

A dilapidated old hut and rusty cauldron greet you as you enter this rocky clearing.



START

Bear den... He's gray with age.

Pool of Grim Visions gurgles here. The Witch cursed the waters in an attempt to scare off those pesky villagers from always asking for love potions. It backfired on her as they then began asking for wards + talismans.

- 1 A knife strikes a sleeping ally
- 2 You scream, but you're mute
- 3 A rockslide traps all but one
- 4 Turning to stone, you shatter

Bats roost among roots.

EEEK! EEEK!

Fireflies mate in pairs, twinkling like sets of eyes.

The young have devoured the corpse of this giant Spider, their mother. 20 of them! Each is the size of a pumpkin. Fat from eating their siblings.

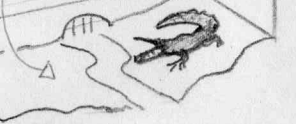
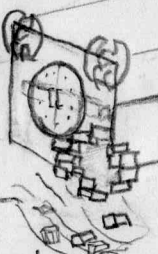
30 Feet



See-Saw Trap
Taps either way, it
20 pounds will tip it

20 Feet

15 Feet



"Do not disturb us!"
The old hag will plead, promise death, try to bribe using the vault code, or negotiate an otherworldly favour to redirect the party. Her mouth and nose rise up from the floor.

CAW! CAW!

The vault door has 12 panels like a clock, it will Iris open when the 1, 3, 6 are pressed. It will seal air-tight after 10 minutes.

50,000 ancient Dwarf coins lie here, a 15 Foot drop down. They will arouse Suspicion anywhere and are made of stone.

- Says the crow:
- 1 Not today, CAW!
 - 2 A toad is smarter...
 - 3 I wouldn't.
 - 4 What should you be doing instead?
 - 5 Hmph!
 - 6 Do not disturb us.

A Witch can Wish
By Ryan Mackenzie

Dwarven stone work is inset with a solid metal door. A hole and tools indicate the job is unfinished. The gargoyles are decorative. The door is barred from the inside.

Undead mummy Croc relives his past glories down here. He swallowed an Anvil shaped amulet.

The pale green glow shines on empty eye sockets as if they gazed upon each other.



- Disturb this Dwarven armour from its stand and be cursed to always attract reptiles.
- Disturb this crystal ball and she will be forced back into the body that she worked so hard to leave behind. She will fight to the death in a whirling, hovering, undead rage.
- Disturb her corpse and the Dwarven armour will animate and fight. He is made of electricity.

Also in the work Shop are dozens of Jars of toads who shake their heads "No". Opening a jar reveals a long dead, dried, toad.