

INFESTATION

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Overview

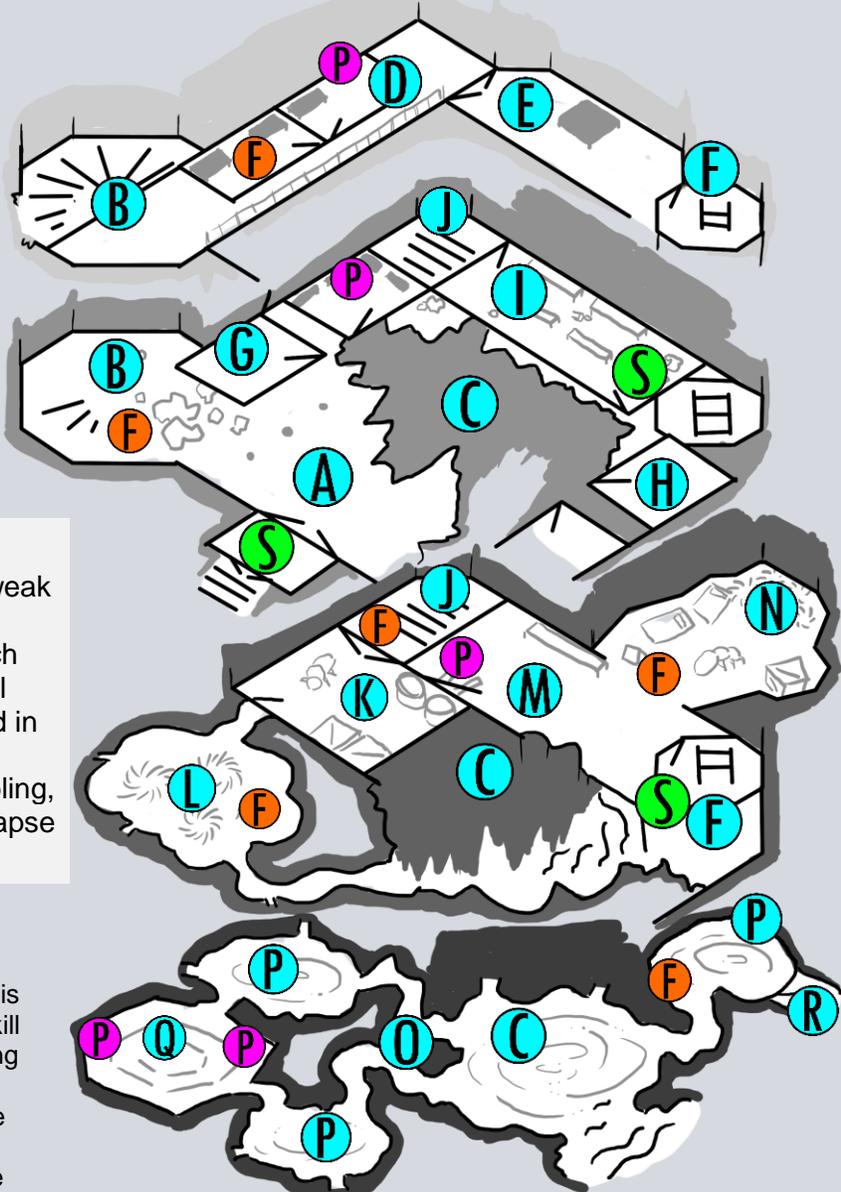
A long-abandoned hunting castle known to den a group of Kobolds now festers with unknown creatures. Locals are concerned by the Feral Rats that come from the dilapidated lodge, but as players investigate they find themselves in the trap of the Tunneling Black Maw.

Recurring Mechanics

- F** **Ferality Traps** - Small gas-filled sacks which cause weak willed creatures to attack until exhaustion
 - S** **Spike Traps** - Tripwire and pressure plates that launch spines or needles; intended for vermin but still harmful
 - P** **Paralysis Traps** - Actually Black Maw larvae encased in a toxin which numbs and immobilizes on contact
- Collapsing Terrain** - Almost all flooring is rotted or crumbling, all heavy actions have a chance of causing players to collapse into the level below, battering and possibly burying them.

Detail of Map Sections

A) Entrance Hall there is only rubble in this once grand feasting hall **B) Weathered Tower** inaccessible from the main floor, there is a broken window with kobold claw marks climbable with some skill from outside, feral rats wait in the rubble **C) Sinking Pit** this gaping chasm contains deadly falls, slips, and a Female Black Maw far below **D) Bunk Rooms & Balcony** the rickety railing overlooks the sundered hall, rooms are bare but for decrepit cots. **E) Lord's Bedroom** a feral kobold waits mindlessly, there is some evidence of past finery and a hidden box of gold. **F) Chimney Ladder** the kobolds use this to go directly from their den in the lower level to the upper, no access to the main floor **G) Looted Armory** only blood remains **H) Rotted Library** a feral rat makes its home among ancient lore **I) Kitchen** a feral kobold sits at the table awaiting meal time **J) Cellar Door & Stair** the servant's crumbling walkway **K) Spoiled Larder** vinegar and dead maggots line the corners, in the middle is a molted exoskeleton, and there is a hidden and barred door to the Abattoir **L) Rat's Nest** many rats, feral, young, and giant, are ready to ambush. Some gear remains from the last group of adventures to investigate here



M) Abattoir rusted butchers tools lie uselessly. There is a **Band of Kobolds**, they are not immediately hostile and only want to deal with the Black Maw that drove them from their home **N) Kobold Den** No corpses but some recent blood and a larger molt of the exoskeleton **O) Tunnels** larger twisting passages the Male Black Maw will hunt through **P) Minor Pits** potential sand traps for the Female Black Maw **Q) Brood** filled with half-eaten vermin and larvae Black Maw who will be fiercely defended by the Male Black Maw **R) To the Underhive** following this leads to a vast cavern with an unending hive of Black Maw

Tunneling Black Maw

Tunnels - True to its name the Male Black Maw digs paths to hunt and travel by. They are smooth walled, only as wide as necessary and are prone to collapse.

Trapping & Tracking - Male Black Maws place traps that exhaust prey in areas of high traffic and hunt by ambush or tracking blood until the prey is no longer a direct threat.

Male & Female - Female Black Maws have smaller claws and larger jaws. They stay in softer sand pits digging deeper into the earth and producing eggs while the male lures & drags prey into the pits.

Brood & Life Cycle - Once the female Black Maw lays a clutch of eggs the male stashes them in a safe location where prey will be plentiful, they molt & grow after feeding.

