

THE CRAWLER'S CASTLE

HOT START

The party collides with Ishmael in the woods, learning about the creatures in the Nightcrawler's castle.

SCENES

Confronting Custodian Hastwick. The party confronts the Custodian. He is noncommittal, but if his life is threatened he tells the truth. He offers to lead the party to the treasure if he gets a cut.

Searching the Temple: The party searches the bleeding temple. There is no treasure, but there is a vial of either Sanctified Healing or The Blood of Boiling Rage.

Into the Castle: The party searches the nightcrawler's ruined castle. The signs of dragging. Unless they sneak they are attacked by the creatures.

The Nightcrawler: If the party attacks the Nightcrawler's cocoon it splits open prematurely, dropping out the Nightcrawler Larvae.

SECRETS AND CLUES

An ancient wizard-king once ruled the forest of night. The wizard called the nightcrawler had abominations of flesh made to serve him.

Hend the Hero killed the Nightcrawler. The nightcrawler had a bit of his essence preserved in a grub, which has been fed for the past 400 years.

The temple and village of Hend's Rest honor hend the hero. Hend's Squire's heirs are the hereditary custodians of the temple.

Animals shun the Castle. It radiates negative energy, so the creatures in it have been unable to catch much prey for the nightcrawler.

Custodian Hastwick has a protective amulet. Hastwick has an amulet that prevents the castle creatures from harming him.

Vanly the Hunter was killed searching the castle. He was killed 3 months ago and his corpse is feeding the larvae.

The Castle creatures are falling apart.

Centuries of poor maintenance has left them frail and easily confused.

There are only 2 castle creatures left. The rest were cannibalized for parts by the others.

Shallot's people are grateful. The Shallot clan can be persuaded to send 1d4+1 commoners with the party to the castle, though they make morale and instinct checks each round in combat.

Shallot's people want their silver back. If they learn the party recovered the hoard they demand it returned to the villagers.

LOCATIONS

The Nightcrawler's Castle. A tumbled pile of black stone, dominated by a central round tower. No animals but birds are in it.

The Tower. Inside this round tower is a large cocoon suspended from the ceiling. Tendrils reach down from it into corpses. The most recent is a rabbit, then a withered human, everything else is bones.

NPCs

Custodian Hastwick. An educated and calm man. He hates his hereditary job and plans to flee and live off the stolen tithes.

Shed. An acolyte of the temple. He is servile, but true in his faith. He knows of Hastwick's plan but isn't opposed, as he wants the position for himself.

Farmer Shallot. A raging asshole who is withholding tribute for good reason. His attitude towards the party is positive after they healed his daughter.

REWARDS

Hastick's Hoard. 900 sp of treasure in coins and other valuables. 14 Encumbrance.

AUXILIARY STUFF

MONSTERS

Name	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Castle Creatures	2	14	+4 x2	1d4	1/13	30'	11	4	+1	14+
<i>Coiled Sinew:</i> The creature can leap its entire movement rate.										
Commoners	1	10	+0	1d6	1/13	30'	7	5	+1	15+
Gentry	1	10	+1	1d4	1/15	30'	7	5	+2	15+
Guard Dog	1	14	+1	1s4	1/13	40'	7	6	+1	15+
Nightcrawler Larva	4	13	+4	1d8	1/15	30'	12	5	+2	14+
<i>Acidic Bile.</i> As a main action, the larva can spray acid in a 15' cone. Creature in the cone must make an evasion save or take 1d4 damage. Those damaged must succeed on a physical or mental saving throw or lose their move action.										

MONSTER DESCRIPTIONS

Use this section to describe monster behavior

Castle Creatures: These wicker creatures are man-shaped with scythes for hands. They attack all they find in the castle but will not leave its bounds. There are party/2 total.

Commoners: The peasants of Hend's Rest. If armed, they use farming implements and torches. Their morale is +2 higher if they are in a mob.

Gentry: This statline is useful for Hastwick but can be used for any educated professional.

Dog: The guard dogs used by the townsfolk of Hend's rest and can be used for wolves in a pinch.

Nightcrawler Larva. This larva contains the essences of the nightcrawler. If released prematurely from it's cocoon it will attack the party. If it kills anything it stops to eat , gaining 3 hp/round eating.