* and *protection from good* on herself prior to the PCs arrival. She also wears a *ring of fire protection* and a medallion which allows her to *control undead*. She will stay hidden until the PCs make their way to the basement. A few rounds after combat starts she will appear on the stairs. She will cast *hold person* every round (2 uses) unless the PCs gain the advantage, at which point she will cast *fireball* in the hopes that she will not only kill PCs but set the cabin ablaze. She will then flee if possible, or die cackling.

The door to the basement is locked and trapped with a poison needle (save or die). PCs will hear children whimpering and crying from beyond it. The basement contains a gore-strewn table used to butcher the village youngsters. The hag only takes choice bits, allowing the dead to become her ghoul slaves. There are several saws and knives hanging on the wall. There are 10 child ghouls in the room tormenting 7 children who are bound in manacles to the far wall. The ghouls will attack the PCs on sight.

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