



CASTLES & CRUSADES®

BACK TO BLACKTOOTH RIDGE

by Davis Chenault



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BACK TO BLACKTOOTH RIDGE

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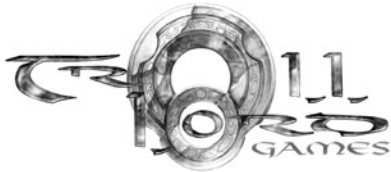
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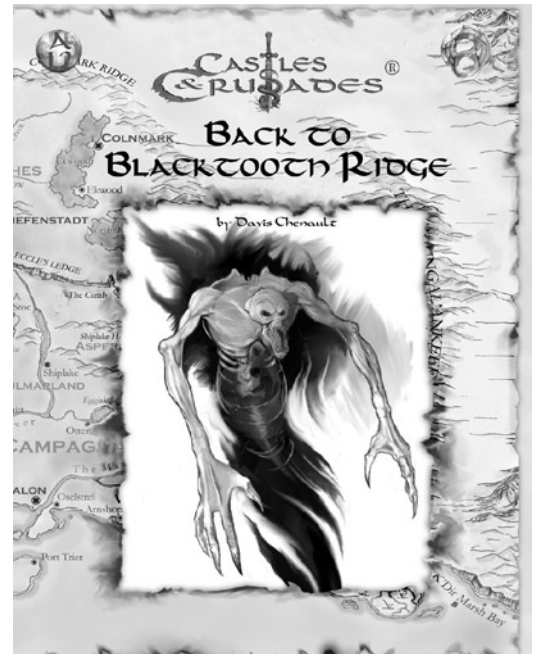


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This module is designed for characters of 3rd-5th level with a challenge level of 3.

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Introduction

Back to Blacktooth Ridge is a short adventure that takes place in a cavern with an old crypt at its bottom. The crypt was well hidden down a defile and inside a natural cavern, called the Dungurd, along the Blacktooth Ridge. Only the bottommost portion of the cavern was carved into funeral chambers, blessed, hidden and guards set within. The remainder of the cavern was left as is. For many years only wild animals took up residence in the cavern as the magics hiding and guarding it were strong. With the demise of the Horned One, those magics have weakened.

Recently, a small band of kobolds has taken residence inside the Dungurd cavern. These kobolds are aware of the crypt but avoid that area as much as possible. They otherwise live the normal miserable kobold existence scraping a living from the lands about while avoiding orcs, goblins, giants, unger, elves, wild beasts, humans and any others that may do them damage.

There are 60 kobold males in this cavern making it an exceedingly dangerous place. There are also 8 females (their prized possessions) and 22 pups and 42 eggs. The kobolds are lead by Seeztak, formerly a sub-chief of the Sawtooth clan. He is a vicious and nasty leader of great intelligence. Each of these traits contributed to his downfall within the Sawtooth clan and eventually to he and his family being expelled. This is their last refuge and they will guard it and their females to the last.

For the Castle Keeper

This adventure is designed for 4-6 characters of 3rd-5th level. This adventure can be very deadly for an ill prepared group of adventurers but a fun and exciting challenge for a well prepared party. The adventure is best approached as an aside to other adventures as it begins and ends here. To best accomplish this, the characters should be informed of the general location of Dungurd and the 'crypt' by some captured orc or unger who is pleading for their life and offer's the crypt's location as a bargaining chip. Or perhaps the characters find a map to the location or even hear about it from the wizard or other important personage at Botkinburg (see *Assault on Blacktooth Ridge*).

A note on kobold arrows and javelins. These are stone tipped and made locally from materials the kobolds can easily gather. Being stone tipped makes them much more difficult to penetrate armors than their steel tipped counterparts. They receive a -1 penalty to hit.

Dungurd

Entries: The entries to this cavern are well hidden in a deep and narrow defile off a small bank along the Blacktooth Ridge. The defile's entry is covered in bramble and thorny bushes making it difficult to locate. If informed of the general location of the crypt (known to a few orcs, trolls and unger), a ranger must make a successful tracking check (challenge level 5) to locate the trail leading to the defile. For each day spent searching for the trail, the ranger adds +1 to the tracking check. If the characters are simply traveling through the area, spying the defile is nearly impossible as its natural position and location make it look as if the ridge

line simply continues without break. A wisdom check (CL 10) is necessary to observe the defile.

Once observed, the kobold trail has slight impressions of clawed feet that might be confused with several of the wild animals in the woods were it not for the tell tale signs of weapons dragging the ground, clipped branches, as well as a few tiny scraps of cloth and leather. The trail leads to the edge of the river where it abruptly ends. At a broad and shallow part of the river. Across is a small bank and, after a few moments the defile becomes apparent.

The defile is merely 6 feet wide and stretches nearly 200 feet into the ridge line, becoming progressively narrower towards its end. It is thick with bramble, thorny bushes and vines. Moving down the defile is a noisy affair for most people as the bushes have to be cleared along the way. Unless crawling, only a small person, about 3 ½ feet in height or less, can move down the trail without causing much of a disturbance and then only if they move very slowly. All move silent checks receive a -3 penalty except for those crawling or are under 3 ½ feet in height.

About 50 feet down the defile there is a small opening concealed with a frame wicker door laced with vines. Despite the attempts at concealing the entry, it is fairly apparent that there is something unusual here. It is easily removed. Continuing down the defile another 60 feet or so another opening, just as the previous, can be located. Both entries are about 7 feet tall and 3 feet wide. The one furthest down the defile has obviously been modified from its original size. Both the entries are guarded (See Area 1 and 1a below) and the any characters moving down the trail are likely to be hear or smelled once they get within 30 feet of an entry.

Area 1 and 1a

This room is littered with twigs, leaves, branches and other debris. There are also several piles of cooked and uncooked meat and some sleeping blankets tossed about.

There are 4 kobold guards and 5 large rats in each of the rooms at all times. The guards are fairly attentive but do jabber amongst themselves depending upon the large rats to smell or hear anything coming down the defile. The rat packs in each room get one check to detect if anyone is coming down the defile. If the characters are simply moving through the defile with no attempt to be quiet or can not be quiet, the rats make a detection check (mental) at +12. If the characters are attempting to be quiet but are over 3 ½ feet tall the rats receive a +6 to their check. If smaller characters are sneaking down the path, the rats get a normal check if the characters move silent checks were successful. If the character's move silent checks were not successful, the rats receive a +6 to their check.

Should the rats note the presence of something moving down the defile, they begin twittering and making noise. A single kobold sneaks out of the door to investigate. If the kobold sees anything, it attempts to give warning to the others and escape back inside to prepare for a fight. One of those kobold guards gives warning to the rest of the tribe. If need be, the kobolds retreat back to Area 4 with the rest of the tribe to set a trap. While doing so, they encourage the large rats to attack the characters and stall their approach. In

setting traps and planning attacks on the characters, the kobolds use the two entries to move around and behind the characters if possible.

The tunnel leading from Area 1a to Area 2 dips beneath the tunnel leading from Area 1 to Area 2.

There is a trap in the tunnel leading from Area 1 to Area 2. Midway down the tunnel an old animal trap has been placed beneath some leaves and twigs. There is a 1 in 6 chance that any character passing over it sets it off causing it to snap on a leg causing 1-3 points of damage and reducing their movement by 10 feet a round until healed. A successful dexterity check reduces the damage by 1 and mitigates and movement penalty.

Kobold x8 (These creatures vital stats are HD 1d4, AC 12, HP 2 each. Their primary attributes are physical. They carry leather armor, small bows, 5 arrows and short sword.)

Rats, large x10 (These creatures vital stats are HD 1d4, AC 13 and HP 2 each. Their primary attributes are physical. A bite can cause disease.)

Area 2

This is large cavern. Loose rocks, debris, stalactites and stalagmites make it hazardous to move through. A fire burns brightly in the southwest corner casting shadows all about. Two dimly lit corridors exit to the south. Noises can easily be heard down these corridors. Elsewhere about the room are piles of blankets, scattered utensils and slivers of meat hanging from twine tied to rocks and stalagmites.

This is where the guards sleep. There are 10 kobolds and a war leader here at the moment. These are the first to react to any warning from the guards, arming themselves and waiting to attack any unwanted guests. If the guards from 1 and 1a retreat, they gather here.

Most of the kobolds hide amongst the stalagmites and stalactites in the northeast section of the cavern. Any checks to spot the hidden kobolds are made at a -3 penalty due to the shadows cast by the fire. Four kobolds wait in the tunnel leading to Area 4. These four race down the tunnel as soon as the characters appear hoping to draw them into the complex a little further. Once the characters have moved down the tunnel, the kobolds hidden in the northeast corner of the room attack, first with arrows and javelins then charging into melee.

Movement through this room is difficult and unless the characters slow to half movement or less, they must make a dexterity check or risk slipping and falling. While engaged in combat, the characters must make a check each round or risk falling. Casting spells or using ranged weapons does not require this check.

Kobold x10 (These creatures vital stats are HD 1d4, AC 13, HP 3 each. Their primary attributes are physical. They carry leather armor, shield, 3 small javelins and short sword.)

Kobold war leader (This creature's vital stats are HD 1d8, AC 15, and HP 6. His primary attributes are physical. He carries leather armor with metal plates, a shield, 2 small javelins, short sword and wears a necklace with a gold medallion worth 130gp.)

Area 3

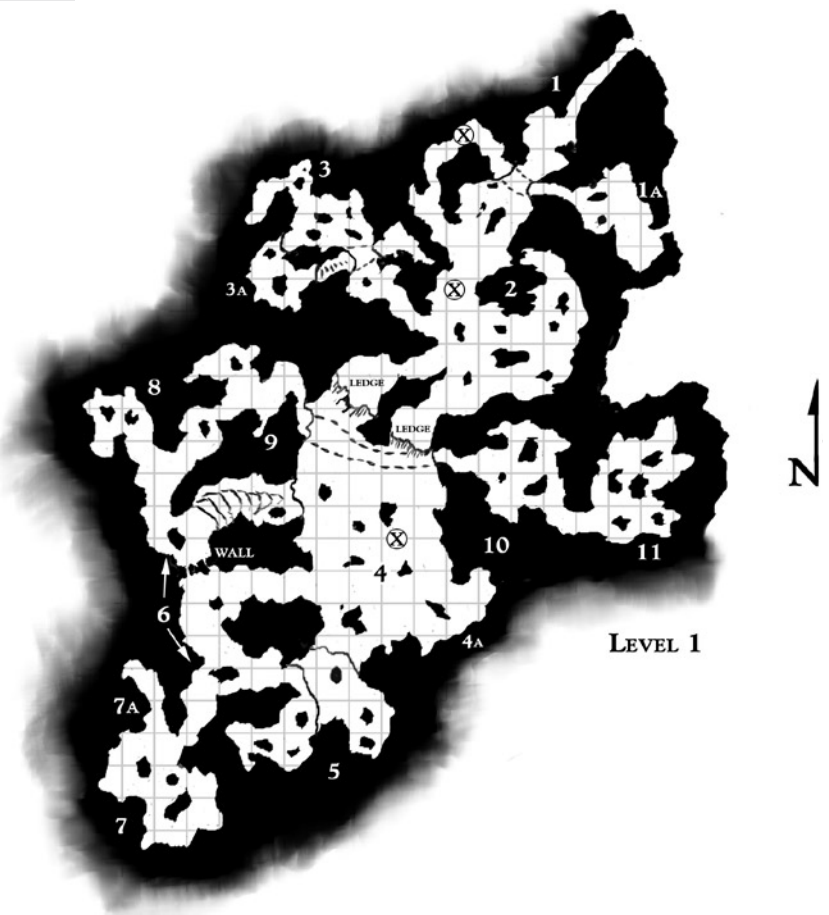
This area reeks of urine, feces and wet rotten rags. The corridor is piled with tiny bones and scraps of dead vermin.

This is the rat den. Two dozen large rats nest down in this corridor as well as the kobold rat keeper. The keeper sleeps on a pile of rags hay in the nook in the west end of the room. The rats generally gather in 3a. The kobold owns a magical pipe allowing him to control the rats (described below). Once the kobold hears the sounds of combat, the kobold gets its pipe and calls the rats in the corridor to action and attacks in 2-6 rounds. If his situation gets desperate, he releases the wererats in Area 3b.

Rats, large x12 (These creatures vital stats are HD 1d4, AC 13 and HP 2 each. Their primary attributes are physical. A bite can cause disease.)

Kobold rat keeper (This creature's vital stats are HD 1d6, AC 12, and HP 4. His primary attributes are physical. He carries leather armor, short sword and carries pipes of rat control.)

Pipes of Rat Control: This is a simple instrument with two flutes tied together and two holes in each flute. It is made of rat bone and tied together with rat tendon. It takes a month at least to learn to



play this instrument and then in the presence of rats to insure that one is learning the correct notes. Once mastered, this instrument allows the one playing it to telepathically control any rats within 50 feet of the pipe and who could normally hear it.

Area 3a: This is the area where the large rats usually gather.

Area 3b: This tunnel runs down and underneath that leading to Area 3. It is filthy and smells even more wretched than the rest of the caverns in this rat infested area. Chained along the north wall are two hideous creatures, caricatures of rat and man, a nasty hybrid of both. Both froth at the mouth, hissing foul and nasty words at all who get near.

These are wererats. Two humans were caught several years ago and subjected to a bite. These wererats obey only the rat keeper (who keeps them well fed). If released, they assume human form (male and female) and attempt to beguile any party member by seeking aid and rescue. Once the party is vulnerable, the wererats will assume their werewolf form and attack. Just prior to this though, they will summon a rat swarm.

Wererats x2 (*These creatures vital stats are HD 3d8, AC 17 and HP 16. Their primary attributes are physical. A bite can cause disease and possibly lycanthropy.*)

Area 4

This large cavern is dominated by two large fires in its center. Dozens of sleeping mats and piles of hay are scattered around the room. Several deer carcasses, with large chunks of meat pulled from them, are hanging from the ceiling.

There are, of course, many kobolds in the room as well. However, the Castle Keeper should describe their location and activities as much of their locations depend upon the characters actions. This chamber is used as the main hall for the kobolds with fire pits being focal points for activities. There is little of value in here. These kobold's tools are makeshift and made of stone and rock. The nook along the east wall is where the stone tipped arrows and javelins are made. There are 3 small bows here also.

By the time the characters reach this room, the kobolds should be aware of their presence. If not, the two and a half dozen kobolds in here should notice them quickly. All these kobolds arm and get ready for a fight. There are three war leaders in this room. They do not lead in attacks, rather command from the rear. If the chief (Area 7) and shaman (Area 8) are not here already, they will be shortly to help out.

The kobolds attempt to draw the characters off of the ledge and to the south end of the main chamber. To do this, the kobolds scatter, forming up into several groups and hiding behind the various piles of debris and in the nooks and crannies of the room. The chief, shaman and two of the sub-chiefs stay around the entry to Area 6.

If the kobolds are successful in drawing the characters into the center of the room, they are pelted with ranged

weapons and the shaman casts hold person or other helpful spells. The chief will have called out his rust monster pet at this point but does not send it into combat unless it appears that the combat is near over. He keeps it for a last stand in the rooms below. Should 20 or more kobolds die in here, the remainder retreat to Areas 15-17 for a last stand.

Kobold x30 (*These creatures vital stats are HD 1d4, AC 13, HP 3 each. Their primary attributes are physical. They carry leather armor, shield, 3 small javelins and short sword.*)

Kobold war leaders x3 (*These creature's vital stats are HD 1d8, AC 15, and HP 6 each. Their primary attributes are physical. They carry leather armor with metal plates, a shield, 2 small javelins, short sword and each wears jewelry worth 30-180 gp.*)

Area 5

These two chambers each have a small shrine in them. Upon rock piles are small, crudely carved stone statues of kobolds holding spears. Beneath the rock piles are remnants of food and small fires.

These are statues to the kobold deity Ahrshsl (kobolds only have a few vowels to use and don't waste them).

Area 6

This hallway ascends steeply to both the north and south. A large pile of rock, like a wall, crosses the far southern end of this hallway.

The kobolds have built small rock wall across the southern corridor. They hide behind this and fire at anyone moving this direction in hopes of delaying or deterring any further penetration. The corridor to the east descend steeply and leads to Areas 13-25.

Area 7

This thoroughly dirty chamber has piles of furs spread all around, scraps of meat and bone heaped here and anon and smells of old dog and a refuse heaps. In the middle of this is a chair of sorts as it is built of tree limbs and bones and no more than one foot off the ground. A pile of javelins sits in one corner and several small kegs rest in the other.



This is the chief's room. Two guards sleep here and stay with the chief at all times. His servants bring him all the food he needs and he rarely leaves this place anymore. When he leaves, he takes the rust monster with him as well as his guards.

Kobold bodyguard x2 (*These creature's vital stats are HD 1d8, AC 15, and HP 8 each. Their primary attributes are physical. They carry leather armor with metal plates, a shield, 2 small javelins, short sword and each wears jewelry worth 30-180 gp.*)

Kobold chief, Seeztak (*This creature's vital stats are HD 2d8, AC 17, and HP 14. His primary attributes are physical. He carries chain armor with metal plates, a shield, small bow, short sword and wears jewelry worth 250 gp. He also wears a parapet of partial protection. This gives the wearer a +4 to armor class against one swing a round – the wearer's choice.*)

Area 7a:

This cavern has a large piles of refuse in it and a large wooden trunk in its center. The trunk is unusual in that there does not appear to be any metal fixtures on it and the top is covered in small quills.

This is the treasure room. The rust monster is usually here though by the time the characters get here will likely have already been called into combat. All the treasure the chief has collected is in the chest.

The chest is odd in that there are no metal fixtures on it and the top is covered in small sharp quills. A druid or ranger immediately recognizes them as porcupine quills. The lid is trapped though so rudimentarily that bypassing it should not present a problem (the easiest being to smash the trunk). Once the lid is lifted, a string attached to a spring board releases the quills which fly about the room. The trap can be disabled by hooking the string prior to fully opening the lid and holding it taught or cutting it. Most fall harmlessly to the floor but several have a chance of hitting a character in the face or hands. A successful dexterity check avoids all quills. A failed check indicates a character was struck by 1-2 quills which cause no discernable damage but are poisoned. A constitution check (challenge level 3) is required to avoid the effects of the poison. The poison causes paralysis in 3-18 turns and lasts for 1-6 hours.

The chest contains 200cp, 120sp, 55gp, 6 gems worth 25gp each and jewelry worth 300gp. In this jewelry is a necklace with a long glass pendant on it. The pendant is actually a vial with a single draught of liquid in it that cures serious wounds.

Rust Monster (*This creature's vital stats are HD 5d8, AC 18 and HP 24. Its primary attributes are physical. It can cause any metal item to rust with a successful hit.*)

Area 8

This chamber has a small cot and a shelf made of sticks and limbs in it. The shelf has many small candles, clay statuettes, pebbles, rocks and bones.

This is the kobold shaman's room. Most of the items on the shelf are small religious items of no particular value. The only exception being a gold pendant with a symbol of the underworld upon it. This is a pendant of zombie repelling causing all zombies (who can see it) to back away from the wearer for 1-12 rounds unless a saving throw is made. Then they back away for 1-6 rounds. The shaman is probably not in here but joined any fight occurring elsewhere..

Kobold Shaman (*This creature's vital stats are HD 1d8, AC 12 and HP 6. Its prime attributes are mental. It carries leather armor and a stone club. It can cast the following spells once per day; 0 – create water, endure elements, first aid, detect poison; 1 – protection from good, sanctuary, bless; 2 – aid, hold person; 3 – glyph of warding.*)

Area 9

This cavern is foul and littered with the detritus of rats nests. Several large rats sit on rock twittering madly at all who enter.

The six large rats will attack.

Rats, large x6 (*These creatures vital stats are HD 1d4, AC 13 and HP 3 each. Their primary attributes are physical. A bite can cause disease.*)

Area 10

This cavern reeks of decayed and rotting flesh. Within lie four flayed bodies of kobolds.

This kobolds here have been turned into zombies by the shaman. They guard the pups in Area 11 and come to life whenever anyone crosses the threshold and into this room.

Zombie kobolds x4 (*These creature's vital stats are HD 1d8, AC 12 and HP 8, 7, 6 and 4. Their prime attributes are physical.*)

Area 11

This chamber has a few piles of fir and bone, a pile of small leather pouches, a hammer, chisel, knife and small lock box and a pile of tusks in the corner.

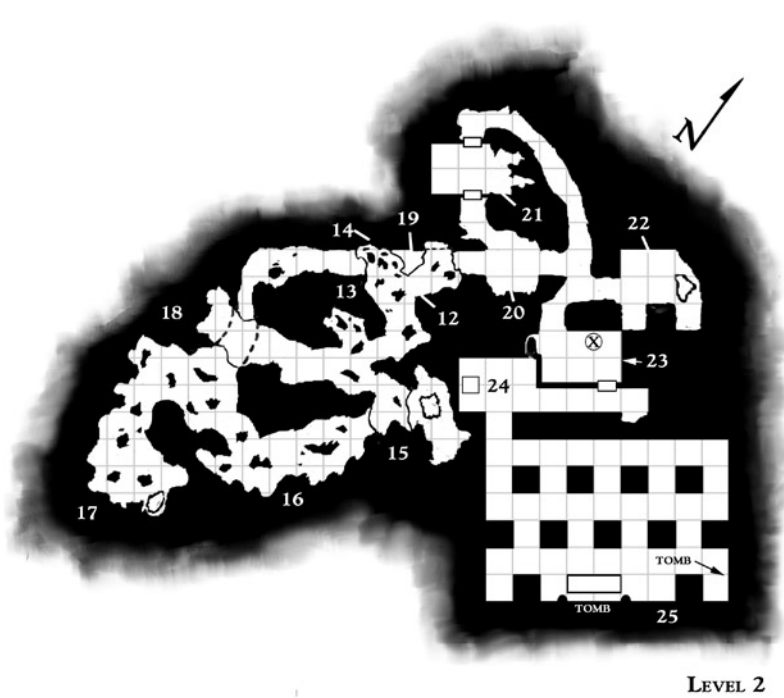
This is the shaman's treasure room. There is 45sp in the lock box. The tusks are about 2 feet long, thick and curved. They are worth about 50gp each.

LEVEL TWO

Area 12

This small chamber is piled with the carcasses of small rats, tiny bones and other refuse. The walls of the chamber have dozens of small holes bored into them. In a few of the holes yellow eyes peer out.

The holes are about 1 foot wide and 2 feet deep. There are about 40 of them. These nooks are where the kobold pups curl up and sleep. This cavern is used to house 22 kobold pups. All these kobolds are defenseless and scatter if attacked. Should the kobolds from above retreated this far, they will gather as many pups as they can and take them deeper into the cave for protection. In any case, there will still be a few in this room.



LEVEL 2

across the oil must make a dexterity check (challenge level 3) or slip and fall, sliding 1-10 feet down the corridor. They are considered prone for all combat purposes.

Area 17

This narrow and long chamber is lined with piles of furs and blankets and several raccoon carcasses hanging from the ceiling. A pool of water is located towards its end.

The females get the best and most fresh food as well as the nicest furs. However, even considering this, the items are barely palatable and have no value. The females look much like males except they are fat with large engorged teats. The female kobolds do fight.

Kobold females x8 (These creature's vital stats are HD 1d4, AC 10 and HP 2 each. Their primary attributes are physical. They carry daggers and each wears 1d10gp worth of jewelry.)

Area 18

This corridor ends in a pile of rocks, bones, skulls and the detritus from above. It is heaped and piled covering the corridor from floor to ceiling.

To go further, the characters must dig through this pile of material. It will take several hours and is loosely packed so should present no problem.

Area 19

This broad and long hallway descends down into the earth at a slight angle. The walls are plastered and painted blue with frescoes of black hounds leaping after unicorns. The floor is tiled in alternating red and black marble squares. Several kobold skeletons lie on the floor.

The hallway descends into the charnal house of the crypt. It is guarded by shadow mastiffs. These creatures were summoned many ages ago to prevent anyone from going further into the crypt. The shadow mastiffs are actually blended into the wall and only after the characters pass midway down the hallway do they begin to emerge from the wall to attack. However with a successful intelligence check, an observant character may note that several of the eyes of the hounds are looking at and following the characters as they walk down the hall.

Shadow Mastiffs x3 (These creatures vital stats are HD 4d8, AC 14, and HP 17, 16, 15. Their primary attributes are physical. Their special abilities are bay, trip and blend.)

Area 20

This room's walls are plastered and painted blue. There are depictions of armies at war painted on the walls. In the center of the room is a 8 foot tall statue of a minotaur with a spear stabbing into the heart of a human knight.

The spear in the statue's hand is the one which belonged to the general buried here. It can be removed by breaking off the hand of the statue and chiseling the fingers away from the haft. It is a +2 wolf spear.

Kobold pups x22 (These creature's vital stats are HD 1d1, AC 10, and HP1 each. They do not attack.)

Area 13

Two large manacles hang from the wall in here. Refuse is piled along both sides of the area.

These two wererats will be released by the kobolds as they retreat down the corridor. They move up and attack any interlopers.

Wererats x2 (These creatures vital stats are HD 3d8, AC 17 and HP 16. Their primary attributes are physical. A bite can cause disease and possibly lycanthropy.)

Area 14

This cavern is heaped with piles of hay and grass. In some of the piles are large oval green eggs.

During their retreat, the kobolds gather as many of these eggs as possible. These eggs are worth perhaps 100gp each to an apothecary if delivered whole.

Area 15

This chamber has a pool in it, a pile of buckets and small cups.

The kobolds get their water from this pool. A few kobolds attempt to hide in here and attack the characters from the rear should they make it further.

Area 16

This corridor slopes down at a steep angle.

If the kobold chief has managed to make it this far, he grabs two small barrels of oil hidden in the corridor and busts them open dumping them in the hallway. The oil is not flammable but can cause any creature moving over it to slip. Any character moving

Area 21

Two rotting doors open onto a room with bare walls. A is pushed up against the southwest wall and some votive candles and small statuettes are placed in nooks along the northeast wall.

There are seven statuettes of Unklar in the nooks along the wall. To a collector each is worth 100-400gp.

Area 22

Within this room is and plain and solid stone table with one large carving on its center and many shelves and nooks carved into the walls which, in turn, filled with jars and vessels of various sizes.

This chamber was used to prepare the body of the entombed. The carving on the stone table is that of Unklar. The vessels and containers in the shelves contain the internal organs of the general entombed herein.

Area 23

The walls of this small room have been plastered and painted a pale blue. The floor has black and white tiles. A large statue of alabaster marble is placed against the northwest wall. It depicts a corpulent horned beast sitting cross-legged and staring straight up. In one hand is a golden bowl and the other a golden sickle. At the foot of the statue is a brass plate with an inscription etched upon it.

The statue is that of Klot, the deity of wounding and pain. A secret door is located in the statue. The inscription on the brass plate is in an ancient and foul tongue. It says "I am the defiler, the scourge and pestilence. Two lives need I. From one who would sooth the lie and from one who for evil does cry." The inscription refers to blood from any lawful or good character. If any lawful or good character places two drops of blood in the bowl held by the statue, the secret door swings open. Otherwise, the door will not open and the walls must be dug through in order to go further. The door is difficult to locate (challenge level 4). Digging through the walls or statue to reach the corridor or rooms beyond take 1-6 hours with the appropriate tools. Once the bowl and sickle have been removed from the statue, the secret door will never again open. The bowl and sickle are worth 2000gp each.

Area 24

The walls in this room are painted blue and the floor has blue and white tiles on it. There are no paintings on the wall. At the southwest end of the room is a large stone sarcophagi. Atop it is a carving of armored figure with fanged teeth and clawed hands. An emblem of a minotaur is upon it.

This is a false tomb and the room contains a guardian spirit. When the sarcophagi is opened, a shadow emerges momentarily before slipping back in. This is a shadow that guards this place. It has just come out and then slides beneath the sarcophagi and comes up though the floor to attack a member of the party. The shadow can not move more than 100 feet from the sarcophagi. The sarcophagi is empty.

The secret door is no door at all. The doorway here has actually been bricked up and plastered over so it looks like the rest of the room. The only way through to the other side is to knowck down

the wall. If a check for secret doors is successful, the character only hears a hollow rapping. A dwarf will likely be able to determine that the wall here is different than the other sections.

Shadow (This creature's vital stats are HD 3d12, AC 13, and HP 27. Its primary attributes are mental. Its special abilities are strength drain, create spawn and blend. It can also move through solid objects.)

Area 25

This massive chamber stretches far in every direction. Large stone columns, 5 feet in diameter, are spaced evenly across the room. The floor has black, blue, red and white tiles interspaced across it. The walls are plastered and painted blue with de of warring armies depicted on them. The columns are painted red and have stylized geometric patterns painted upon them. The room is crowded with plush furnishing; couches, chairs, tables, nightstands and other items of similar nature. There are shelves with books upon them and the dozens of personal items.

Many of the items in this room are valuable, but not greatly so. Most items have a value of 1-10gp with a few having values of up to 50gp. Many of these items are very bulky (chairs, tables etc) but some are small. Careful searching reveals 13 items (combs, pendants etc.) worth 1-10gp each.

After being in the room for a few moments, the characters hear the sound of frogs croaking. Large deep croaks as if from large frogs. And after a few more moments the 'bullfrogs ' become visible. Several can be seen jumping about the room and croaking. These are not really bullfrogs, rather they are quasits disguising themselves as bullfrogs. There are 12 of them and they have been tasked with protecting the spirit of the long dead general whose spirit now resides here.



The long dead general is actually a wraith that haunts this room. It can not leave the room. Once the characters enter the room, the wraith awakens and begins moaning. When it moves, it does so through the columns in order to do so safely. The wraith watches the characters for a while, groaning and making a little noise all the while. Once the characters get within a few feet of the sarcophagi, it begins its attack as do the quasits.

The quasits stay out of melee until they have cast all their spells at which point they change to their natural form and attack as a group usually trying to swarm one character – preferably a spell caster. The wraith moves between the columns trying to avoid being hit while sneaking up behind a character to strike.

Inside the tomb area lies the corpse of an ancient human. It has decayed little with time and looks like an exceedingly old man with a narrow head and fanged mouth. It is wearing +2 scalemail

armor, a black surcoat with a stylized minotaur sewn into it (30gp value), holds a golden scepter (250gp value), has a jeweled crown on its head (7500gp value), a jade signet ring (250gp) on its hand and a small trunk at its feet. The trunk contains 500gp in coin, 5 moonstones worth 25gp, 4 fire opals worth 500gp, a set of ivory troll knuckles worth 3000gp and a scroll with 5 five spells on it: command, bless, magic circle, restoration and discern lies.)

Wraith (This creature's vital stats are HD 5d12, AC 15 and HP 50. Its primary attributes are mental. Its special abilities are energy drain, create spawn and it can only be struck by magical weapons.)

Quasits x12 (These creature's vital stats are HD 1d8, AC 14 and HP 4 each. Their primary attributes are physical. They can polymorph three times per day and cast the following spells at once per day as a third level caster: protection from good, darkness and pyrotechnics.)

MALFORTEN TO BOTKINBURG

The A Series

Map #1

