

DRAGONQUEST

Dragon-Newt Number 4

Citadel of Convenience
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Thanks to play-testers
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Summary

A mini-adventure adventurer ranked characters. Characters with the more 'dungeon' based abilities adepts will be of most benefit. It is essential the party have a few magic weapons.

By means of Dragon - Newts 1,2 and 3 the party should know of a scheme whereby a coven of witches captures suarime and they are transported away by a demonic powered ship. In this adventure the party find a transfer point in an old dwarven complex. It is guarded by powerful magic and cunning tricks. A powerful devil awaits any intruders who get too far. **Notes on Play**

Combat option 18.5 is used, with regard to increased damage with rank.

Introduction

The party has knowledge of the location and may even be able to find an actual map of the citadel in some library or records office.

1. The Ruin Above....

Little remains of the Arguin-lan, this once proud citadel by the sea. Its outer walls have crumbled, and time has brought about the ruination that an enemy could not. (library, legends etc. skill at -15%. It is said that King Bregor himself stopped here before his last great Journey over the ocean the great demon-lords themselves so many centuries ago). All that remains of the upper structure are a few bits of building toward the N end, a few iron onager balls, a number of damaged statues. The main gate is long gone and only its crumbling supports remain at the front end. (Roll Perception x 4, see a few broken arrowheads. Look like those used by a band of marauding orcs some months back. As the orcs were never tracked down it was assumed they had moved on).

Inside the vast courtyard it is obvious that most of the masonry has been removed rather than worn. A single building stands to the NW, a great iron door lies ajar. (Has 2 different Rank 5 locks). Enters a small keep. A concealed door leads down. In the room are 3 wolf skeletons acting as guards.

Grey Wolf Skeletons (3)			
PS:12	MD:18	AG:18(16)	MA:0
EN:20	FT:35	WP:20	PC:20
PB:3	TMR:6	NA:2(5)	Def:16%
Bite IV: 38 / 78% / damage +3.			
Wear leather barding for extra 3 AP, Immune to A type weapons.			

A gargoyle lurks amongst the statues currently an employee, but getting bored, of the slavers. When the adventurers have passed into the keep is closes the

door and locks it with the keys it has. It is armed with an abandoned glaive from long ago.

Greywatch the Gargoyle			
PS:18	MD:18	AG:15	MA:11
EN:10	FT:19	WP:11	PC:14
PB:3	TMR:8/4	NA:8	Def:15%
Glaive Rank 3 IV: 32 / 85% / damage +5. Or 2 of at IV 29, then 24 Bite IV: 29 / 63% / damage +2 Horn IV: 29 / 53% / damage +1 Claw IV: 29 / 68% / damage -3			

Under its rubble perch it has a collection of helmets it has gathered and a purse holding 3 small green jaspers (275sp each).

.....The Halls Beneath

Once part of the dwarfs culture, it is a place of traps and tricks to dispel intruders. Some of the dwarfs secrets remain...The area has been secured and used by the demonists, with a shaper, enchanter and necromantic allies. Various wards are about the place and many of these activate golems or more basic spell attacks.

2. Stairs end at a large junction, dust and small bits of rubble lie here and there.

3. Door immediately West and East, light shines from under it. Corridor ahead disappears in to darkness, has a doorway to the E after 30'.

-(track x 2: numerous footprints, all man-sized, various aged but none too recent).

-(PC x 4, area **T1** small darts scattered about the floor as though a trap has been set off in the past. Concealed aperture

reveals small holes in both W and E wall).

-PC x 2, see small spots of blood on the floor, orc blood.

-Far end of hall, 70'-80' away behind some columns / defensive wall, dwarf built, are 8 orc skeleton guardians. Attack when the party enters 20' down the corridor.

Orc skeleton guardians.			
PS:16	MD:18/15	AG:16/14	MA:0
EN:12	FT:10	WP:20	PC:14
PB:0	TMR:4	NA:0(5)	Def:30%
Scimitars Rank 6 38/89%/+4, 2 each Javelins Rank 4 36/76%/+3, 3 each. Uses a Large Shields at Rank 4, Wear Scalemail Armour. Immune to A type weapons			

None of these has any possessions except these.

4. West door. Lock rank 4, no trap. Strength to kick in at PS x 2. Light comes from the South as the corridor goes in 20' before turning. Room holds 10 statues of dwarven warriors, many draped in bits of sheet, drape, clothing, string, cord, ropes etc. Room is 25' long and has a door to the S end.

-Room holds enough material for up to 16, but currently only 6 complete, rag and string golems. A ward **T2** lies in then entry to the room and then every 5' after that. Each casts spell of animating golems at a 67% chance. Any movement activates the next ward so they indeed activate themselves. 'Silk' is the pass word needed to cross safely.

Rag and String Golems (Shaper Rank 4)			
PS:7	MD:18	AG:19	MA:18
EN:3	FT:3	WP:16	PC:15

PB:15	TMR:8	NA:none	Def:19%
Dagger Rank 5 IV:39/74% / damage +1			
Magic: Ensorcelments & Enchantments			
T-1	Witch-Sight	4/31%	
S-2	Bolt of Energy	5/68%	
S-11	Spell of Slowness	6/41%	

5. Door is locked at Rank 1, and PS x 4 will open it. (it is trapped at Rank4, crossbow trap at far end, with a delay until door is opened. If it hit BC:76% (-Ag), D+4. Faded tapestries lie along each wall. They depict various dwarven victories. Many have been violated but one is untouched by both time and tampering. It shows king Bregor issuing forth from a keep, an army of dwarves with him. The King looks resplendent in armour, helm and battle-axe. A purple key hangs by his belt. (this activates a teleporter from here to Craggenhold, a keep in the far North close to the tomb of the king. The party may have gained this key in Dragon - Newt 1, the Scale of Things. A magical force-shield at rank 15 protects this area.

6. Must once have been a great feasting hall and even know you feel almost the camaraderie of the dwarves that must have gathered here, bonded by the warm fire, the flowing ale and the fine tales. A large fireplace is situated to the east.

7. Store and sometime food preparation area.

8. Has finely carved weapon racks on the walls, this must have been an armoury. (Ward on floor at T3, triggers the fine layer of clay on the floor to form the golem 63% chance). Ward is 'benton'.

Clay Golem (Shaper Rank 4)

PS:23	MD:6	AG:4	MA:0
EN:24	FT:33	WP:19	PC:10
PB:8	TMR:2	NA:none	Def:4%
Fist Rank 0 IV:14 /53% / damage +7			

9. Hall bearing some wooden target statuettes. Both gargoyles in here are invisible at the east end of the room. (PC x 1 see two bottles on the floor wet liquid still around their mouths). Alcoves to the East, West and South

Gargoyle (2)			
PS:18	MD:18	AG:15	MA:11
EN:10	FT:19	WP:11	PC:14
PB:3	TMR:8/4	NA:8	Def:15%
Or 2 of at IV 29, then 24			
Bite IV: 29 / 63% / damage +2			
Horn IV: 29 / 53% / damage +1			
Claw IV: 29 / 68% / damage -3			

10. Meditation chambers for those warriors about to, or post some duel or practise battle.

11 & 12. Decorative, in carvings on the walls, defensive alcoves. A huge warrior in stone bearing a massive sword sits waiting intruders

Stone Golems (Shaper Rank 3)			
PS:23	MD:13	AG:9	MA:0
EN:23	FT:33	WP:10	PC:8
PB:7	TMR:2	NA:6	Def:9%
Fist Rank 0 IV:17 / 66% / damage +3			
Claymore Rank 0 IV:17 / 63% / damage +4			

13. Well, climb down to undercove.

14. The Undercove.

Nggrr, devil lord of Arguin			
PS:28	MD:19	AG:23	MA:33
EN:29	FT:38	WP:26	PC:25
PB:2	TMR:9	NA:5	Def: 23%
Bite Rank 8 56/81%/D+3			
Horns Rank 8 56/76%/D+3			
Tail Rank 8 56/81%/+0 plus 3 to 5 poison			
Magic: College of Fire Magic			
All spells to rank 10			
T-1	Infravision	65%	
G-1	Pyrogenesis	77%	
G-7	Fireproofing	80%	
S-1	Wall of Fire	67%	
S-2	Bolt of Fire	82%	
S-3	Ball of Fire	72%	
S-10	Dragon Flames	67%	
S-11	Summon Efreeti	67%	

Angelica(2), Black Hoarhound(4),
Bryony (50), Catnip (3),

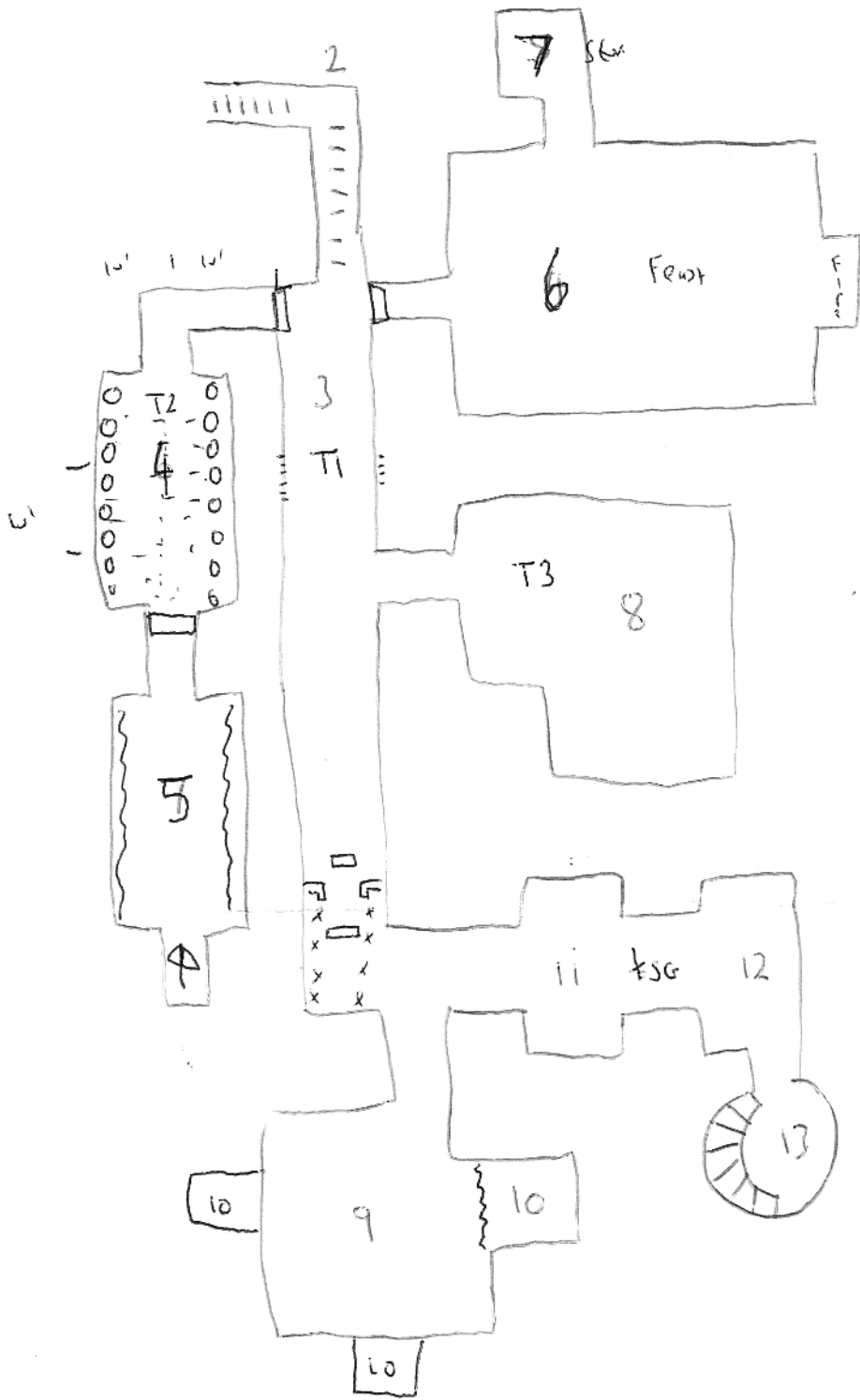
Half buried in sand, in a pentagram is a
short sword. It is Durendel

Magic dagger, that does 2 points of extra
damage

2 potions that heal 8 hits, 98% chance

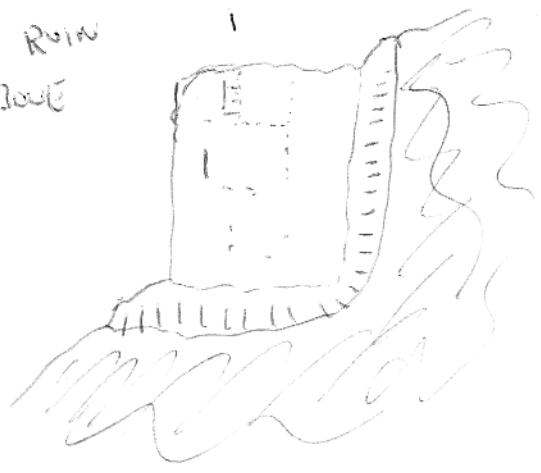
Staff of fireballs, Rank 8, 75% chance, 6
charges.

2 carnelians(200sp), coral 2 pieces
(125sp)



THE HALLS

THE RUIN ABOVE



14

HIDDEN COVE BELOW

