

# RESCUE THE CHILDREN

Garenntha's lair is under a house in the middle of the forest. The house belonged to the late forest caretaker, Jordan. The hag killed Jordan and took over the house. Over the course of several months, the hag used her undead servants to dig a lair under the house. Garenntha does not use the house a lot, she dislikes the light. Jordan's old material possessions are still here. There is a good collection of books and scrolls in the bookcase. The most interesting books are "On the Nature of Owlbears" and "The Kingdom's Revised Moral Code". Opening the back door triggers a trap that shoots five poisonous darts towards the opening.



After terrorizing the search team, Garenntha expects visitors. Which is why her undead guardians stand guard in this chamber. There are four ghouls and one wraith waiting patiently for their next meal. The desiccated remains of the two dead townsfolk from the search team lie near a corner.

The winding tunnels that lead to the children's cage are not wide enough for an adult human to go through. Only children or small sized creatures can cross these tunnels. There are twelve children still alive in the cage. Garenntha's two children carry the only key to open the cage's door. Despite this, they are inside with the rest of the children. The normal children know that those two girls work with the hag but they ignore their real nature.

If Garenntha is alive when the adventurers reach this area, she uses a spell to conjure swarms of rats and other vermin and unleashes them in the narrow tunnels. Her intention is to overwhelm the would-be rescuers and watch them fail as the vermin kill a considerable number of innocent children.

The small town of Dali has a problem. It all started a few days ago when a strange sound could be heard from the south, it came from the forest. The sound was similar to that of a flute, but its airy quality made it sound like it was the wind itself. Two days after, the townsfolk of Dali woke up to a terrible truth, all the children were gone. The townsfolk assembled a search team and rode south, to the forest. They were attacked by an evil witch and her undead guardians. Two people lost their lives and the rest returned to Dali empty-handed.

Garenntha, the evil hag, used a magical whistle to charm the children and lure them to her lair. She ate two children already but thirteen children are still alive.

There are two extra children in the cage who are actually Garenntha's offspring. They look like ordinary 7-year-old girls. They will transform into hags on their 13th birthday. Garenntha does not care if they are taken by the townsfolk. If they are adopted the better.

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Garenntha set her lair in the largest chamber. The places doubles as a sleeping place, kitchen, and storage room. The evil hag awaits the invaders here, accompanied by her two wraith bodyguards.

When the adventurers arrive, Garenntha is preparing a small boy for cooking. The boy is submerged neck-deep in the large cauldron by the east wall. The boy is gagged but is clearly distressed. The fire under the cauldron crackles as the water starts to heat.

If it appears like Garenntha will not defeat the adventurers, she offers them a deal. She will let the party rescue the children and will grant each one of them a wish in exchange for letting her escape alive. Garenntha will purposefully abuse the meaning or wording of poorly phrased wishes.

The chest contains two-hundred gold pieces, a spellbook, and a desiccated gorilla hand.

The meat pieces on the kitchen's table appear to be of animal origin. The crates and barrels in the room have old food rations and pickled vegetables.

