

THE WITCH & THE WOLF

A One-Page Dungeon by Ben Milton

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A nameless Gingerbread Golem sulks in a corner. It is twice the size of a man, enormously strong, and very stupid. It wants to kill the witch for exiling him to this room, but is afraid of the Wolf, who has threatened to eat him. In combat, he will try to crush his enemies and throw them around. If defeated, the witch's lost ring can be found inside his chest, where it accidentally stuck while she was kneading him. Wearing it strips Eudora of her powers. In the center of the room is a bubbling hot spring.

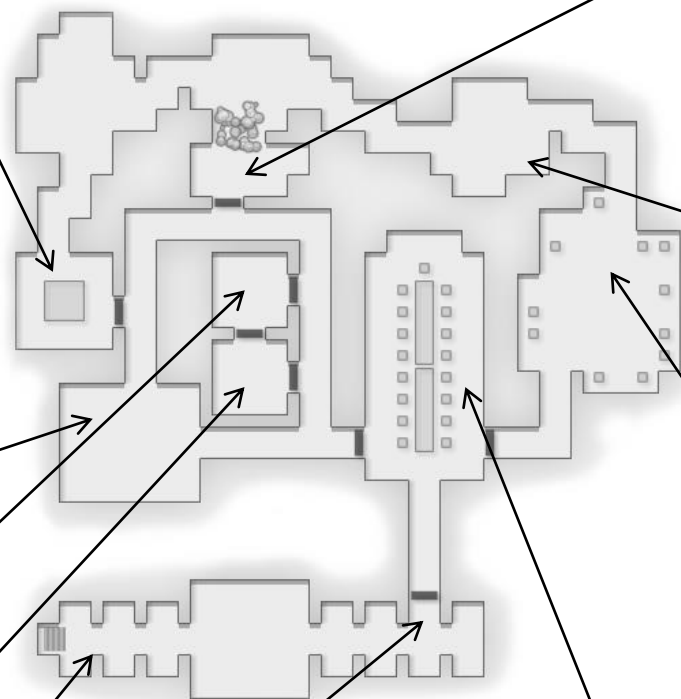
A room full of enormous cauldrons, bubbling and slowly stirring themselves. Full of liquid candy that hardens immediately when its temperature drops below boiling.

An oversized oven, with man-shaped cookie molds.

Baking supplies, including a large stockpile of dried herbs and huge bags of sugar and flour.

Catacomb entrance. Stale air, faint chittering. Small footprints in the dust.

Stone door, carved with a delicate relief of fruit trees. Slides up into the ceiling when touched, then back down a few seconds later. Only works once per day.



Roll for random encounters anywhere other than the entrance catacombs, Jasper's dining room or Eudora's cavern.

1-3: d6 Gummy Worms. Each the size of a boa constrictor. They seek out characters with magic first and try to squeeze the magic out of them.

4-5: A Taffy Crawler. A stretchy, rainbow ooze that can project ropes of taffy that stick to PCs and slowly reel them in. Immune to most weapons, but vulnerable to extremes in temperature.

6: The Skullbreaker. A Golem made from massive jawbreaker candies. Can only be hurt by blunt weapons. Likes to detach its head and roll it at the party, knocking them down like bowling pins.

Gordon, a psychopathic child, hides from the monsters roaming the halls. He has escaped the witch's clutches, but has no interest in escaping or rescuing his friends. He wants the witch's power, which he thinks (correctly) is contained in her lost ring. He will act scared and innocent for as long as it benefits him.

A system of natural caverns, with treacherous footing.

The witch Eudora flies about an open, cavernous space, singing. Growing from the walls, high out of reach, are man-sized sugar crystals. Each contains a child, locked in hibernation. She is curious to see how long-term crystallization affects the flavor. She dotes on Jasper, and doesn't know of his plans to take control. She is very disappointed with the Gingerbread Golem, whose incompetent alchemy experiments accidentally created a number of candy monstrosities after she brought it to life. She would dearly love to find a gold ring that she lost while baking the Golem, and will pay adventurers handsomely for it.

A long table piled with precarious towers of cakes, pies, and sweets. Lit in soft candlelight. At the head of the table sits a wolf the size of a man, dressed in fine clothes. A man's voice speaks from its open mouth. This is Jasper, the witch's familiar, a vicious, elite swordsman. He is famished from lack of succulent child flesh, as the witch has been taking them all to her cave. He is starting to think that he should be in charge of this operation, although he doesn't want to hurt the witch. He despises the Gingerbread Golem. If a character takes a bit of food, they will feel compelled to sit down and continue eating, and must be dragged away. Ten minutes after eating they will fall asleep.