

DQMAJ 2: Darkwaters Run Deep.

A mini-scenario for the Dragonquest Majesty Campaign

Power Level: Mercenary.

Setting: Any town with a rank 2 of higher temple to Agrela

Location: In a moderate sized settlement.

Grid

1.1 Synopsis

The party hear a terrible commotion. A fiendish creature is running rampant. In its clutches find a torn piece of cloth that belongs to the temple of Agrela priestesses. If they search around the party find a dead priestess of Agrela, poisoned. Take body to main temple. Say they don't recognise her. Perhaps see works at the small potion shop at far end of town. She does indeed work in this very small temple. The workers there have been working on a large batch of potions for the *Entente Melee*, a moderately famed adventuring band. She is the go between. The band has just destroyed a stronghold of a foul Furcalor, duke of the seas; they wiped out all his followers and plundered his garnered wealth. They are now stocking up on a large batch of invested items and potions, ready for a venture to the isle of the dragon kings, no less!

The party wiped out all but one of the strongholds followers. The man, Streamblight, has tracked them and has been seeking revenge. To this end he has used his alchemical and bardic voice to infiltrate the small factory shop (The Potion Works). He has shown the few priestesses there a way to increase potion strength, and charmed all the young females there somewhat. He is seeking to convert their *Agrela source* to produce waters of weakness and harming (reversed spells). Unfortunately the young go between, Soother Soulpeace, stumbled upon his performing a nefarious act and she fled (in shame at her falling for him as much as his ill-doings). He sent his demonic ally, Hydrotarc, to track her down.

Details of the main temple to Agrela are given as firstly the party are likely to visit there to inform them of their find, and secondly to give a feel of the Temple in the campaign world.

1.2 Introduction

Relaxation and training in one of the bigger towns. Perhaps you have been shopping for invested items, selling herbs and bartering over the costs of gems and other treasures you have found. You are all fully refreshed and seeking out clues and rumours of rampaging beasts and ancient treasures that need retrieving.

So it one morning your peace is shattered by a scream and a loudly whinnying horse. Assuming the party follow up, a hue and cry is ensuing in the early hours. Allow the characters to be first on the scene.

You round the corner and see a small crowd throwing rocks as some fiendish scaly fish-humanoid, as well as others running away, a few panicked horses...these look like market folk setting up. The fish beast is about 100 yards and is disappearing down a large manhole cover into the sewers.

The onlookers say it seemed to be lowering a large bundle down into the sewer. They don't know where it came from, but maybe from an easterly direction?

If use tracking can see the odd damp footprint from east of the settlement, lets assume party are pretty central. There are all sorts of buildings and businesses and housing to the east, even a few small river tributaries.

1.3 Into the sewers

The beast had instruction to hide the body well in the sewers. Unfortunately the marketers interrupted it. As it is carrying the body of Soothern, it only moves as though heavily burdened so the party should catch it fairly quickly as long as they don't tarry.

They can track it in the sewers by noise as it babbles and splashes quite heavily. If the party fail to catch it then they will have to wait for reports for her being missing to continue on the adventure. Luckily there are a lot of grates and filters in the sewer so its place to flee are fairly limited.

Any combat down here carries an extra +5% chance of infection.

See the sewer map.

Hazards. Aside from hopefully cornering and encountering the fiend the following hazards could occur:

- Could disturb a rat lair and risk getting bitten
- Slip, need AG x 4 to keep on feet as slip and slide.
- Encounter, Easy Ned. A local rogue going about his business. He will interact as little as possible, but you could use him to point party in the right direction if they cannot find beast, or maybe he has discovered the body. He has a strong guild behind him so best treat him with a bit of care.
- Could decide there are in fact distinct lack of rats down here because a 12 feet long sewer serpent has all but eliminated them.
- Enter a particularly dirty area adding +25% to infection.

Sewer construction. (See map)

Locked gates are a rank 2 construction and very strong, use a PS x 0.75 only to open.

Main sewer can be walked down, with a pathway on either side

Major sewers can just be walked down with a slight stoop (-4 AG for the time being, and impeded running)

PC's cannot access minor sewers, and most lead to individual businesses or housing. A tight squeeze out of **sewer covers**.

No access from smaller **surface drains**.

It is obviously dark, fairly damp and pungent in odour.

The beast's main aim is to hide the body in a chute, or hole somewhere, and then escape. As it is very unlikely to be able to break the locked grates it will look to exit as a quiet area. Unfortunately for it because of the hue and cry both town militia and the odd guild mercenary or adventurer will be on the look out as well. If the party are failing miserably you could have a few warrior types enter the sewer and track the beast.

In combat, as it has some knowledge of how humanoids think, its aim is to poison an individual and flee, having learnt that the humanoids tend to look after their injured.

The body of Sooth has been killed by a clean puncture mark in the back and she died very quickly from the poison. She is a 19-year-old human, and is very slender and pretty. Has a shaven head as do more fundamental others of her order. She has had her eyes and tongue neatly cut out, the fiend has devoured these.

She has a few personal possessions, purse on a belt, couple of low ranked healing potions, a more ornate looking potion (in that the liquid looks thicker), 3D silver pennies, keys to her home and work, small items of personal jewellery of a blue and white colour and low value. Note that by the time the party find the body, unless something remarkable has happened, all the potion bottles will be smashed. The fiend is under orders to destroy all the potions, as they could serve as evidence against his master. If the party do a search (PC x 1.5 maximum), you could have them find fragments of a potion bottle. Any adept on a MA x 3, will suggest these bottles look very ornate compared to the simple ones used by the servants of Agrela.

1.4 Further Investigation.

The party will likely smell on leaving the sewer

They will be perhaps worried; especially if they had a combat they are infected.

They may be otherwise injured.

They likely wish to return the girl's body

They may have questions over the bottle / glass type.

The fiend was 'a watery beast'.

This more than likely means they will at some point, likely very soon, wish to go to the High Temple Of The White Tears, the large and important level 3 temple to Agrela in this town.

2 The High Temple Of The White Tears

It has an 8-foot tall white stonewall around it. The roofing of the main 2-storey (in height) building is red and sloping. The whole set up looks very Japanese style to it (to allow the pc's to better picture what it looks like). A large tree around 60 feet tall grows out of the roof of the main building. It has very dark and small leaves, and tightly knit branches of a slender nature. This is the Poyaggi tree grows around to a

tremendous height, eventually sprouting through the roof of these structures. The worshippers and workers here worship at the roots of the tree where lifes water begins, and in the canopy where the waters are released upon the world, with Agrelas soul in each drop of water.

- The sap from these trees makes any healer skill act as though two levels higher, though it will not allow a healer to perform a healing act he cannot normally do. It just allows the one he can do to be as though he were two ranks higher.
- This large tree will yield D5-1 saps per day.
- Anybody recuperating with twice the trees height (in this case 120ft) heals as though they had an endurance of 21.
- Roots taken from the base of the tree and mixed in with any '*water of*' from the college of water magic OR in any alchemical healing potion act as though 1 rank higher if used by a tithed member with mercenary qualities in the temple. An adventurer of the temple makes as though +2 ranks, and a hero acts as though +3 ranks. It can yield $((D-3)/2)$, rounded down (with zero being a result) per week.

These bonuses are in addition to standard benefits of being tithed to a temple. This temple to Agrela probably has the most fertile tree in the whole of Arдания.

Walls are mottled grey, columns painted in black, and bridges in the gardens a vivid orange-brown. The water that flowers is the clearest blue-white, and all the plants are very deep and waxy greens.

2.2 Temple Rosta

Full compliment here is 21 adepts of water.

Any D5+1 will be decent alchemists,

2D will have healer skills,

Another D5+1 will be warriors who have some training in warrior guilds or the temple of Dauros, and may wield ceremonial daggers or short swords of obsidian.

At any time there will be D5+2 militia from the town on guard duty here, as part of an agreement for very cheap healthcare for the towns guard.

Also like here are D 'adventurers' seeking specific heals or cures or potions and d5+2 working folk from the town, half with an injury and half with a disease.

At least $((d5+3)*10$ percent) of the adepts will be females, and around $2/3^{rd}$ of those will be will be shaven headed fundamentalists of Agrela. Half the fundamentalists who are healers will be empathic-pacifist healers.

Water Adepts	21	Adepts who are females	
Adepts who are alchemists		Adepts who are fundamentalist females	
Adepts who are healers		Adepts who are fundamentalist pacifist healers	
Adepts who are warriors		Adventurers stocking up	
Militia guard		Towns folk	

These ratios are about right for any temple of Agrela so the calculations can be used elsewhere for other Temples to Agrela in the land. (So about 7 adepts in a lowest power temple and around 14 in a medium power temple).

All worshippers of Agrela believe hard work and the soothing of wounds and taking on the ills of others lends greater chance to the spirit to be reborn (reincarnation).

2.3 Temple Description

As well as description above the whole temple is immaculately clean and workers scurry around at all times ensuring it stays that way. The gardens are very striking and anyone simply strolling or relaxing in them heals as though they had 21 END.

For spellcasting purposes all the water counts as though it is a body big enough to provide a +5% bonus. The summoning pool and largest lake provide the full +20% for a large body of water.

Anybody trying to inflict damage to another through force of arms on the premises must make a magic resistance roll or suffer a penalty to combat akin to an 'empathic healer', *see healer skill*, as even the most callous heart will feel the anguish of his targets. This is a quasi-magical boon gifted by Agrela.

If the temple were totally raided and plundered up to 80,000sp of wealth would be gained in terms of potions and poultices, statuettes, features, filigree décor, gems and rare herbs.

Map 3 shows the location of various rooms in the temple. Some will be more busy than others dependent on the time of day.

2.4 Interaction at the Temple

If they bring the body of the Sooth the servants of Agrela will be most alarmed. That will ask a description of what happened, and will likely (88% know, the fiend was a minor water-devil of some kind).

They say she didn't work here but rather at their more commercial small factory making potions

They will say the potion on her are of that factory, except the strange one that they do not recognise.

They will seek advice through prayer and a summoning to see what Agrela wishes doing with Sooths body and soul (will they return her from the dead, for example), but this will be done in due time.

They will tell something of the girls' background.

They will give her address, as a small town house in the settlements centre, near midway between this temple and the factory.

They will say she was likely working on a large potion batch for the *Entente Melee* adventuring group, some of the younger females of Agrela look swoony and flustered at their mentioned names. You will have heard of these. A very elite, and successful adventuring band. No one under PB 15 is allowed in.

3 Entente Melee

A better-looking band of adventurers there are not in the whole land, than these 7 (2 are female).

Such names as Darion Trollclever, Leticia Goldtwinkle, Dirk Steelblade, and any other clichés you can think of!!

Each has at least 3 ranks in courtesan/courtier, except one man who is a troubadour.

Each has at least 5 ranks in weapon of choice.

Illusion, Namer and Enchanter make up their adepts.

Military Scientist 5, Ranger 6 and merchant 4 also in the mix.

Loosely follow Dauros, lord of Law.
Around 80,000 to 110,000xp each.

They are a great team, and they know it! Despite the mass of egos they are very protective of each other, have next to no internal rivalry, and band together to face a common foe, oik, or lesser beings (such as the party).

If the party buy them a round of drinks (very expensive wine of at least 120sp per bottle), they will chat.

After telling the party of their derring-do they will occasionally allude to their last exploits as outlined in the synopsis

- Sacked and routed a temple to Furcalor, non survived
- Long journey ahead so the kind fillies of Agrela are making up a large potion batch.
- Do you wish my signature? It'll help you with ladies, you know!

4 House of the girl, Sooth

Simple townhouse. If the party has dithered somewhat Streamblight will have had time to place a rank 3 acid style trap in here (D+3 damage). If you deem it likely he knows the girls body has been found, this is very likely.

In the house there are only 4 rooms. In the bedroom, in a secret closet, can find make-up and a very nice and short dress. *This is odd for one of Agrela to have and was a gift from the evil alchemist himself.*

Aside from the above there is nothing remarkable about the house

5 The Potion Works.

Looks like one very large warehouse on the riverside. Very little symbolgy to Agrela. Perhaps a few waxy green potted plants; small garden of very young Poyaggi trees, small fountains, thought the main door is decorated with salutations to Agrela.

Within are 5 workers only; they will not have noticed that Sooth is missing as they are all under influence of potions from Streamblight.

Three within are modest adepts and alchemists. , And the other two females are simple labourers.

Large factory. Big water vats for purification, isolation and concentration to make various alchemical concoctions.

A number of hammocks strung about the place, small kitchenette, store and latrine.

A PC x 2 will make them girls seems distracted and slightly out of it. Explain has been tough ordeal making up top-notch potions for the folk of *Entente Melee*

If brought round, or strongly questioned, or by generally snooping can find a stairway leading down. If asked the workers say it leads to the waters below, a sacred area, but enriched and clarified by Streamly, an alchemist who is new to the town. He has some wonderful ideas for speeding up our processes. He is down below making some chemicals to stabilise and strengthen our waters. He is very kind and sweet if a bit hasty and erratic at times, poor old dear.....

5.1 The Underchamber.

1 Stairs. Simple stone stairs.

2 Landing. Small stone platform with subsequent wooden walkways. Poles in the water bear lanterns to light the place.

3 River. A gently running stream passes through here. See small holes in various walls, which must be water that feeds the factories vats.

4 Store Locked (rank 2). Many glass vials and jugs, small wooden barrels. Pot and glass tubing and wooden racks and tubes. Must be spares for various pumps and vats in the upper area. Looks a bit dishevelled and some glassware is broken.

In a locked safe are 8 rank 4 healing potions and 3 potions labelled waters of strength (actually must make MR of drunk or 81% chance to lose D+2 strength. If reduced to 3 are near helpless on floor with a TMR of 1, if on 1-2 strength a humanoid is totally static on floor and 0 is unconscious....

5 Bridge. Simple wooden bridge. (PC x 2 see medium sized bells hanging under the bridge).

If the centre of the bridge is walked on it is warded and will be set off. If ward goes 68% of binding water spell going off. Water binding causes some bells to ring under bridge for 5 hours, alarm and otherwise harmless. It will alert the goblins and Streamblight but isn't loud enough to be heard upstairs.

6 Trapped Corridor. Murals to the water lord Agrela on the walls.

Rank 3 trap as a pressure point on the floor. If activated fires an acid spray in 3 x3 hexes in front. Centre hex is hit by D+3 acid, the ones around D-3. This is not affected by any above other than leather and cloth (ie plate, chain and leather all give 4 AP protection). Anon their of spy will only find this on a PC%.

7 Summoning Chamber. Streamblight is very likely here.

Simple bunk and packs of gear. Carved summoning circle fed by water. Number of potion bottles around (4 hold water, 3 holdrank 4 81% to drain D fatigue when drunk, if MR is failed, they are labelled for delivery to the entente melee).

In the circle it counts as +10% to water magic.

Streamblight will surrender when first hit and will explain how he needs to do vengeance. He has one lost fatal curse he can utter in the name of Furcalor, and has 50% chance in that he can kill himself and if he falls into the circle he is consumed forever and in his place is minor devil with the same statistics as hydrotarc but with +3 END, FAT and WP.

8 New barracks. Simple bunks of wood planks in here, and basic sheeting. Water jugs and decent cups scattered about, probably from the store next door.

Recently moved in allies of Streamblight. The workers are unaware of their presence, and they would be appalled. Have as many goblins in here as you feel the party are able to handle. They are recently arrived, there are not very brave and will surrender at half losses. They say they are from the mountains. The number of our folk has got too great and we need to expand beyond our recognised borders. Our leaders have had enough of being pushed and caged and the goblins will rule these lands, as is our destiny....or so we are told!! Aside from the coins they have on them, in here is a rank 4 healing potion for emergency use and 80sp as a group money pool in a small glass jug (hidden slightly at +30% to find).

Rewards

Give the party XP 5% bonus if they avoid conflict with the Agrela folk and treat them with the gentle respect they need.

Give the party a XP 5% bonus for good interaction and roleplay with *entente meele*.

Give the party a XP 5% bonus if they capture Streamblight alive and he doesn't die in by fiend curse.
Give the party a XP 5% penalty for any blatant theft and stealing from the temples.
Give the party XP 10% penalty if they kill any Agrela priestess.

The Agrela will give 100sp and a rank 4 potion of choice as a reward for the parties aid.

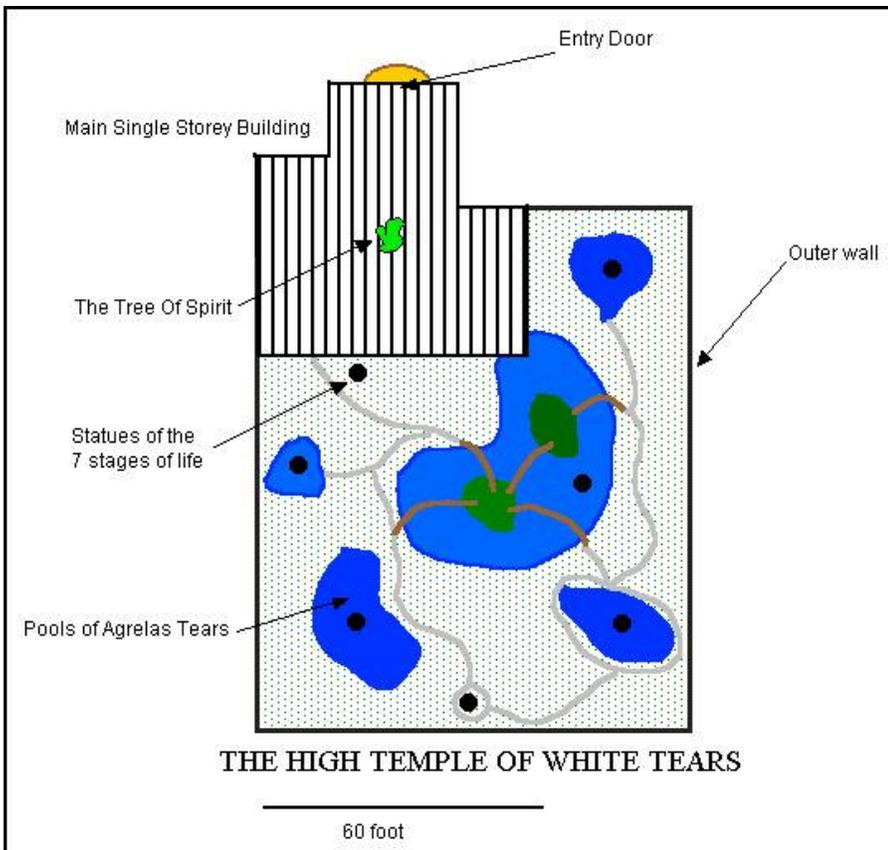
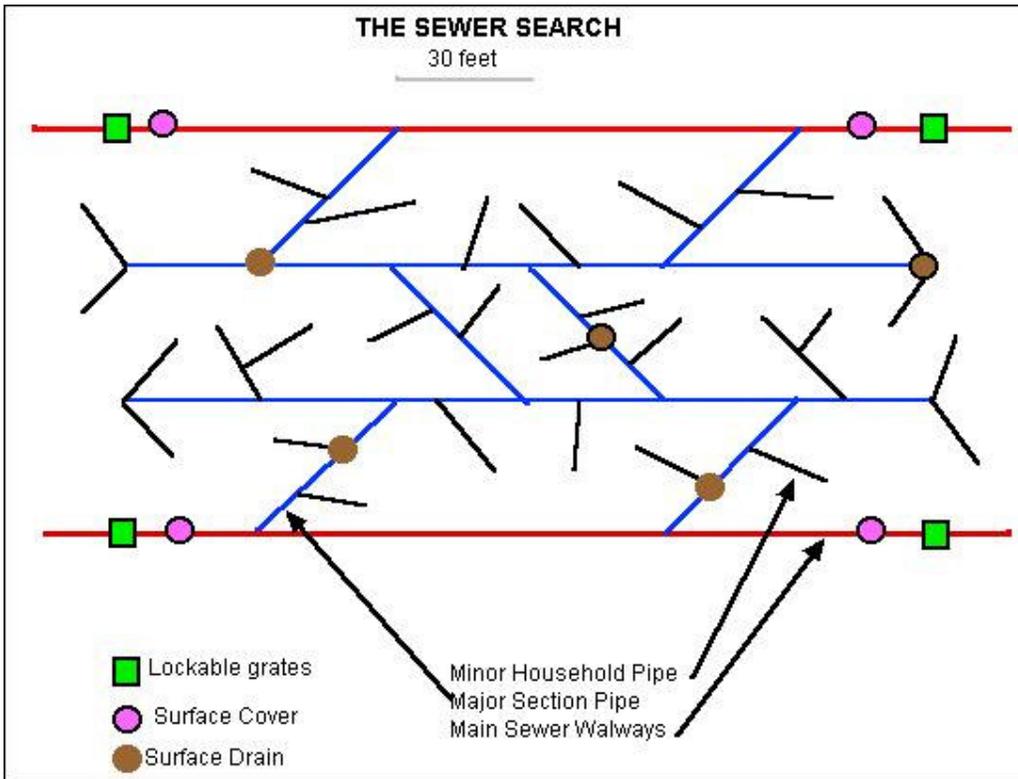
Epilogue

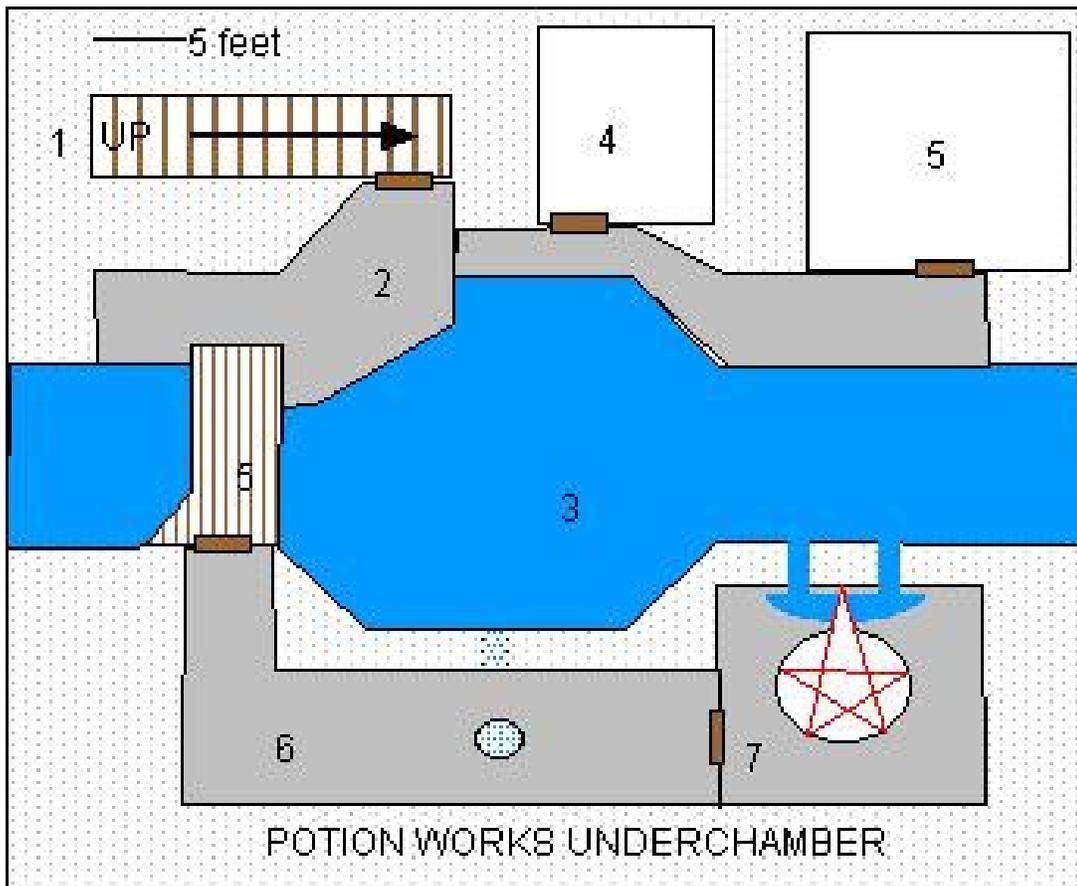
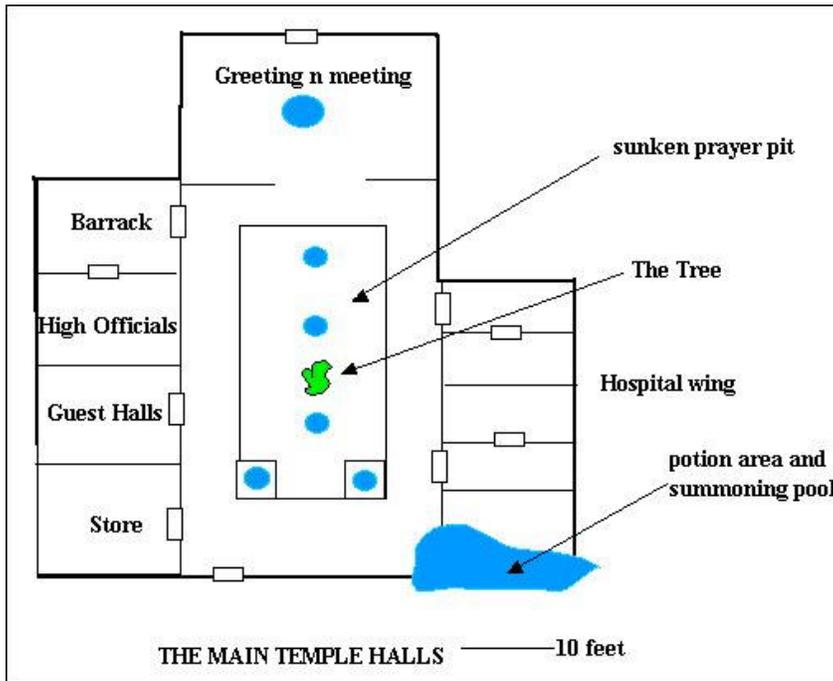
No long-term repercussions.

They may make some allies of a sort with *entente melee*

Have gratitude of Agrela.

The arrival of goblins is an omen of things to come (see Adventure 3_Goblinslayer).





STATS

Hydrotarc, Minor Fiend Of Furcalor			
PS:21	MD:15	AG:17	MA:5
EN:21	FT:30	WP:19	PC:18
PB:6	TMR:9	NA:2	Def: 17%
Bite Rank 3 38/59%/D+1 OR Horns Rank 3 38/54%/D-1 and Tail Rank 6 41/69%/D-4 plus 2 to 4 poison for 5 Pulse			
Has 33% witchsight, akin to a rank 4 ability. Takes only half damage from cold iron, but double from fire.			
It wears an amulet of Beryl. Carries a +2% crafted silvered dagger, but doesn't use it. Has a small purse on it, with 60sp in it, 3 green andradites of 85sp each, 2 batches of 2 week old Jasmine (he likes the smell),			

It is akin to an immature devil. About 2/3rd developed. Has no magic, looks a striking silvery blue/scaley and akin to an armoured fish man in appearance, gills, moist look. Every hour out of water it loses a point of endurance.

Typical lesser Tear of Agrela.

Human female aged 16 to 21.

8 spells at rank 3 to 5

Alchemist /1. Healer/2

Unarmed and unarmoured. 1 to 3 low ranked potions and invested papers.

Goblins of the Underchambers.			
PS:13	MD:11	AG:10	MA:12
EN:7	FT:13	WP:11	PC:10
PB:9	TMR:3	NA:1(4)	Def:16%
All use Falchions Rank 2 22/69%/+2			

Soft Leather, Falchion, Buckler (R3), 7cf, 11sp

StreamBlight

Alchemist 4, Troubador 5, mercenary in water college.

Aged 52. Service to the stronghold was his life and he is lost without it, apart for his thirst for revenge.

Dragon Quest										PRIMARY CHARACTERISTICS					FATE:							
										PS	MD	13	AG	11	MA	WP	EN					
										12	15		12		19	19	13					
CHARACTER NAME:										PC	8	TMR	4	PB	DEF	20	FT					
RACE: Human										SEX: M	ASPECT:	STATUS:	BIRTH:	HAND:	11	19						
RANK	WEAPON	WGT	BASE %	IV	SC	DM	CL	RG	USE	ARMOR	STH	WGT	PRO	AG-								
3	Dagger	0.63	40	22	55	+0	A	8	RMC	Cloth	5	6	1	0								
				###						SHIELD	RK	%	MD-									
				###						Sm Round	3	9	-2									
3	Sm Round	5.00	40	22	65	-2	C	P	M													
COLLEGE: WATER										MAGIC RESISTANCE: 19					Initiative Base 19							
										STUNNED ON					4							

SPECIAL ABILITIES / CONSIDERATIONS:

Magic cloth provides +1 AP

dagger, silvered

Potion, alchemical water of healing. Rank 5

240sp

plain buckler

Code	Name	Effect	Rk	Range	Duration	ExpX	Base%	Main %	Resist
CS	CS, , G	feet and mins	4	125	14	100	40	56	P
CS	CS, , Sp	feet and mins	4	125	14	200	40	56	P
GR	rit purification	dur =5+r x time spent	4	---	---	200	---	---	N
GR	rit investment		4	---	---	300	19	31	N
GR	rit warding		0	---	---	400	19	19	N
T-1	Predict Weather	miles	6	70	3 days	150	8	38	N
G-1	Calming water	feet and minutes	0	90	15	100	30	34	N
G-2	Wave Making	feet and minutes	0	90	15	125	25	29	N
G-3	Speak to Sea-Birds	feet and (C)	0	15	(C)	100	60	64	N
G-4	Floatation	touch and minutes	0	T	10	75	45	49	N
G-5	Navigation	hours	0	---	1	125	15	19	N
G-6	Water Purification	touch and immediate	5	T	---	150	40	59	N
G-7	Speak to Aquatic Mammals	feet and (C)	0	15	(C)	125	35	39	N
G-8	Summon Aquatic Mammals	immediate	0	---	---	100	20	24	N
G-9	Mage Wind	feet and mins	4	50	125	125	30	46	N
G-10	Water Creation	touch and immediate	4	T	---	100	35	51	N
G-11	Water Sight	touch and hours	4	T	---	100	50	66	N
G-12	Water Breath	touch and hours	0	T	1	200	25	29	N
G-13	Binidng Ship	feet and hours (C)	0	90	2	200	20	24	N
G-14	Sea Blessing	touch and weeks	0	T	1	200	15	19	N
Q-1	Binding Water	feet and hours	4	70	5	750	19	35	N
S-1	Liquid Purification	feet and immediate		15	---	350	30		N
S-2	Liquid Transmutation	touch and immediate		T	---	350	100		N
S-3	Waters of Healing	touch and immediate	4	T	---	300	30	46	N
S-4	Water of Strength	touch and immediate	4	T	---	350	30	46	N

Troubador

Troubador has	5	abilities	Highlight In List Below	Base Chance	84
Improve minor magic	8				
Improve Illusion magic	4				
Assess Customs / Habits	8	Add to perception rolls			
Disguise Self	48	- modifiers as below			
Bardic Voice To Charm	40	-2* targets WP	10	Individuals.	Costs 11 fatigue
Abilities		Play an Instrument :		Disguise Mods	
Sing or Chant		Play an Instrument :		Impersonate Own Race: -2*targets PC	
Recite Stories or Legends		Play an Instrument :		Impersonate Other Race: -4*targets PC	
Compose Stories or Legends		Dress Appropriate		Subtract 7 impersonate opposite sex	
Perform Mime		Emote		Check Roll once per hour	
Mimic Speech		Acrobatics			
Skits and Parodies		Amuse Small Children			
Tell and Compose Jokes		Amuse Small Animals			
Dance		Appear Attractive			

Alchemist

Discover the use of an uncommon liquid	58	and will take	60	minutes	
Discover the use of any common liquid	100	<input type="checkbox"/> Medicine	<input type="checkbox"/> Poison	<input checked="" type="checkbox"/> Potion	
Injure oneself while using liquid chemicals	5	May mix chemicals at rank 3 and gain an additional ability at rank 5,7,9. If the rank is not enough or not in a lab, a NA will appear			
Injure oneself with a solid or gas	8				
Medicine successfully working on the user	NA	+User's END	If fail, +10 to natural cure roll, this costs	100	sp
Antidote working for a specific stem of poison	NA	and will cost	175	sp for the ingredients	
Doses of venom extractable per animal	NA	takes	6	hours/ dose and is worth	750+(150*DP/round)
Damage done by synthetic poison is D10 +	NA	per round, and costs	625	sp to make and is worth	NA
Chance of a victim resisting a nerve agent	NA	+Victim's WP	and costs	450	sp to make, max 3 doses / day
Create a spell/talent potion with a adept	50	+Adept's Rank	takes	2	hours and costs -50 +Exp multiple*20
Create a healing potion with a healer	50	+Adept's Rank	takes	2	and costs ### +Base Value sp

If the alchemist is not in a lab, he may not create a medicine, poison, or potion, although he may distill poison

Yellow = Chance of success Green = Added pluses that are unable to be precalculated Purple = Cost in silver pennies

Blue = Time required to perform an operation