

The Witch Shack

A weird horror adventure location for *LotFP* and other weird games.



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By
M.W. Hess & Friends

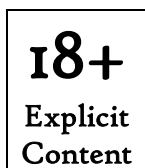
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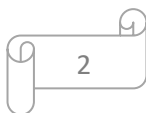
By
M.W. Hess & Friends

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With a little help from my friends: Tim “Samwise Seven” Harper, Merrick Hughes, Edgar Hess, Jason Hess, Dusty Mason, Robert Parker, Max Roberts, Dan Saunders, & Leif Zimmerman.



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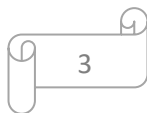
A Bad Place Where No One Goes

The Witch Shack is an adventure location that may be encountered anywhere, in any patch of woods, across a lonely field, on the far edge of some small town or village. It always appears as a rotting, falling down wooden shack. Made of old gray boards, the roof is collapsing and one side is already crumbled, allowing easy entrance.

It is always considered bad ground. No curious children play here, no young lovers seeking privacy, no rambling vagabonds looking for shelter. All kinds of ghost stories will be attributed to the Shack, someone was murdered there and it's haunted; a witch once lived there and it's cursed; etc.

The truth is the Shack is actually an extratemporal machine of some sort, abandoned by some alien wizard long ago. It has deteriorated over the ages and its wards are failing. It has created a pocket of chaotic magical energies. Any who enter quickly realize it's bigger on the inside, a shifting maze of dingy hallways and rickety doors.

These chaotic energies have also created a time distortion, any time someone finds their way out of the Shack they must roll on the Time Flies table on page 13 to see how much time has passed while they were inside.



Inside the Shack

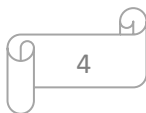
The main room is sparse, with only a small wooden table, a chair and a cold, crumbling fireplace. The roof sags heavily, the windows are boarded up and the floor is covered in layers of ancient dust.

From the main room a hallway leads into the shadows. After about 20' it branches left and right. After a character rounds a corner, no matter which way they go, when they turn around the hallway will have changed. It's a trap! A Search roll is now required to find the way out. See: Escaping the Witch Shack on page 13.

The Rooms

The hallways lead to a maze of doors and rooms. Each time a character opens a door roll **1d30** to see what's in there. If the same door is closed and then opened again later, a reroll is required. Though it is possible to hold a door open, or destroy one completely.

1. **A Corpse**, someone from the local village who has recently went missing.
2. **Child's Room** full of creepy dolls. Life-like dolls line the shelves in this room. When a character moves through the room the doll's heads will turn to follow them. There is a crib against the far wall. Inside the crib is the mummified skeleton of a small infant-sized animal. A Bushcraft roll will confirm it's not human, but what it is, is hard to say.



3. **Your Own Childhood Fears.** The characters see their own bedroom or the home they grew up in. They re-experience something bad that happened, something they feared as a child. Make a save versus Magic or suffer a -2 to all attacks for 1d6 turns, while the character struggles with deep-seated emotions of disquiet and unease.

4. **The Witch.** There is indeed a witch in the witch shack. Her face is that of the classic crone, wrinkled, with a hairy mole on her large sagging nose. She has claws for hands and enjoys turning people into frogs and eating them.

Witch: Armor 15, Move 120', 7 Hit Dice, 24hp, claws 1d6, Morale 10.

Spells: Charm Person x2, Shield, Force of Forbidment x3, Army of One x2, Polymorph Other

5. **The Snake Man.** In this room is a reptilian man with human arms, a snake head and body, and a mouthful of razor sharp teeth. A ridge runs down its head and back. Though a snake, its bite is not poisonous.

Snake Man: Armor 16, Move slither 110', 2 Hit Dice, 8hp, bite 1d6 and tail 1d4, Morale 11. It can attack with both its bite and tail in the same round.

Its bones are rubbery, blunt weapons do no damage.

6. **The White Wolf.** This room is cold and contains a huge dire wolf covered in thick white fur.

White Wolf: Armor 14/16 icy coat, Move 130', 3 Hit Dice, 18hp, bite 1d10, Morale 8. The wolf's body is so cold that it forms a solid layer of ice around itself. Any cold attack does -1 damage per die and the first fire based attack does no damage, but it does remove the ice. While the ice is present, it has a +2 AC bonus.

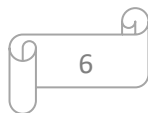
7. **Blood of My Blood.** This room contains a vampire's coffin. The vampire will look like one of the characters loved ones, their mother, sweetheart, a young sibling or their own child perhaps.

*Vampire Kin: Armor 17, Move 110', 4 Hit Dice, 15hp, bash 1d6, Morale 6.
Does double damage on a natural 20.*

8. **The Wolfling.** A young boy of 8 or 9 years old is chained to the wall. His face and body are covered in hair; he has a wolf snout and sharp teeth. He is feral and will attack if let loose. If he is somehow subdued without killing him, he will change back to normal, knocking him unconscious will be sufficient. He does not suffer true lycanthropy, it is merely an enchantment. He is from the local village.

Wolf Boy: Armor 12, Move 120', 1 Hit Dice, 4hp, bite 1d4, Morale 12.

9. **Tools of the Ripper.** This room seems to be an operating room, with a couple of beds covered in blood-stained sheets. On a nearby table is a black doctors' bag, inside are bloody Surgeon's Tools. If used by a character, they suddenly become knowledgeable about medicine and anatomy, as if they were a trained doctor of the highest learning. They gain a 4 in 6 chance to restore 1d6hp to a wounded person. They must also make a save versus Magic or be overcome with a desire for murder. They must kill another human within 2d12 hours or they will kill themselves. The save must be rolled each time the tools are used.



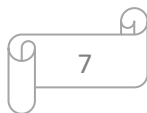
10. **Taxidermist's Workshop.** A room full of stuffed animal heads. They line the walls taking up every square inch of space. Left over animal parts litter the floor in piles of mismatched specimens. The air smells of preserving chemicals. As the party moves into the room the glassy eyes that surround them seem to follow their every move. Make a save versus Poison or fall unconscious from the toxic fumes in this room. If everyone in the party passes out, they will wake to find they have been moved to the next room, and are about to go under the knife of the Taxidermist, see next entry.

11. **The Taxidermist.** This room is full of stuffed and sewn human corpses, stitched together in unconceivable ways, dead eyes staring. The sickening sweet smell of rot fills the air. You fully expect them to animate and attack, but they do not. The threat here is the Taxidermist himself. He shambles after the characters with his infected serrated knife.

Taxidermist: Armor 17, Move 110', 3 Hit Dice, 11hp, knife 1d6+poison, Morale 9. Those cut by the knife must save versus Poison with a +1 bonus or lose 1d4 Constitution.

12. **Pile of Corpses.** Corpses piled ten to twelve feet high, the freshest ones on the outer layer. If one were to dig into the center of the pile, there is 1d100 silver pieces in a sack.

13. **The Engine Room.** This room is dominated by an altar/console with a glowing pentagram as a power source. Glowing, colored buttons, dials, switches, cranks and levers cover nearly every surface of this room. There is no real way for the characters to figure out the true purpose of the Shack, or that it is malfunctioning, or how to fix it. Therefore, anyone tampering with the controls must roll a save versus Magic Device or add +1 to the Time Flies roll.



14. **The Empty Tomb.** 9 sarcophagi line the walls of this circular room. All of them contain the mummified remains of dead witches, except for one, which has been broken open from the inside. If the stone coffins are broken open the spirits of the dead witches will rise and attack. Each coffin contains 1000 silver pieces, anything else has rotted away.

*Witch Spirits: Armor 13, Move 140', 2 HD, 6hp, claw 1d8, Morale 8.
Mundane weapons do no damage.*

15. **A Fleshy Stump.** A tree stump is growing out of the floorboards in the middle of the room, almost as if the shack was built around it. It is about 3 feet across, fleshy and glistening, pulsating occasionally. It will begin to pulsate more rapidly as the party enters the room. It will uproot itself and attack, as its fleshy roots become slimy tentacles.

*Stump: Armor 12, Move 90', 2 Hit Dice, 10hp, 3 tentacles 1d8, Morale 11.
The stump can attack or grapple with up to 3 tentacles. It can sense invisible creatures. Fire-based attacks do only half damage.*

16. **An Old Woman** is in a rocking chair, her back to the door, covered in a moth-eaten shawl. She is singing a lullaby. If approached you can see she's rocking a mummified baby. If touched or spoken to she will suddenly attack, yelling "THE BABY'S TRYING TO SLEEP!"

Wraith: Armor 12, Move 120', 1 Hit Dice, 4hp, claw 1d4+ energy drain, Morale 10. Victims of her claw attack lose a level.

17. **Rusty Cages.** Here is a large room like a barn loft, with cages hanging from the rafters. The cages contain children, some healthy, some starving. Some are dead, and of those some are dry skeletons. There are 2d4 living children here. The cages are locked.

18. **The Attic.** A massive room, seemingly infinite, with a slanted ceiling, draped in shadows and filled with... stuff. Old furniture under sheets, dust covered chests, old toy boxes, coat racks, etc. Characters might want to sort through all this junk looking for valuables. If they do, the stuff forms together into an enormous junk golem. If defeated characters can retrieve 1d100x3 silver pieces worth of... stuff. All items are encumbering and a lot of them are oversized.
Junk Golem: Armor 20, Move 120', 6 Hit Dice, 30hp, 2 claws 1d10, Morale 8. The golem has darkvision, can attack twice in one round, and can generate 4 mirror images of itself. It takes double damage from fire.

19. **The Cellar.** A root cellar filled with barrels and shelves of rotten canned goods. With a Search roll one can find a hidden stair in the darkest corner of the cellar behind some old crates. It leads up into an entirely different house. A gingerbread house. This house has 2 children, a boy and a girl, in a cage with cookie crumbs all over them. There is also an old hag, a giant of a woman, her green skin, bulging and pulsating. She will be furious at unexpected visitors.

Hag: Armor 12, Move 120', 4 Hit Dice, 13hp, bite 1d8, snake arm 1d6+ poison, Morale 8. Those bitten by the snake arm must save versus Poison or die. The arm can be cut off with a called shot at -4 to hit or a natural 20.

20. **A Place of Rest.** This is a cozy room with a working fireplace, bearskin rug, a comfortable chair. There's food and fresh water, just enough for the whole party for one night. Seems like a safe enough place to rest. Anyone deciding to rest here must make a save versus Magic. On a success everything is as it seems, on a failure, go to the next entry. If one party member fails, they all fail.

21. **A Place of Unrest.** This is a cozy room with a working fireplace, bearskin rug, a comfortable chair. There's food and fresh water, just enough for the whole party for one night. Seems like a safe enough place to rest. The chair is a mantrap and will go off when someone sits in it, save versus Paralyze or take 1d8 damage, requires a Strength check to release the victim. At that point the bearskin rug comes to life and attacks.

Animated Bearskin Rug: Armor 14, Move 60', 3 HD, 12hp, bite 1d4, claw 1d6, Morale 6.

22. **Silly Rabbit.** A man in a homemade, pink rabbit suit is hunched over a dead body, nibbling furiously at something. When the characters enter he will offer them "a sweet treat" and hold out a human finger. If they refuse, he will become angry.

Bunny Man: Armor 12, Move 120', 1 Hit Dice, 3hp, unarmed 1d2, Morale 6. Anyone hit by the bunny man must make a save versus Paralyze or be unable to move for 3d4 turns.

23. **Limitlessness.** This door opens on the infinite void of space. Make a save versus Magic Device or fall into the endless void. The character is gone, they might not be dead, maybe they end up in another world, but they are gone from this campaign.

24. **Chimera.** A large creature covered in thick shaggy fur is in this room. It has the head of a lion with the horns of a bull, and the teeth of a shark. It will not attack first, instead giving a warning roar. If it is attacked it will fight with its large fists, only using its sharp teeth as a last resort.

Chimera: Armor 17, Move 120', 4 Hit Dice, 19hp, bash 1d6, bite 1d8+1/round, Morale 9. Victims of a bite attack suffer an additional 1hp of damage per round for 1d4 rounds, as the teeth have broken off and are now embedded in the victim.

25. **The Green Room.** The door to this room is moist and mushy with rot. It opens on a virtual greenhouse. All manner of plants and fungi grow here. There is food and a well with clean water. All is well. Seems like a safe enough place to rest. Once the characters get settled, and before they fall fully asleep, they will begin to hear a rhythmic wet slapping sound emerging from the well. It's nothing. Really. But it might be enough to make paranoid characters move along.

26. **The Library.** This room is filled with shelves and alcoves stuffed with books and scrolls. Every nook and cranny is crammed with knowledge. Rare tomes and works lost to the ages, all the greatest works from the greatest minds. A Magic-User will recognize this as the Lost Library of Alexandria. What an extraordinary find! ☺ Except all the books and scrolls are mimics that attack when one attempts to read them. ☹

Mimic: Armor 14, Move 10', 4 Hit Dice, 13hp, tongue 1d6, 10' range, Morale 10.

27. **A Bloody Good Time.** In this room the characters will see two silhouettes behind a sheer curtain, that of a man and woman. They don't move and will not respond if called to. Pulling back the cover reveals two nude mannequins. The male has what seems to be a steel shaft hanging from between its legs and a gaping hole of encircling razors where an asshole should be. The female has the same razor lined rectum, but instead of a vagina there is a mass of thin tentacles 6 to 9 inches in length with razor tips, the nipples of the breasts are encircled with thorns. In the corner there is a book on a nightstand. The book is conveniently in the language of whoever is reading it. It has an incantation that brings these mannequins to life. One need not believe. One need not speak. One needs only to read these words, even silently, to initiate the most unimaginable, gruesome and violent threesome known to man. A character who plainly states they are going to read the book gets no save, but someone who just glances at it may make a save versus Magic Device, or read it anyway as their eyes are drawn to the words. When the mannequins come to life they will converge on the reader of the book, intent on starting the orgy.

Animated Sex Dolls: Armor 15, Move 120', 2 Hit Dice, 12hp, razor shaft 1d8, or vagintacles 1d8, Morale 10.

28. **The Moth Room.** Each wall of this room is decorated with a giant moth made from human bones. The moths have rare gems beautifully worked into the pattern of their wings. When the characters enter this room they must save versus Magic or become transfixed on the moths and begin turning into hybrid humanoid mothlings. They must save each round until a success is made at which point the transformation ceases and they can flee the room. Each round they fail the save, they turn 1/6th more into a moth. If 6 saves are failed, they turn completely into a giant mothman.

29. **Web of Flesh.** This room is massive with a deep crevasse bisecting the room. The crevasse is spanned by, what looks like an enormous spider web made of flayed human corpses. A cursed child stalks the web as if he had *Spider Climb*, as the characters enter they see the boy vomit on a chunk of meat and then slurp it up as it dissolves. The child also has mandibles and four extra appendages hanging from his sides, limp and useless things. The only way across the crevasse is to navigate the web of flesh. Anyone attempting to cross will be set upon by the spider child. If fighting on the web, characters must make a save versus Paralyze or fall to their doom. A *Remove Curse* spell could return the boy to normal. He, too, is from the nearby village.

Spider Boy: Armor 14, Move wall crawling 140', 4 Hit Dice, 21hp, bite 1d8+poison, vomit 1d6 acid damage, Morale 12. Those bitten by the child must save versus Poison with a +2 bonus or die instantly.

30. **Easy Money.** This room is empty except for a single corpse in the corner with a large, bulging coin purse on its belt. If a character succeeds at a Sleight of Hand roll, they can retrieve the coin purse with no trouble. If they fail, or just go over and take it, 1d100 black widow spiders come pouring out of the corpses' mouth and nose. The pouch holds 1d1000 copper coins.

Black Widows: Armor 12, Move 30', 0 Hit Dice, 1hp, bite 1+poison, Morale 6. Those bitten by a spider must make a save versus Poison or lose an additional 1d4 hit points.

Escaping the Witch Shack

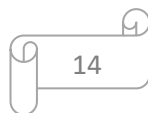
If the characters try to head back the way they came, they can only find the entrance on a successful Search roll. Time flew while they were inside the Shack, roll **1d6+1 for every failed Search roll**.

Note: any children rescued from the Shack are also subject to the time distortion effects. They may have gone missing years ago and may have no home to return to in the current time.

Time Flies 1d6+

1	1d20 hours have passed
2	1d3 days have passed
3	1d6 days have passed
4	1d6 months have passed
5	1d6 years have passed
6	1d10 years have passed
7	1d20 years have passed
8	1d100 years have passed
9	Hundreds of years have passed. The characters exit the Shack in the future of your game world. If you're playing in the 17th century, they exit in the year 2000 AD. The Shack appears the same, still in a wooded area, near a field. The sound of lawnmowers and kids yelling can be heard in the distance.
10+	Hopelessly Lost. You are lost forever, doomed to wander the rickety hallways of the Witch Shack until you starve or are killed by one of its denizens.

End



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