

THE MAD WITCH PROJECT

by Francesco Puzzi

Shana, the mad witch, is trying to complete a ritual in order to obtain the powers of a demon, through a dark pact and some sacrifices. She locked into her dungeon, a small island in the middle of the lake, together with her followers and some prisoners, to conjure the demon without interruptions. If her ritual will be successful, she could take over the kingdom with her newfound power. Will the PCs stop her ritual in time?

HOW THE KEYS WORK:

keys are made of 2 parts in different colors (red, orange, yellow, black), that can be combined in order to open doors and chests that matches those colors in the dungeon. To separate two parts of a key, one needs to be turned in clockwise direction. Without the right combination of keys, PCs could activate fire traps and alarms. If 2 pieces of key of the same color are combined, they will explode, dealing damage to a 3 squares radius, and turn black. Any other combination of colors can work. All-black keys can open any door and don't explode again. Black doors and chests opens only with black keys. I will use a bar (/) to separate the colors combinations for keys and chests. All doors and chests are supposed to be locked. Half black chests should contain a bigger treasure. The guards are faithful to Shana, and won't reveal how keys works.



DOOR (VARIABLE COLOURS)



SECRET DOOR



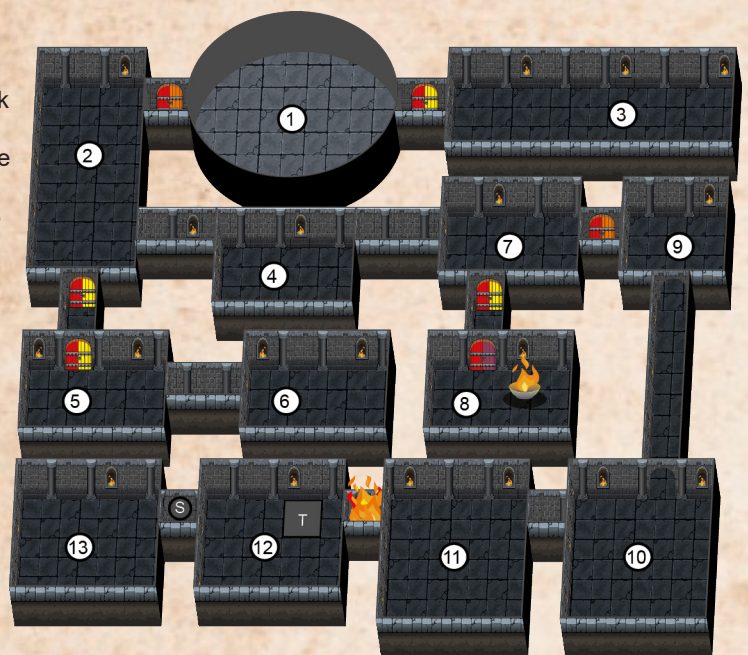
FIRE WALL



FIRE TRAP FLOOR

THE ISLAND

The witch's hideout is well-known in the nearby settlements, but nobody dares to go there because of its fearsome fame. The party must rent a boat and ask for a map in order to get there. Since the mad witch is hated, the party will surely obtain a discount on the boat, and a free map. They have more or less 24 hours left to stop the witch, after the boat trip. The island is very small, and hosts a watchtower. Four human guards and three wolves patrols the island during the day, leaving one sleepy guard and three wolves in the night. The ground floor of the watchtower hosts a kennel for the wolves and a wooden chest, which contains 2 keys (one orange/red and one yellow/red). A locked wooden manhole, (orange/yellow), leads to the dungeon through a set of stairs. A fire trap will activate if the PCs don't use the right key.



The Witch's dungeon is mostly dark and lit by torches. The air is wet due to the lake nearby, but it gets hotter near the brazier.

1. GUARD POST: Hosts 4 guards (2 wizards, a warrior, a cleric), one of them has a key (yellow/orange), another has a parchment with 2 drawings (an orange key and a fiery skull, and a black square next to a yellow/red/orange square).
2. LUNCHROOM: Contains enough food for 4 people, and a yellow/orange chest protected by alarm and fire trap.
3. DORMITORY: Hosts 4 sleeping guards and 4 red/yellow chests protected by alarms. One guard has a key in a pocket (red/yellow).
4. SPIDER NEST: A huge web contains a yellow/red chest in a cocoon (it's a mimic, still alive); 4 giant spiders made their nest here.
5. KITCHEN: Contains cooking tools, a table and enough food for 8 people.
6. DEPOSIT: Contains food for 4 days, weapons and some healing potions in a flour bag. Some rats will attack and run away, if annoyed.
7. MOSAIC ROOM: This room contains a black mosaic on the floor and a stone dragon statue. There's a keyhole under the central big piece of the mosaic, any key put inside it will turn black. There's a red/black chest too, protected by a flamethrower hidden in the statue's mouth.
8. LEVER ROOM: The climate here is hot, thanks to a central brazier. The room contains 4 fire elemental guards and 2 levers (1 black and 1 red). The first lever turns half red the metal door that locks room 10, the second lever turns it half black. If both levers are activated, the door won't change color at all.
9. LEVER ROOM: Contains 4 fire elemental guards, a brazier, a yellow lever and a red lever. The levers changes with the corresponding color half of the metal door that locks room 10. If both levers are activated, more fire guards will appear and attack, and the door won't change color at all.
10. PRISON: 3 prisoners waits here in a cage to be sacrificed to the demon. They are hungry, scared and they don't know why they are here. If the party opens the cage, an alarm will sound, and Shana will leave room 13 to fight. A fire trap on the floor will burn who opens the cage.
11. SUMMONING ROOM: There are an altar, a magic circle on the floor, a ceremonial magic knife (with a poisoned handle) and many black candles lights the area. It's easy for a wizard to modify the symbol to make the ritual fail, but Shana (in room 14) will be alerted, and she will summon some creatures to help her.
12. LAB ROOM: Protected by a fire wall (that can be removed by burning a black key in it), contains some profane symbols on a shelf and an orange/red chest. A table hosts a brazier and all the necessary items to forge keys. If the party touches something, a brief vision of Shana's triumph will scare them. A secret door behind the table must be opened with a black key.
13. SHANA'S ROOM: There are a bed, a chest filled with fine clothing, a shelf filled with books, a big golden mirror. Everything is lit by torches on the walls. Shana is studying here the last chapter of the book, if not alerted by the alarms, the traps or by the summoning room.