

## **DQMAJ 1: The Home Fires.**

An Introductory mini-scenario for the Dragonquest Majesty Campaign

**Power Level:** Starting Mercenary.

**Setting:** In the town where the party belong and are at least partially tithed too.

**Location:** At least two days walk from the nearest civilisation, so away from homesteads, farms etc. likely within 4 days or so of a big conurbation.

**Grid Areas** 'CB' or 'BC' dependent on which large city the party apprenticed in.

## 1.1 Synopsis

The party literally blunder into a ratmen hunting party that has itself got lost and disorientated. One of them has a map on him leading to the cellar of an abandoned inn. In the cellar is a set of keys and another map the ratmen are supposed to retrieve. The party may then follow some leads to an old burial mound and explore a specific tomb. A stone tablet retrieved with supposedly details of the lost Syrian Crown, mention of it being in the 'keeping of Clandhargan'. Return to town to get info, intercepted by more ratmen after what they have lost. Party are assisted by some guild members.. They will Say the tomb of the dwarf Clandhargan is long since plundered. Lies about 5 days away. They will take the stone of your hands, as it may have some political value sometime down the road? Haggle for a price. Party can go on to explore the tomb as it has been partially re-occupied.

## 1.2 Introduction

Ah Autumn. When the leaves turn to lovely golden hues and the last of the warm sunshine departs on cold winds from the North. The snows will come soon to the great Northern Mountains and the higher lands nearby. Rarely in your lifetimes has snow fallen on the low lying fertile plains to the South.

Your early training from spring to summer is complete and along with dozens of other young novices and initiates from rival, and allied, temples and guilds you are out to prove a name for yourself.

So it is after another evening of a few beers and jauntiness around the local inn district you are winding your way home round the narrow streets when turning a corner, in the half light of a not to distant street light, you see three huddled figure peering over a piece a paper. They sniffing snouts turn and you see three viscous looking ratmen peering at you, just about as startled as you are!! I hope your remember the last months training!!

## 1.3 Thieves in the Night

### *Ratmen Raiders (3).*

RATMEN RAIDERS										PS	MD	AG	MA	WP	EN		
										14	14	12	8	13	10		
CHARACTER NAME:										PC	TMR	PB	DEF	FT			
RACE: Human										8	4	5	12	18			
SEX: M										ASPECT:		STATUS:		BIRTH:		HAND:	
RANK	WEAPON	WGT	BASE %	IV	SC	DM	CL	RG	USE	ARMOR	STH	WGT	PRO	AG-			
2	Short Sword	2.00	45	###	22	67	+3	A	P	M	Cloth	5	6	2			
				###													
				###						SHIELD							
				###										0			
				###										0			
COLLEGE:										MAGIC RESISTANCE:		Initiative Base		20			
										STUNNED ON				3			
Find a opening		26															
Pick a pocket		54															
Recall memory		70															
Scale a wall		76															

Each has 3D sp on it and carries a couple of shortswords of poor quality (-2% to hit). Wear ill-fitting clothing and hoods. The leader carries the map. Also on his person is 75sp value carnelian (red-white), 11 cf, 15ft of rope, a box of tinder and flint, a chicken thigh, and a pouch containing 3 betony (minty).

If questioned they are very resilient. Supposed to find a dropped of stash (sort of true) and take it to another client some miles out of town down the south road (pack of lies).

#### **1.4 The Innyard**

If the party can gain understanding of the map (3x diff) they realise they are only a few 100ft away from the target area, which looks like the cellar of an inn burnt down several years ago. The building has never been re-built and it look like goats may be stored there, but the stalls / pens are empty at the moment.

Some tracks lead all around, recent humanoid size leads to the back cellar entrance.

#### **1.5 The Beer Cellar**

Large entry to a beer cellar of an old inn. Obviously where they would have rolled beer hogsheads down. It is tied down in a black rope quiet tightly (MD x 4 to untie without getting annoyed cutting the rope). Door opens into very large looking cellar.

It is around 80ft by 60ft. Doesn't feel at all to damp. Whatever the ratmen were looking for is supposed to be in the northern wall somewhere, this area being clear of racks and stored broken barrels (FSO+15%) see a few loose bricks, recently disturbed as there are no cobwebs etc around. Removing the bricks you find

- A set of six keys, of fairly small nature, for doors likely not padlocks or gates, very similar keys but slight diff. Mechanician may assume it because the maker didn't quite have exact spec of lock? *No clue as to where these are for?*
- A small bag, contains a wax sealed bag...(contains 2 ounces of powdered iron with black flecks in. (MA x 4, +10% if there is a relevant adept in the party) in this form it could be poured over a ward to dissipate it without setting it off, but only if ultra-dry...I think by opening it we have lessened it somewhat, it probably has 24 hours of potency left in it now.
- A scroll case (a map ....looks like a collection of squares on a big near circle). Map in fact has an aura on it. Sprinkling some of the powder on it reveals specific stone and letters in dwarven, 3L. *third door on left into tomb*
- Actually of a small and old burial mound some 8 hours out of town to the East. (ranger, navigator, troubadour??) That road used to be quite busy but has overgrown as trade uses it little nowadays. Small burial cairn in a small stone circle. Thought those had all been plundered years ago? All sorts mixed races buried there.

## 2 JOURNEY EAST

### 2.1 The Restless Dead.

After a few hours you realise this road has not been used in some long while. (PC x 4), hear rusted metal grating as though something is swinging in the breeze. A few 100ft along and you see a metallic basket hanging from a sturdy road. In the metal cage, actually, is the long decayed body of a human. Bones starting to rot away and flesh is long since gone. Lock on cage looking equally rusted (can easily break open on a PS x 3).

If disturbed it drops to the floor and rises as a skeleton of a long dead cutthroat, a gleaming curved and clean blade appearing from nowhere...

**Skeletons** may never be Stunned.

**Talents, Skills, and Magic:** Skeletons have no special talents, skills, or magic.

However, their special magical nature makes them immune to damage from weapons rated for A type damage (arrows, thrusting swords, stabbing weapons). They may use weapons, including Ranked weapons, shields and armour. This one has rank 4 with a dagger. He is in fact vulnerable to the END drain it does as well!!

**Movement Rates:** Running: 150

**PS:** 14      **MD:** 16      **AG:** 13      **MA:** None

**EN:** 11      **FT:** 8      **WP:** 22      **PC:** 16      **MR:**42%

**PB:** 1-2      **TMR:** 3      **NA:** None      **IV:** 33

**Weapons:** SC 78%, D+1.      **FEAR ATTACK.** 4xWP!! Or fear table +0. **Def:**13%

The dagger is in fact +6% blade, minor magic in that it will not tarnish by time or bloodstain. It is in fact curse from use by its former owner. Anybody striking a living creature with it lose a point of endurance!! Rank 1 minor curse, though the dagger can be dropped whenever.

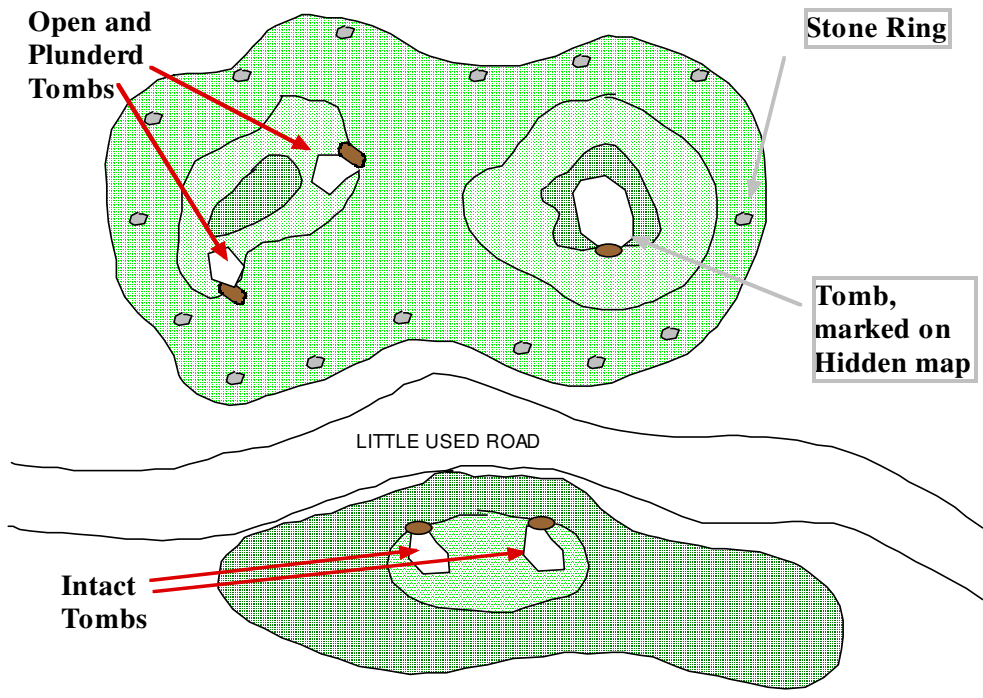
### 2.2 The Hunters and The Hunted

Roll party stealth versus PC x 2 for the gnolls. If the gnolls hear the party they approach to investigate. Roll PC x 3 for party, versus the gnolls stealth as they are on worse terrain. Two tough gnolls they may shred the party if they look easy pickings.

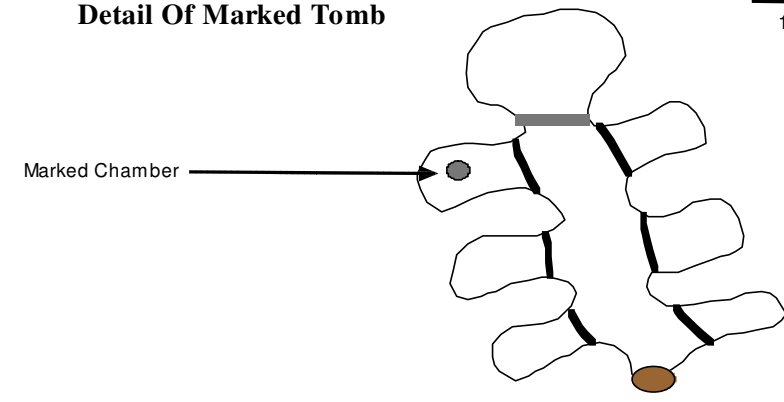
One has a magical twig, with a rank 2 blending (76%) spell cast on it, though he doesn't realise. Have done well of late and sold a large number of white weasel pelts. They carry 3 of them with them (D-7 x 50sp each), plus have 5D\*20 sp in cash each. Ranger 2 in woods as well

**GNOLL TRAPPERS ON EAST ROAD**

		PS	MD	14	AG	10	MA	6	WP	11	EN	12		
		22	14	14	12	6	11	12						
CHARACTER NAME:		PC		14	TMR	4	PB	DEF	10	FT	14			
RACE: Human		SEX: M	ASPECT:		STATUS:		BIRTH:		HAND:					
RANK	WEAPON	WGT	BASE %	IV	SC	DM	CL	RG	USE	ARMOR	STH	WGT	PRO	AG-
				###						Leather	0	18	4	-1
0	Battle Axe	5.00	60	24	74	+4	B	6	RM					
2	Composite Bow	8.00	55	26	77	+4	A	225	R	SHIELD				
				###									0	0
				###										
COLLEGE:		MAGIC RESISTANCE:		31		Initiative Base		24						
STUNNED ON		4												
SKILLS	ABILITY	EFFECT		RK	%	POSSESSIONS		WEIGHT						
Climbing		If surface has hand/foot holds add +4%/mk		0	42									
Horsemanship				0	11	Battle Axe		5.00						
Stealth				0	30	Composite Bow		8.00						



**Detail Of Marked Tomb**



**Map Of The Roadside Mound, Stone Circle and Tombs**

### 3 THE SILENT STONES

In time you see an overgrown stone circle and a number of partially worked mounds. The area looks untouched, except by maybe bird and beast, for many decade, perhaps centuries. A circle of crudely carved stones north of the road. Two raised areas there. One has two stone tomb doors lying on the grass, these themselves being overgrown, and assumed long time plundered. The tomb you have marked on your map looks untouched, as do two smaller tombs south of the road.

Even with close inspection any obvious markings have been rubbed off.

#### 3.1 The Plundered Tombs

2 or 3 burial chambers within. Looked very empty, but tidily so. Doors have been carefully opened and chambers searched and emptied rather than ransacked.

#### 3.2 The Marked Tomb.

Iron fillings are needed to break the protective ward. If the fillings are not sprinkled the tomb is reinforced by strong and ancient magic and can only be opened by PS x 0.5. if the ward is removed the tomb is PS x 3 to open. The protective ward extends all over this tomb so digging with a spade would potentially blunt the spade, or bend a pick etc.

Dark, but dry and not as smelling and forboding of death that some tombs can be. There are six entries to west and east each heavily draped. If the wrong tomb is entered it causes the skeletal lord in the northern section to animate and attack.

#### Chamber Bounty (3 west)

A human, not a dwarf in the selected tomb! One plinth with a long decayed body on it. Also around are:

- A large (12lb) stone tablet. On it is etched a crown, decorated by a candle, bell, and chalice (*ancient symbols of Syrian*). Writing on it saying the crown is in the 'keeping of Clandhargan'. Sounds like a dwarf name, anyone with correct skill can roll at x0.5, "Lost and ancient dwarf family. Think their hold, keep or final resting place isn't too may days out of town. I may know a few contact who will no more."
- Drinking horn, with symbols of Krolm on it, filled with silver (270sp), horn worth about 5 times normal.
- Rent and slightly tarnished but probably once ornate human chain armour (twice value because of ancient value to the right person).
- Scabbard for a class A blade. Invested item with four charges left. Rank 3 starsword spell on command when sword drawn. 72% chance.
- Ring, magic. Adds +1 to AP. Shaped
- Necklace, gold. Value of 3gs.
- Broken estoc.
- Horned Helm.
- Iron large shield.

- 2 bottles of Valmorgen brandy (V: x1.8).
- Cracked and well worn leather boots.
- 4 skulls of large wolfs.
- Weather won cape.

### Other Chambers

Not quite as much booty in the other tombs, but if disturbed the skeleton lord will attack. It is almost as though there was a sanction to allow entry to the humans tomb. The items in the tomb will have an ornate value of x2 to x3 in price, but nothing overly magical. A few insignia will be of engineers, with the odd invested item to Krypta, for many of the dwarves here in ancient time worshipped the death-mother.

<b>Skeletal Lord Of Ire.</b>			
PS:18	MD:20	AG:16	MA:0
EN:14	FT:12	WP:25	PC:20
PB:1	TMR:5	AP:2	Def:15%
Morning-star Rank 5 IV:47/104%/D+5			

1% (+1/ rank of adept) of all animated dead from battles over a century old may be of a great hero or general, in which case they animate as skeletal lord. Similar characteristics to skeletons. They are all at (maximum +2 except PB which is always one). They are terrifying to behold which red glows in the eye sockets. Anybody failing the WP check rolls on fright at +5. Cannot be stunned, Immune to A type damage, only 1/2 damage v B type and no endurance/greivous strikes. Normal v C types. Use armour weapons etc. up to maximum ranks. Hardened shell gives them naturally AP of 2. They can command other skeletons and act as military scientists rank as the rank they had when they perished. Military scientist rank/6. Wields a great iron morning-star which is of high quality (+4% to hit).

### 3.3 Two small intact tombs.

Doors are PSx2 to break open.

These are traitor tombs, and hold the cursed spirits of a dwarven coward and traitor each. Each resides in its own hate as a least night-gaunt. They are partially skeletal and partially ghost-like, but have no fear attack. Their ghostly maces ignore armour as they drain life force, thankfully the maces neither do greivous wounds or strikes straight to endurance. They are silent but any tithed adept of Krypta will hear their voices in her head as soon as the door is opened, they will say this is a place of tears, but seek what solice and warmth you can.... Sorrowful at first, but rapidly getting angry at any assumption of their cowardice, or when a living being has got within site. Other than this they are simply narrow tombs with the bodies of the traitor slung in the end with no honour or deference.

<b>Least night-gaunt</b>			
PS:16	MD:16	AG:12	MA:15
EN:15	FT:15	WP:25	PC:25
PB:8	TMR:5	AP :0	Def:12%
Mace Rank 6 IV:41 / 90% / D, but ignore armour.			

Have no spells for MR:45%

#### **4 Return**

It is likely the party will now to return to town, to either seek more info, buried their dead, healed their wounded, sell booty, etc.

As they are approaching town they will be approached, many 100 yards out, by a couple of ratmen who wish to parley. They say they have archers hidden in the trees, so the party must return what they have taken for slain ratmen and anything derived from those items. The ratmen will equally like to gut the party if the party wish to fight.

Two ratmen in front are similar to those meet previously. The ones in the trees are rank 2 with bows. There are 3 of them

On the second pulse of combat, with PC x 1, here rattle of many bows/crossbows and two ratmen drop dead out of the trees. The third starts a high pitched wail.

They are being attacked by 8 members of one of the towns guild, who are interested in what the party have found. It may be a party member is tithed to a similar guild. It depends on what guilds are in the town.

Preferentially:

- Rogues. Crossbows and type A blades. They rule to quiet side of town and don't want filthy ratmen taking over the shadows. They say that the hold of Clandhargan was plundered decade ago, when the realms of Arдания were first being reconquered / settled. The crown obviously wasn't there. It is 6 days walk from the town. They will offer to buy the tablet as it may have political weight in future dealings. Offer 400sp for it.
- Wildspirit. Longbows and axes. Tracking these band of ratfolk for a while, we had finally gathered enough strength together to assail them. Thank you for keeping them occupied for us. The hold of Clandhargan is a low hill fort, with a burial area underneath. The family where followers of Krypta and celestial forces. The tomb was plundered years ago. It was thoroughly searched over a number of weeks. Everything was catalogued and distributed I believe. The place is very overgrown now. A pack of hyenas currently occupies the ruins and 'controls' the lands around it. Will have the tablet if you no longer require it, swap if for some betony and other low value healing herbs.
- Warrior. Chainmail, crossbows and class B swords. Good bounty and hunting trophies for us. Foul ratfolk. Their filth had despoiled some areas of town, and their stench was beginning to spread. The hold of Clandhargan is a low hill fort, with a burial area underneath. Pretty much a ruin in an unpopulated area. Think feral canines call it home now. Don't recall the beasts causing trouble so no-one has a bounty out on them. Whole area was very searched in times past. No one owns it now so I guess you could test your wits against whatever



creatures dwell there. They will offer to buy the tablet as it may have political weight in future dealings. Offer 500sp for it.

### **Rewards**

Give the party XP 5% bonus if they avoid conflict with the guild that assists them.

Give the party a XP 5% bonus for handing over the stone tablet.

Give the party a XP 5% bonus For not violating the tombs where the tablet was stored for showing due reverence to noble dead.

Give the party XP 5% penalty for every undead they disturb.

### **Epilogue**

They are all being honest and have no intention of going to the ruin.

If a party wishes to explore the Hold of Clandhargan it is available for download as the 'extended encounter', EE1; Jaw Bones. It holds few secrets of significance, but still has challenges.