Witch of the West Wood (Level 2)

In the dark depths of the West Woods a vile Witch has been terrorizing the village Idylbrook. With her powerful wand she has transformed the gentle woodland animals into vicious fiends. Mindless and brutal O-Wee-Os rise from her cauldron to attack the villagers and burn their homes. The folk of Idylbrook are desperate to be rid of her.
This quest is best played by 4 characters. This Quest was designed for use with some of Jim Hartman's miniatures for DP. Black and white versions can either be downloaded in the Fanart section at www.oversoul-games.com or from Jim's Website: www.onemonk.com. Also Check out Jim's site for LOTS of wonderful paper minis.

Location Chart D12

Roll	Location
1	Room 4x4 (3 door)
2	Room 6x6 (2 door)
3	Corner
4	T Intersection
5	Room 6x6 (4 doors)
6	Jagged Room (2 doors)
7	Hallway
8	X Intersection
9	Corner
10	Room 6x6 (3 doors)
11	Special
12	Special

Monster Chart D8

Roll	Monsters (#)
1	Dire Squirrel (D6) & Dire Rabbit (D4)
2	Flying Monkey (D4) & Dire Duck (D4)
3	O-Wee-O (D4)
4	O-Wee-O (D4) & Dire Squirrel (D8)
5	O-Wee-O (D4) & Dire Duck (D6)
6	O-Wee-O (D6) & Flying Monkey (D4)
7	Flying Monkey (D4) & Dire Squirrel (D12)
8	Flying Monkey (D4) & Dire Rabbit (D8)

Encounter Chart D8

Roll	Encounter
1-2	Monsters
3-4	Chest (D4) & Monsters
5-6	Chests (D4) & Monsters
7-8	Chests (D6)

Doorway Chart D4

Roll	Type
1	Unlocked Door Dif:3
2	Unlocked Door Dif:2
3	Locked Door Dif:2
4	Locked Door Dif:1
5+	Great Door *

* Becomes unlocked door after first Great Door

Chest Chart D6

Roll	Result
1-3	Locked Dif:3
4	Locked Dif 2
5	Unlocked Dif:2
6	Unlocked Dif:1

Special Location (D6)

Roll	Room
1-2	Fountain Room
3	Sarcophagus
4-5	Gate Room

Unique Location Chart

Great Door	Witches Cauldron

Random Event D6

Roll	Effect
1	**Missing Item †** The Hero suddenly discovers one of his Items is missing. Randomly remove one item from the Hero. If he has no items, ignore this event.
2	**Hidden Chamber** Only usable in a room with at least one wall without a Doorway. The Hero makes a detection roll and on 3 successes he or she will find a secret Door on the chosen wall. If a Tile is already on the other side of the chosen wall the Door leads into that room or hallway. If there is no Tile on the other side then place a 6x6 Room with no other doors. Place 6 Chests in the room, rolling on the Chest Chart. A Secret Door is never trapped.
3	**Sliding Floor** The floor of the room drops away starting at the row of square near the door you entered. It advances 1 row of squares each Action Phase. All Characters must leave the room or be swallowed by the pit and die! When all characters are out of the room the trap resets.
4	**Monster Patrol** Monsters appear at the Doorway through which you entered the room or hallway. Roll on the Monster Chart and Place the Monsters at the Doorway
5	**Lost Treasure** The Hero discovers that he has lost 20 Gold. Decrease the treasure by twenty gold but not below 0.
6	**Nothing**

† Items only - Backpack and Unique items are exempt.

Door Trap Chart D6

Roll	Trap
1	*Slime Wall – Dif: 2 DEX* A wave of slime Spurts from the wall with the door. All characters in squares adjacent to the wall are knocked from their feet. They must spend their next action phase getting up. While fallen, they cannot use their DEF but they do get the bonuses for Armor.
2	*Shower of Darts – Dif: 2 WIT* A shower of Darts, fall from the ceiling. They make a 5d6 attack against all characters on the tile. The characters roll DEF as normal.
3	*Transformation – Dif: 2 RES* When sprung a transformation spell is cast on the Hero making them weak. The Heroes Attack and Defence stats are reduced to zero until they can get 2 successes on a Resistance roll.
4	*Collapsing Ceiling – Dif: 2 DEX* When sprung the ceiling begins a rumbling and moving towards the floor, all characters have 3 rounds to exit the room or be crushed to death! When all heroes are out of the room the trap is reset.
5-6	*Nothing*

Chest Trap D6

Roll	Trap
1-3	*Stupid Dust – Dif: 2 WIT* A skin of powdered mushroom is set to burst and cover the would-be disarmer. This trap only affects the hero opening the chest. The Dust reduces the WIT of the Hero to 0. The hero must consume an antidote to go back to normal.
4-5	*Booby Trap – Dif: 1 WIT* A small Powder bomb is hidden within the chest, ready to explode if the not opened correctly. This trap only affects the contents of the Chest. If the trap is sprung, do not roll for treasure as it has been destroyed by the explosion.
6	*None*

Treasure Chart D10 (+2 for Locked Chests)

Roll	Treasure
1-2	5 Gold Coins
3-4	Potion of Healing
5-6	Antidote
7-8	Potion of Revival
9	Blue Sapphire (20 Gold)
10	Great Key (Unique – Re-roll this result)
11	Banana Grenade
12	O-Wee-Oh Nooo (Unique-Re-roll this result)

The Adventure

Time Span
22(5)

Having decided to aid the village, you make your way to the House in the middle of the woods. Entering the house you see three closed doors leading into the basement. As per the rules these will not be locked or trapped. Strange symbols are engraved into a large flagstone in the centre of the room. They glow with an eerie blue light suggesting great Magic. You suspect this little house is not the small abode it looks like from the outside. There may not just be a basement behind those doors, in fact they may lead to different areas altogether . . .

The Gate Room

A Gate Room is a 6X6 tile and only has one doorway in it. In the center of the room is a mystical flagstone that can transport the heroes to any other gate room of the same color, within the dungeon. The heroes must have discovered at least two Gate rooms of the same color in order for them to function. It takes an action to activate a gate and any characters on the gate will be transported also. When activated the Heroes can choose any other gate (they have already discovered) in the Dungeon and they will be transported there instantly. Gate Rooms never have treasure chests but can have monsters. Roll on the Monster Chart

All Gate rooms in this Dungeon are blue. The Starting tile for this Dungeon also has a gate, but the Witch has made the gates in the Cauldron room one way only, so you cannot go directly to the Cauldron room from the starting tile if you re-enter the Dungeon. Remember to Mark the Map Maker well, as you may come and go from this Dungeon a few times.

Unique Rooms

The Witch's Cauldron

The Cauldron Room is a large 7X10 room with the Cauldron in the center. In each of the back corners is a magic gate which allows you to leave this room in a hurry. The Witch begins in a tile adjacent to the Cauldron on the opposite side of the great door. Four O-Wee-O, four flying Monkeys and eight Dire squirrels are also in the room.

Setup

The witch automatically detects the heroes as they enter the room. The witch will move randomly (roll dice for the coordinates) around the room and use her wand to cast a random spell for each Action. Roll a D4 to determine the spell she casts.
If a Hero can make a melee attack she will be forced to use her Attack stat for any return attack this turn.
When hit she will summon two O-Wee-O from her Cauldron, up to a maximum of six on the Tile. The O-Wee-Os appear adjacent to the Cauldron If there are no free spaces then the remaining O-Wee-O are lost.

The Witch

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	XP
5	5	4	6	4	5	3	5	23

Law: Conspire-Once the Monster detects the Heroes it will move away and attack the nearest Hero with magic.
Description: This Green skinned hag, floats above the ground, waving her wand and flitting all over the place.
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Life Chart D6

Roll	Result
1-5	Nothing
6-7	+1 to future rolls (cumulative)
8	Defeated

Spells

1. Puff Frogs– A difficulty 3 Spell that targets a 3x3 block of squares on the current Tile. The Witch gestures with her hands and a hole in the ceiling drops a horde of frogs into the room. The Puff frogs latch on to any character occupying the squares below. They quickly puff up and explode. This causes 2 points of damage to all Characters within the target block. Each Character may make a Defense roll but must ignore bonuses for Armour and Shields.

2. O-Wee-O-Speed-O - A difficulty 4 Spell that targets all O-Wee-Os on the current Tile. The Witch rapidly points her wand at all the O-Wee-Os. They turn to blurs of color, as they now attack faster than normal. All O-Wee-Os gain a third action this Action Phase.

3. Slow - A difficulty 3 Spell that targets all the Heroes on the current Tile. The room is filled with a faint booming sound. All Heroes must use 1 less dice for all actions this Action Phase.

4. Singe – A difficulty 2 Spell that targets a Hero up to 6 squares away. A magical energy bolt leaps from the Witch's fingers towards any one target. Use the Magic roll as if it were an Attack roll with a weapon Bonus of +2.

Monsters

Dire Squirrel

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
2	1	2	3	2	0	3	2	1	0	7

Powers: None
Law: Pack- All Monsters of a type will move and attack a single Hero together. Which Hero that is attacked depends on which Monster is activated first? It will move and attack the nearest Hero and the rest will follow behind. If the Heroes leave the room then the Monsters will follow unless the Heroes outrun them by having two doorways between them and the Monsters.
.Description: Do not be deceived by their cute appearance. These sharp toothed arboreal rodents have been altered by the witch and will attack anyone that comes near.

Dire Bunny

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
2	1	3	4	2	0	4	2	1	7	9

Powers: The Monster is able to use an action to leap over any adjacent square and whatever occupies it.
Law: Pack- All Monsters of a type will move and attack a single Hero together. Which Hero that is attacked depends on which Monster is activated first? It will move and attack the nearest Hero and the rest will follow behind. If the Heroes leave the room then the Monsters will follow unless the Heroes outrun them by having two doorways between them and the Monsters.
Description: Do not be deceived by their cute appearance. These sharp toothed burrowing rodents have been altered by the witch and will attack anyone that comes near.

Dire Duck

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
3	1	4	5	2	0	5	2	1	0	11

Powers: Flying - The creature is able to pass through but not occupy squares already occupied by other characters, objects, or that are normally impassable for some other reason.
Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: Dire Ducks are ferocious and unrelenting. The only thing going against them is that they are ducks – so have a small mind and will eventual forget about you.

Flying Monkey

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
4	3	4	6	3	0	6	3	1	2	15

Powers: Flying - The creature is able to pass through but not occupy squares already occupied by other characters, objects, or that are normally impassable for some other reason.
Law: Pack- All Monsters of a type will move and attack a single Hero together. Which Hero that is attacked depends on which Monster is activated first? It will move and attack the nearest Hero and the rest will follow behind. If the Heroes leave the room then the Monsters will follow unless the Heroes outrun them by having two doorways between them and the Monsters.
Description: Created by the witch with her magic wand. Flying Monkeys serve mostly as scouts and guards. She sends them out to attack the nearby village in large groups.

O-Wee-O

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
5	5	2	6	2	0	3	4	1	5	15

Powers: None
Law: Frenzy- Once a monster detects the Heroes it will always move and attack the nearest. If it survives a turn, it will always attack a different Hero usually the next nearest.
Description: O-Wee-O are mindless servants of the witch, created from her Cauldron. O-Wee-Os are completely loyal to her and stomp around her lair attacking any intruders.

Items

Potion of Healing	This is a onetime use item. The dosage contained within the vial is enough to instantly return 1d4 Life to the Hero up to the current maximum.
Antidote	This is a onetime use item. The dosage contained within this small vile is enough to completely reverse the effects of any Hero who has been poisoned while adventuring.
Potion of Revival	This is a onetime use item. When used on a dead Hero, he revives with full life.
Banana Grenade	Flying Monkeys love bananas! So a bomb shaped like a banana is the perfect bait for them. To use the banana grenade you must make a successful ranged attack against a flying monkey regardless of damage. Pushbacks are also ignored. If damage is dealt it is ignored but the flying monkey has caught the banana grenade. If the attack fails then the grenade is lost and no further affects occur. If you are successful all other flying monkeys will swarm the one with the banana grenade and attack it to get the misleading treat. The flying monkey with the banana grenade will move around the room/hallway at random(Roll like you would roll for coordinates) If another flying monkey successful attacks the one with the grenade and damage is suffered, ignore damage to the monkey but the attacking monkey has stolen the banana grenade and the process begins again. If no other flying monkeys are in the room/hallway the flying monkey ignores the heroes and only moves at random. The banana grenade explodes the second Action Phase AFTER the initial successful attack by the Hero. The explosion is handled like a 5 dice attack to the monkey holding it and ALL characters in an adjacent space to the flying monkey.
O-Wee-Oh Nooooo	This is a lavishly ornate Warhammer. It acts as a normal warhammer unless the wielder is attacking an O-Wee-O. When used against one of these dread servants of the witch it gives the user 2 extra dice when attacking. Bonus: +3/+5(Against O-Wee-Os)

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