



The Crone of Cantermoor

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The Crone of Cantermoor is a Dungeon Architect supplement. When your players decide to travel down a path you did not expect, or they finish the main adventure with time left to play, you can use one of these maps to provide a reprieve while you create something more substantial for them to explore so that the fun does not end.

Please keep in mind that a Dungeon Architect supplement provides a theme and a location but only suggestions for the types of creatures and rewards that may exist. You, the game master, must change these to suit the strength of your players' characters and adapt them to whichever fantasy role-playing system you are playing.

The Crone of Cantermoor

A horrible witch is terrorizing the countryside with her evil necromancy. Her roving bands of ghouls feast on the helpless, and her horrid abominations capture victims, returning them to her lair for foul purposes. Can someone stop the witch's evil and bring peace to the land?

The local king, a human named Lord Edrim Cantermoor, has asked the characters for aid. His soldiers are no match for the witch's magic. He will offer the characters a great reward and a parcel of land in exchange for their service. His sage will provide the following information -

The witch lives in a cave near the northern border of the kingdom. Her minions protect the entrance.

Three days ago, creatures abducted a young elven girl named Anala. Her family is begging the lord for her rescue.

The witch commands the powers of necromancy and uses them to sustain her life force.

The Witch

The witch is a wretched, evil crone who made a deal with a demonic presence in exchange for her powers. She is powerful, intelligent, and cruel. She will only negotiate when her life is in peril. At such a point, she will promise anything to survive. She will break her oath at the first opportunity.

The witch's powers include necromancy, demonic curses, and clairvoyance. Her malevolent magic consumes her health, forcing her to drain the life force from others to survive.

The crone uses sigils to harness curses and sinister enchantments. These devices radiate evil. Often, the magic they contain affects those nearby.

Dealing with the Witch

It might be possible that the characters strike an accord with the witch, allowing her to flee the caves in exchange for magical boons. The witch will leave the kingdom, never to return, but she will hold great animosity toward the characters. She will use her clairvoyance to watch them. She will use her magic to cause the characters harm whenever possible.

Death of the Witch

When the witch dies, her body immediately bursts into flame, her corpse burns to ash, and the ashes blow away in the wind. As this happens, the air fills with the odor of brimstone and the witch's blood-curdling scream. Anyone within 30 feet of the witch's body will feel an evil presence that fades away. Once the witch is dead, the sigils that protect her lair disappear. The evil of the land is vanquished.

The Caves and Tunnels

The witch's cave, located in the northern portion of the kingdom, is dark and foreboding. There are sinister enchantments protecting the cave and caverns. There is an evil aura within the underground tunnels for those who are able to detect such things.

The caves and tunnels have a height ranging between six and nine feet. The ground is rocky and uneven. Glowing sigils are present throughout the tunnels, and these magical devices fill the underground area with a cold, damp mist. The mist limits visibility to only 20 feet regardless of the available illumination (magic or otherwise) and reduces all fire-based damage attacks by one-half.

Room 1

The rocky hill looms above you. Gnarled trees and dead grass cover its landscape. A cold, damp mist seeps outward from the jagged opening, immediately dispersing in the sunlight.

The characters have found the entrance to the witch's lair. As they approach the cavern, a dozen flesh-eating bats attack them. Characters able to track will discover humanoid tracks entering and exiting the cavern. Most of them are zombies.

Room 2

You have entered a cavern filled with mist. The skeletal remains of humans lie on the uneven ground. A narrow tunnel leads eastward.

When the characters enter this room, the skeletons on the ground stand up and attack. At the same time, a red sigil on the wall glows brightly. The sigil nullifies any clerical attempt to turn or destroy the undead.

Room 3

As you move through the mist, you enter a cavern with another tunnel leading away. Animal skins, bones, and skulls hang from leather cords. Flies swarm the remains.

There is nothing of interest or value here.

Room 4

The tunnel empties into a cavern with a ceiling that reaches a height of twelve feet. A few stalactites hang from overhead. Through the mist, you see three humanoid shapes in the middle of the room and the vague outline of a door to the north beyond them. A red sigil on the floor glows softly in the gloom.

The three humanoid shapes are zombies of incredible strength. They are resistant to weapons, inflict terrible wounds with their bludgeoning fists, and have high health scores. The sigil nullifies any clerical attempt to turn or destroy the undead.

Room 5

The door to this room is locked. A rocky chamber, this cavern has a fireplace carved into its western wall. A raging fire burns in its hearth, and an iron pot filled with boiling water hangs over the flames. As you glance around, you notice a glowing green sigil burns on the wall.

The door to this room is magically locked. It requires exceptional strength or magical spells to open it. When the characters enter the room, 3 zombie-like dogs emerge from the eastern archway (room 6) and attack. The boiling water is a brewing potion. There is enough elixir for 4 doses. The potion should have some sinister purpose or design.

Room 6

This mist-filled cavern contains a natural spring. Freshly gnawed bones lie upon the sloping ground.

The water in the natural spring is potable. There is nothing of interest here.

Room 7

Within this gruesome cavern are dozens of niches filled with polished skulls of various sizes. Bleached bones hang from leather cords. In the western corner is a pile of weapons and tattered armor, some bearing the local lord's symbol. The reek of decay fills the room.

This room contains the witch's trophies. There is a magical sword among the weapons. The witch plans to drain its magic to use for her sinister purpose.

Room 8

The ground of this cavern is flat and even. A pentagram on the floor has candles burning at its points. Within the confines of the drawing is a swirling mist, and something moves within it.

There is a demon trapped within the pentagram. It is hateful, evil, and aggressive. It will threaten the characters. The demon can only escape if the characters remove the candles or enter the pentagram. The monster will attack the characters if it gets out. There is nothing of value in the room.

Room 9

This rocky chamber contains an opaque crystal embedded into the northern wall. It is nearly three feet in diameter with jagged edges and sharp cut angles.

The opaque stone is the witch's crystal ball. The witch could use it to see images of distant places, even other planes. To the characters, however, the crystal is useless. There is nothing of value here.

Room 10

You have found a small cavern with rough, rocky ledges filled with bottles and leather pouches.

This room contains the witch's components for her potions, elixirs, and curses. The bottles contain various ingredients, some disgusting fluids, the eyes of newts, etc. The pouches are ground bones, teeth, scales, and the like. The characters can salvage enough ingredients for an alchemist to make a handful of potions.

Room 11

You move through the mist into a cavern filled with bones and blood-stained clothes. A black sigil carved into the eastern wall burns softly. Piles of treasure cover the floor.

This room is the witch's lair. It will attack the characters with her magic and her claws. The black sigil causes

damage each round to all non-undead creatures (excluding the witch) in the area and also regenerates the witch's health.

If the characters did not defeat the demon in room 8, the witch will use her magic to nullify the pentagram and free the demon. The demon will attack the characters from behind.

If the witch is severely wounded, she will use her magic to teleport to room 16 where she will hide.

The witch's treasure is in this cavern. The treasure, which consists of coins, gems, and jewelry, lies in piles on the ground.

Room 12

A table and chair, crafted from bones and leather cords, stands within this cavern. The tabletop is cluttered with books. Several candles in stone holders rest nearby.

The books are crafted from animal skins and blood. They contain magic of a demonic sort that magic-using characters will not understand. The books radiate a slight evil. Fire cannot harm them, but holy water will destroy them. Characters worshipping good deities will gain a permanent (though minor) boon if they ruin the books. There are a total of thirteen books. They have the equivalent weight of 100 pounds.

Room 13

The tunnel empties into a cavern with jagged stalagmites stabbing up from the floor. The mist blocks your vision, but you can hear soft whimpering from the north.

When the characters enter the chamber, zombies attack them. These creatures will shamble out from the mist. The sound of crying comes from Anala in room 15. There is nothing of value here.

Room 14

The tunnel empties into a cavern filled with stalactites and stalagmites. Bones of animals and humanoids lie on the uneven floor. Bats hanging from the ceiling chirp and squeak in the darkness.

The bats in this room will not attack the characters. If they are disturbed by movement or loud noises, they will fly out of the cavern, causing disorientation. Characters may drop items they are carrying. They may sustain minor damage from buffeting wings.

The room contains a magically concealed secret door. It can only be found and opened with spells. The secret door leads to room 16.

Room 15

The bars blocking the cavern are locked. As you enter the cavern, you see a young elven girl chained to the wall. The dead husks of several humanoid bodies lie crumbled on the floor nearby. They are short in stature with long, white hair.

The bars are locked. Characters must use exceptional strength, magic, or skill to open them. The young elven girl is Anala. She is alive and terrified. The bodies on the floor are previous victims of the witch's life-draining powers. Anala will beg for her freedom and to be brought back to her parents.

Room 16

You have entered a misty chamber with a sunken pool of green water. Stalagmites rise from the floor.

The green water will shimmer with a magical glow if the witch is alive. If the witch is dead, the water will not glow.

If the characters forced the witch to teleport from room 11, she would be hiding in this room. The witch will try to barter for her life and freedom, offering an exchange of magical boons for her freedom. Whatever trade she offers is a lie or, at least, will be short-lived.

The water, when shimmering, is magical and aids the witch in manipulating her magic and creating the sigils. The water will not benefit the characters.

A search of the water will reveal five stones that radiate magic. Each stone holds a few spell levels worth of magic that magic-using characters can use to cast spells. When depleted, the stones become ordinary.