

The Lair of the Hat Witch

By Bralex Adley

The prince of (your local kingdom) has been poisoned! In order to save him, the king has tasked you with retrieving the only known antidote, a petal from the Vivus Fungus, known to grow in the nearby caves...

1 Outside the cave: 2x**Wolves** guard the entrance. One wolf wears a hat* and excess noise may draw out more **wolves** from inside the cave, including the **Dire Wolf**.

2 Inside the cave: A large **Dire Wolf** nursing 4x**Wolf Cubs** will fight to the death to protect her babies. If killed and the body inspected, a hat* can be found in the Dire Wolf's stomach.

3 A 10 ft. wide, 20 ft. deep gorge spans the width of the cave. In the darkness at the bottom a hat* can be found. On the other side of the gorge, on the far cave wall, a pair of lit torches can be seen flanking a wooden door built into the rough stone wall of the cave.

4 A massive opening in the cave, a great place to hide more hats* if you so desire.

5 A kind half-elf woman named **Chapeau**, wearing a witch's hat welcomes the adventurer's to her Haberdashery. The adventurers may wish to purchase hats of any sort of magical or nonmagical nature at your discretion. **Chapeau** has lost a huge amount of stock moving her shop here (likely what was found in the caves) and requests the adventurers help with an issue she is having with a recent delivery of fresh hats. **Chapeau** also holds the key to the altar ruins door which she will gladly give to the adventurers if they help her with her dilemma: **The Hat Witch's Dilemma**

6 A room filled with ancient dwarven ritual stones with an altar in the middle. Growing from the exact center of the altar are a few stalks of the Vivus Fungus the adventurer's were sent to obtain. Pillars around the altar in all four directions have huge ropes of spiderweb hanging between them. Disturbing or destroying the webs with anything except fire will alert the **Giant Spider** and **Spider Swarm** to emerge from the alcove and attack. Various hats* can be seen stuck in the webs both between the pillars and on the ceiling.

Throughout this dungeon there will be several specified times to add a hat to found loot (signaled with an asterisk), but it is also appropriate to add them whenever you feel like it since it only adds to the mystery (roll 1d12, 1d8, and 1d10 to generate a hat.)

D12 Adjective 1	D8 Adjective 2	D10 Hat
1. Elegant	1. Felt	1. Trilby
2. Drab	2. Fuschia	2. Stetson
3. Spotless	3. Polka-dot	3. Boater
4. Tattered	4. Fireproof	4. Driving cap
5. Charred	5. Spider-infested	5. Deerstalker
6. Heavy	6. Gilded	6. Beret
7. Pristine	7. Foldable	7. Fedora
8. Moist	8. Elephant skin	8. Sombrero
9. Muddy		9. Top Hat
10. Dusty		10. Fez
11. Lumpy		
12. Putrid		

The Hat Witch's Dilemma

Chapeau will request help from the adventurers, and lead the adventurer's down the trapdoor into the basement where stand three large lead lined crates with lids firmly secure. The crates are labeled as shown. "I have here three crates, one filled with ONLY magical hats, one filled with ONLY non-magical hats, and one filled with a mixture of BOTH magical and non-magical hats. ALL of the crates have been mislabeled, but I can't risk spoiling more stock by opening them all up. You may take ONE hat from ONE crate, I will tell you whether it is magical or non-magical. Then you must affix the correct label on all the crates."



Magical



Non-Magical



Mix of both

Upon the correct answer, Capeau will dig around in her pockets for a moment and present 2xrubies (50gp ea.) and the key to the dwarven altar room which houses the vivus fungus

Hat Witch's Dilemma Answer:

Because ALL the crates are mislabeled, the crate labeled with BOTH types must contain only one type of hat (magical). If the party pulls the hat from this crate, they can correctly relabel the BOTH crate to magical hats. Then, since ALL crates are mislabeled, the crate labeled magical must contain only non-magical hats, and the crate labeled non-magical hats must contain a mix of both.

