

## DQMAJ 3: Goblin Slayers.

A scenario for the Dragonquest Majesty Campaign

**Power Level:** Mercenary.

**Setting:** Any town with a rank 2 or higher engineering guild, or a more dwarven based warrior guild.

**Location:** Anywhere bordering the northern mountains or any other hilly and mountainous regions.. Could start in Lormidia, Thallis or the village bordering the Inn of 'The Bribed Demon', which is probably most ideal.

**Grid BB or CB**

**Synopsis.** This adventure can run either of two ways. Either a basic dungeoneering expedition to drive a goblin tribe from some ancient dwarven homestead in a fairly remote area. OR to investigate what the goblins are doing and to save them from a 'curse of the night'.

With either option a dwarf ranger and a adept of celestial magic would be useful. If the slay the goblins scenario is adopted then assume the goblin raiders have caused more bloodshed than is mentioned below, even have them drag off prisoners if you like.

If you opt for the save the goblin scenario, follow as is written below.

As with many clans the Wardog dwarf clan fled the terror of the time of demons around 600 years ago, one of the last groups to abandon Arдания. In this time of re-settlement they had sent a small expedition to try and find there ancestral caves and mine. They have done this but very recently, in the last six months, the halls were over-run by a displaced goblin tribe affected by recent over crowding in the northern mountains of doom. The goblins have started raiding nearby villages, occasionally and taking away everything they can get their hands on. The wardog clan are still scattered and small in number and influence. They will pay the party to rid them of the goblins. They will give them 5000sp to ensure the goblins go, either by bribe or as a payment for their slaughter.

The goblins are simply displaced, or you can have them be the beginnings of a new raiding campaign, or they can be curse Night-goblins.

The night-goblin curse afflicts them with 3 nights of savagery and foul instinct at the full moons height. They got the curse when they raided a dwarven mauseleum, connected to the wardog clan. They are otherwise both peaceful and oblivious to what happens to them in the three nights per month of curse. They awake with much booty all stacked in one room of their new halls. Their shaman says it is a blessing that comes to them after a long sleep and dream.

The party can either slaughter all the goblins, spy them off perhaps, cure the curse, or maybe some other inspiration comes to them

The adventure is a brief journey, exploration of the halls and possible short further journey to the mauseleum.

The head of the wardog clan trying to organise their revival is called Funwar IV (all wardog clan members are called xxx-war).

## **Introduction**

Either a dwarf party member knows of the troubles of the Wardog clan and is heading North anyway to assist his family or they have entered a small northern settlement.

Tales are reaching you of a number of goblin raids in the sparsely populated northern areas. It appears the goblins appear in very large numbers and completely pillage whole villages taking vast stacks of booty, even down to bizarre things like flower pots, pet cats, ladders, inn signs, as well as bags of flour, ropes, salted meats etc. Overnight they are stripping a small homestead and leaving it in ruin. Rumours say they have only hurt folk on one occasion and that was because they struck a village with some militia in it and they started the conflict first.

The members of the clan who are gathered are mostly miners and not warriors. They say that a goblin tribe has moved into some ancestral home they were planning to reclaim. The clan hall is in an area which would be within striking distance of a day or two from some of the raid sites. In time the dwarves will have gathered enough strength to strike at the goblins. In the mean time they have got together 5000sp, *held in a nearby civil building*, to either pay the goblins to leave or hired a band to drive them out? You interested. The halls are up to 6 days away, over semi-fertile plains and then a days hike in the hills.

- Currently wardog chief is called Funwar IV, he will be here in a few months.
- Was a lode for tin and copper, all useful in these modern times
- As the clan was struggling in the dark times they stopped using their ancient mausoleum hidden in the mountains and turned rooms into tombs.
- Officially abandoned about 580 years ago, one of the last clans to be driven out. Their great allies the Clandhargan
- The last clan leaders in the past were twin sons Funwar III & Fadwar I, the sons of Forstwar VII (he was the last lord buried in the ancient halls).

If the party are at the bribed Demon Inn, based on the folly of the past when a demon demanded 50,000sp to not burn the land some 800 years ago. The demon was paid off just in time...The next day two more demons appeared!!! It is a grand inn indeed, partially built into a cliff face and looks more like a fort at a distance. It has deep cellars and is used by many local villages as a safe winter store, more so now with goblin raiders. It is full of displaced folk as well as 12 militia from Mayhew, a scout group for a larger force being dispatched soon from Mayhew. If the party cannot get rid of the goblins they could at least in time tell the authorities what they have learned.

## **Journey.**

The journey will probably consist of half in plains, gentle hills, in fairly fertile land, some scattered settlements, some of which will have been raided. The second part will cross steep hills, around the base of mountains. Pass through 1 or 2 abandoned settlements attached to spent dwarven mines in the past. One of these abandoned settlements in the hills is occupied.

Heading straight will mean the party do not enter any of the raided settlements, which is ok. If they head for a settlement can see how cleanly picked it has been. Learn that

residence who didn't fight back were herded together into a large village building while dozens of goblins pillaged the place.

From time to time will see the odd dropped piece of stolen village goods, a sack of turnips, bag of nails, discarded horseshoe. Tracks are not too difficult to follow either.

### **Ghost Town**

Track through the hills. See a number of discarded oil cans and burnt out torches scattered about. In a widening of the 'valley' ahead you can see the ruins of a small surface mining settlement from ages past.

If approach within 100 yards, the skeletons of long dead human and dwarf mining approach with hammers and maces. PC x 2, noticed some of the bones were charred long ago. They are all from a mass grave when they all died in a fiery burning due to a massive alchemist's black powder accident. Trying to shift rock by 'new methods' and 14 miners burnt to death over 1000 years ago. Their remains were all buried in a great pit. The settlement was soon abandoned as the lode-bearing-rocks were just too hard. Very recently a ghast, a sort of ghostly-ghoul has dug up the bones and played and scattered them. Ghasts like nothing better than disturbing the dead. The skeletons are easily driven back by fire (WP x 0.5 to resist). If his undead toys are driven back the ghast will strike. Slaying it will cause the skeletons to go to their rest.

## **The Ancient Halls Of The Wardog Clan**

Eventually the track will climb is a small valley for 600 yards, then dip into a bowl where is the site of the 900 year old 'Halls of wardog'.

The hall was at first a surface (area 1), then shallow mine (areas 2 to 4), first established 880YA (years ago!). In time a large natural cavern was entered (area 7, opened into in 825YA) and this becomes hall and home. After a good 160 years of delving, assaying, and subsequent extraction the tin and copper ran dry, and the hall was slowly being abandoned when the troubles hit..

*This place was (is) a home and a work area, so is a 'dull dungeon' to explore. My attempt to create the feel of a small dwarven community*

### **External to the Hall**

Perhaps once on this small plateau stood building of wood and, partially of stone. Over the years these seem to have decayed, or maybe have been re-used. (Need PC x3 to notice stone door carved seamlessly into the rock face at the North edge of plateau). Tracking will reveal a large number of small sized footprints have accessed the area. Also see with hoof-prints, and a cart tracks.

Door is hinged to open up as double doors and has a keyhole hidden behind a hinged flap (+10% to DSO). Lock is rank 5 to pick, but isn't locked!

### **Details of the Inner of the Hall**

See attached map to note hall / mine split over 4 levels, or tiers.

- All doors unless noted are average stone (PS x 1 to break in, max of three characters)
- All ceilings in passageways are 5 1/2ft high unless noted
- All room ceilings are 7 to 9 ft all unless noted.
- Spiral stairs are wide enough for a dwarf to pass through carrying a load in his pack and tools in his arms, so wide enough for an equipped adventurer.

#### **3.2.1.1 Outer.**

See description above. This is the plateau where the surface mine was started.

#### **3.3.1.2 Entry Hall**

A relevant skill roll will reveal this was a partial-mine face some 100's years ago, and looking at the geology, for tin and copper. It now is a stable of sorts with a cart, cart-pony and three riding horses in here. All animals look well tended. They are all likely stolen from raids.

#### **3.3.1.3 First Face**

Very fractured rock has been structurally strengthened. Narrow spiral stairwell down. Evidence of tracks for rail carts, but long since removed.

#### **3.3.1.4 First Great Hall**

Finely shaped room, probably not naturally this large. Columns carved from rock reaching up to a 10ft high ceiling with the columns splay out like tree branches. 4 large stone block in its centre (probably a great stone table here once). Last use of this area was as a smelter / forge, though its early life was probably as a more of a gathering 'moot' hall. It has become something of a goblin pit now, and target practise area. 6 GA use this as a residence.

### **3.3.1.5 Recent Vein**

Still some thin veins of metal. Judge that this was excavated in the latter years of the mine. 3 broken ore carts are in here.

### **3.3.1.6 Tracked Corridor**

A track for cart transport still exits here.

### **3.3.1.7 The Great Hall of The Funwars**

*Great natural cave.* It is likely for a time this hall once rang out with song, smells of fine meat on the bones, of pipe-smoke and grand talk fuelled by warm meads. Now, like many great dwarven halls it is silent. The room has great carved columns, each the likeness of dwarves, with dates and names you recognise from Funwar IV's notes. A large stone table dominated the centre, with a huge fire-pit in the middle of this, accessed from the NW (looks directly in the direction of Mayhew). Stone benches and chairs ring the grand table, perhaps up to 40 could get around it for the one great communal meal dwarves make of their evenings. Still a place of some drinking and feasting. Likely 7 GW and 4 GE in here.

### **3.3.1.8 Family Room**

In times past this would have been a room for a whole dwarf family of up to 8. Bunks of various sizes line its walls.

It is used now by the three bandits whom Funwar IV has gained the assistance of. Personal effects are scattered about, raincoats, worn boots, belt, shirts, the odd dagger, playing cards and dropped copper piece.

### **3.3.1.9 Family Room**

In times past this would have been a room for a whole dwarf family of up to 8. Bunks of various sizes line its walls.

### **3.3.1.10 Family Room (Tomb after 665YA)**

After a partial collapse of the cave in 3.3.1.18, the two brothers who lived in this room were entombed in here, along with their father who was moved from the Halls Mausoleum in area 3.3.1.16 (father had died naturally). On the door, in dwarven, is written,

*Funwar & Fadwar, the sons of Forstwar, re-united*

All the stolen booty, and other clan wealth is stored here now.

### **3.3.1.11 Family Room**

In times past this would have been a room for a whole dwarf family of up to 8. Bunks of various sizes line its walls. The area is slightly damp, and filling with a subterranean moss as water infiltrates from cracks in the NW corner.

### **3.3.1.12 Mine Face / Workshop / Nursery**

Exhausted mine face. Have a number of wooden benches and stools and a small fenced area. *PC x 5*, find a number of bits of small broken knife blades and nails and wood pegs. Fenced area was a nursery for 'dwarvings', so even from an early age they become accustomed to task and toil.

### **3.1.1.13 Mine Face / Animal Pens**

Exhausted mine face. Has a number of pens in it and my well have been adapted for keeping mountain goats and sheep in. They were likely slaughtered in one of the tunnels and lowered down into the great hall.

### **3.1.1.14 Mine Face**

Rather small compared to other face. *Mech +20%*, note the ceiling here looks very unstable and maybe the cause of the abandonment of the faces. A pile of 'shaft props' in here and about 300ft of rope in small bundles.

### **3.1.1.15 Mine Face / Corridor**

*Craft /Lore* TN15, this area looks very ore poor and was maybe just an exploratory dig, that became a corridor

#### **3.1.1.16 Armoury / Tools-Shop**

Here were made and stored weapons and armour, for times of peril (and also as a tithe to pay to the Leaders of the Iron Hills). Maybe have in here *a hidden door* (DSO+0%) behind which can be found a supply of fine small shields, class A blades and various axes, say 6 of each, some of (D-3)% quality if the GM is feeling generous.

#### **3.1.1.17 The Last Face**

By *Rollx x5* can see this was the last face used. Still some meagre deposits of ore within.

#### **3.1.1.18 Exploratory digs**

Workings that yielded no ore

#### **3.1.1.19 Exploratory digs**

Workings that yielded no ore

#### **3.1.1.20 Water Source**

Small borehole, with water bubbling up through to form a pool. Load of skin-hide tubing / pipes in here. *Mech+ 15%* beginnings of an attempt to set up a system to pump water throughout the hall. Dwarves bathed here. If anybody searches the pool they find a sodden rotting dwarven wind up toy 'dwarf'.

### **4 THE HIDDEN TOMB OF BRUIN WARDOG**

Look down from atop the rise into a small dip, about 15feet deep and 60 feet across. The tomb is within a large mound of moved earth. To your dismay the tomb door is open, and in fact lying on the ground before it. You see know a half dozen lightly footed boot marks, of humanoid type, leading away from here to West and South. Outside the vault are scattered a few dwarven sized suits of chainmail, small shields and a broken axe

#### **4.1 Outer Vault**

As you investigate see that the door has been very recently removed and broken. Inside you see dust still has thick and undisturbed for the most part. For example you see few footprints within. Your light source (the Sun?) illuminates what is probably an outer tomb, maybe used by the house-guards, and beyond this tomb a small tunnel leads in further. Four stone plinths, roughly shaped, line the east wall and the dried skeleton of a dwarf lies on each. Their hands are placed on long handled axes. They wear mail and great helms, with the armour that looks penetrated by arrows, signifying perhaps death by an ambush than some glorious last stand. The bodies do look disturbed and maybe certain artefacts have been removed from them. *The axes here, with a bit of a sharpen, can be made back up to masterwork quality+3%. Two of the dwarves still wear silver chains of their wrists, worth about 70sp each.*

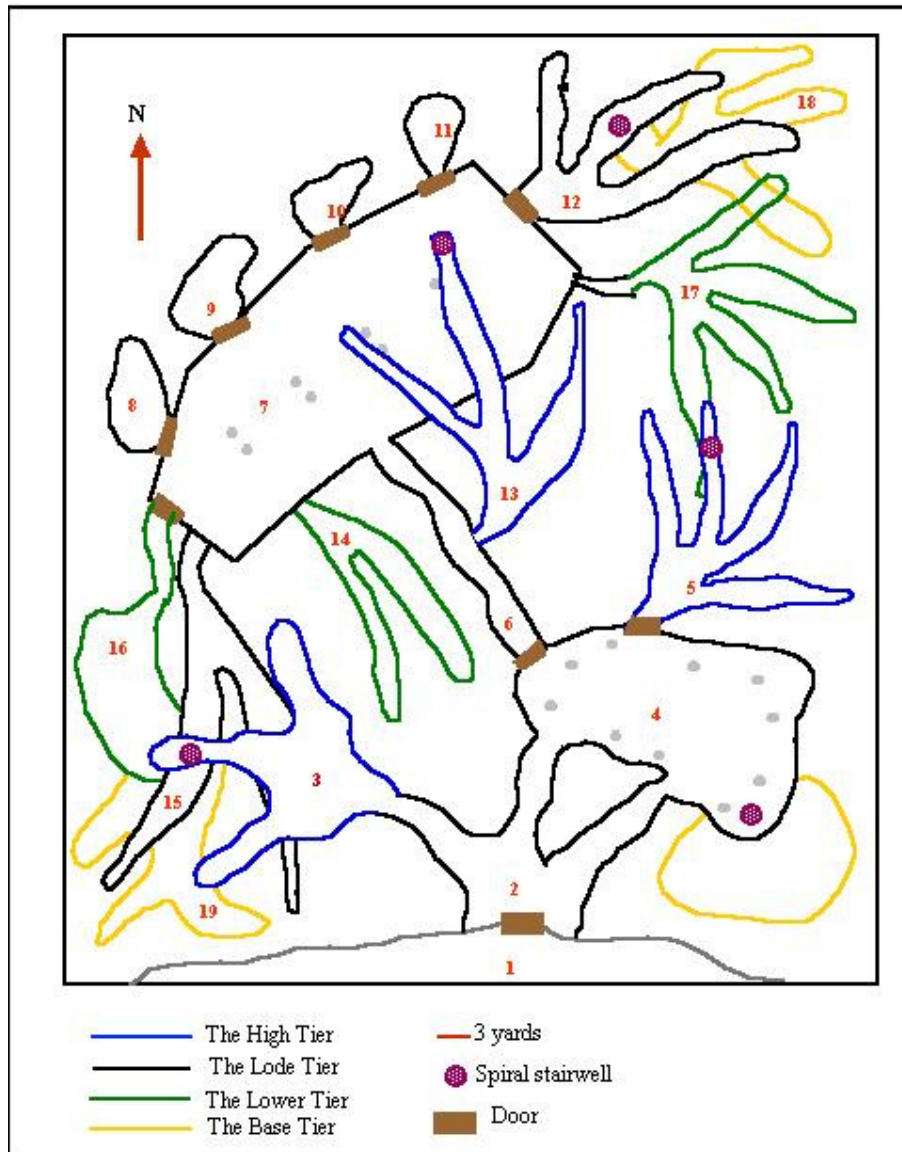
#### **4.2 Inner Vault**

Narrow tunnel leads about 20 feet further in to another vault. Areas here is heavily disturbed were the shamanl has opened the door. Within here is the disturbed and spirit of the dwarf, Funwar I. *It will attack with great anger, especially elves "get out foul sprit and return our blessings from the light..." It will not follow outside.*

In the inner vault are 3 more stone plinths bearing bodies. The two attending captains one has had his right arm disturbed and it lies on the floor, and the other, his left is no longer in contact with the rest of the body. *A shield and axe has been removed.* The body of the presumed dwarf-lord, his skull is missing as is the sword and scabbard probably removed also. A bronze chain (*8sp value, had spiritual meaning not wealth*) remains around his neck, that bears a small red gem. *Value 12 gold pennies, it is a very nice piece..* The armour of those in here looks pierced by many arrows as well.

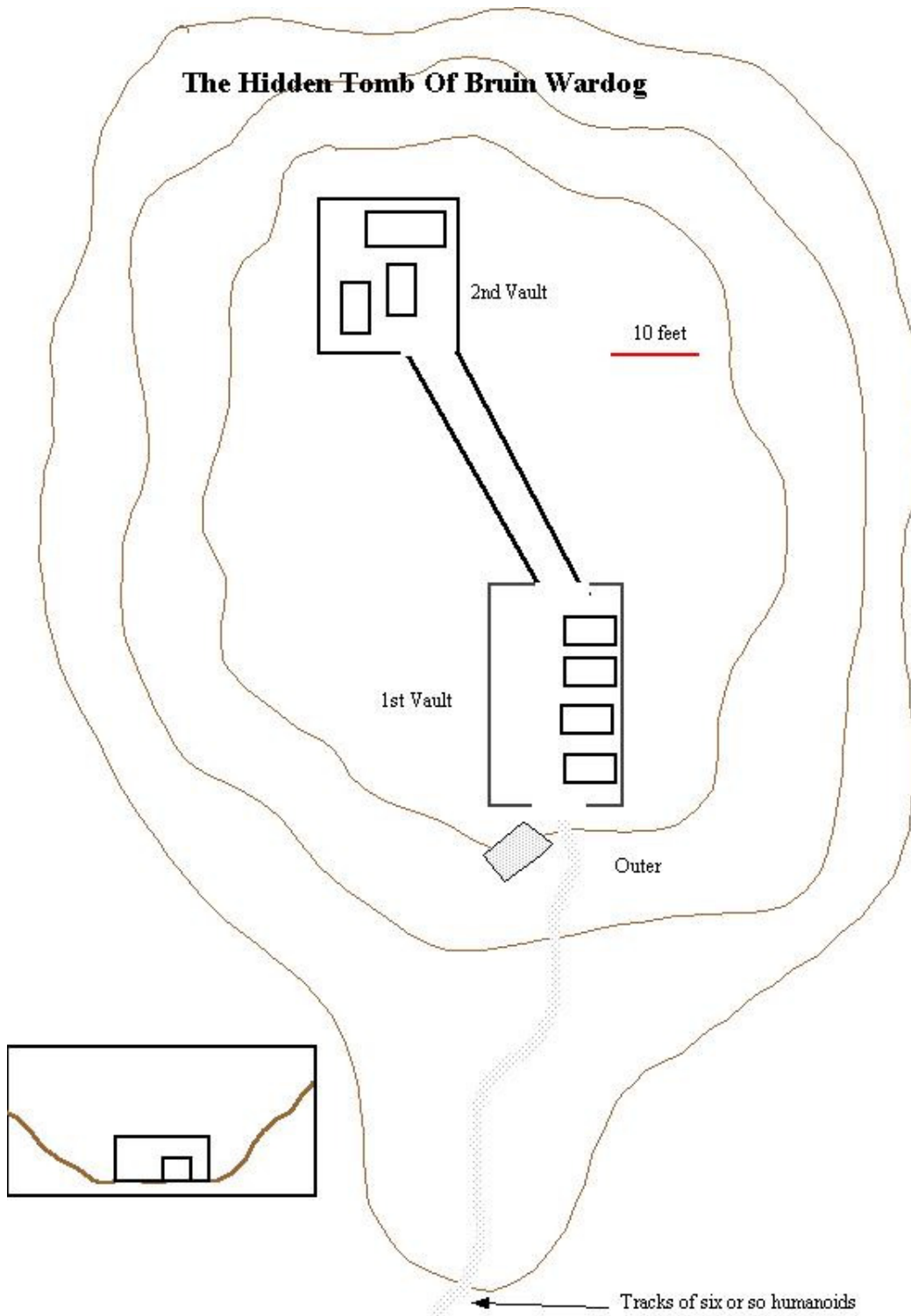
- No elves or goblins in tomb
- Return the items outside into the tomb
- Can take anything else safely.
- Spirits return as a bronze warrior explaining he has cursed the goblins to eternally peaceful theft, they robbed here but harmed no-one, thus say they live every time the moon is new.....

The Great Halls Of Funwar  
 Established: TA 2785





# The Hidden Tomb Of Bruin Wardog



## STATS.

**Burnt Skeletons.** Fail all MR versus fire

<b>Dwarf Skeleton</b>			
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:14%
War-Pick Rank 4 32/81%/+4, 2 each			
Wear Scalemail Armour. Immune to A type weapons			

**Ghast.** Just, Lesser Undead. A tough ghoul. Its presence in a graveyard and similar is akin to a ritual of animating the dead. 10% chance, cumulative per calendar month

**Movement Rates:** Running: 200

**PS:** 22      **MD:** 15      **AG:** 15      **MA:** None      **Def:** 15%

**EN:** 21      **FT:** 26      **WP:** 25      **PC:** 12      **Magic Resistance :**45%

**PB:** 1      **TMR:** 4      **NA:** Unholy Hide: 3

### **Weapons:**

1 Claw Rank:4 IV:26 SC:54% Damage: +0, and

1 Bite Rank:2 IV: 24 SC:63% Damage: -3 (but with +20 to Infection Checks in addition to any modification for bites)

in close or melee

## **Goblins**

<b>Goblin, elites, 5</b>			
PS:13	MD:11	AG:10(8)	MA:12
EN:8	FT:14	WP:11	PC:10
PB:9	TMR:3	NA:1(6)	Def: 14%
Falchion Rank 3 23/73%/+2			
Hand Axe Rank 3 23/63%/+1			

All wear scale, buckler to rank 3 for a defence of 14%. Rank 3 stealth (45%), obviously act as a better strike team in the dark. Each carries up to 60 sp as well.

<b>Goblin archers, 12</b>			
PS:13	MD:11	AG:10	MA:12
EN:7	FT:13	WP:11	PC:10
PB:9	TMR:4	NA:1(4)	Def:10%
Self-Bows Rank 3 IV:23/68%/+1			
Falchion Rank 1 IV:21/65%/+2			

All wear leather, Rank 4 stealth (63%), Each carries up to 40 sp as well

<b>Goblins , warriors, 12</b>			
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%

Soft Leather, Falchion, Buckler (R3), 7cf, 10sp

<b>Goblin, Strong Shaman, 1</b>			
PS:15	MD:12	AG:13	MA:15
EN:10	FT:18	WP:15	PC:9
PB:7	TMR:4	NA:0(4)	
War Club* Rank 3 24/79%/+3			
Magic: College of Earth Magic			
All general at Rank 2 plus:			
G-1	Converse with Animals	3/54%	
G-4	Blending	3/69%	
G-5	Walk Unseen	3/59%	
G-9	Lesser Enchant	6/38%	
S	Earth Hammer	4/52%	

Wears leather armour and carries an exceptionally well crafted war club (+5% BC, +1D). Has some leaves (invested G-6/R3,98%,Ch:2).

**Honoured Goblin Shamans Boon.** Once per day, for 3 fatigue he can conjour doom flies into an area with a 66% chance. Any non-goblin fighting in the 30 foot radius area adds +25% to infection chance if they sustain a wound and also must roll MR+10% each round or lose 1 point of fatigue. Costs 1 fat per pulse to maintain for a maximum of 10 pulses

## **NIGHT-GAUNT**

**Talents, Skills, and Magic:** Night-gaunts possess the same talents and skills as they did when alive (similar to wights), but they cannot use any magic except Celestial Magics. They can use weapons, armor and shields just as they did when they were alive.

**Movement Rates:** Running: 250

**PS:** 17      **MD:** 13      **AG:** 9      **MA:** 19  
**EN:** 17      **FT:** 15      **WP:** 22      **PC:** 22  
**PB:** 8      **TMR:** 5      **NA:** None

**Weapons:** Night-gaunts are treated in all ways as human when in a substantial state except that they cannot be harmed by normal weapons. In addition, a night-gaunt may drain the life-force of any character with whom he comes into physical contact. Whenever a character strikes or is struck by a night-gaunt, the contact does D10 damage. Damage inflicted on a character in this manner is never absorbed by armor.

**Comments:** Night-gaunts are similar to wights and are usually controlled by wights and found nearby. A night-gaunt does not create another night-gaunt or wight in the same manner as a wight does, however, Night-gaunts (like wights) can only be harmed by magic or silvered weapons.

										PS	MD	13	AG	9	MA	WP	EN				
										17	13		9	19	22		17				
CHARACTER NAME: <b>Priest Of Krypta?</b>										PC	22	TMR	5	PB	8	DEF	9	FT			
RACE: Dwarf										SEX:	M	ASPECT:	STATUS:		BIRTH:	HAND:	9		15		
RANK	WEAPON		WGT	BASE %	IV	SC	DM	CL	RG	USE	ARMOR	STH	WGT	PRO	AG-						
					###						None	5	0	0	0						
4	Battle Axe		5.00	60	35	94	+6	B	6	RM											
					###						SHIELD										
					###																
					###																
COLLEGE: CELESTIAL-										MAGIC RESISTANCE: 22			Initiative Base				31				
										STUNNED ON				6							
SKILLS		ABILITY	EFFECT						RK	%	POSSESSIONS		WEIGHT								
Climbing			If surface has hand/foot holds add +4%/rnk.						0	39											
Horsemanship									0	16	Battle Axe		5.00								
Stealth									5	57											
Code	Name	Effect	Rk	Range	Duration	ExpX	Base%	Main %	Resist												
CS	CS, , G	feet and mins	8	225	18	100	40	68	P												
CS	CS, , Sp	feet and mins	8	225	18	200	40	68	P												
GR	rit purification	dur =5+r x time spent	0	---	---	200	---	---	N												
GR	rit investment		0	---	---	300	19	19	N												
GR	rit warding		0	---	---	400	19	19	N												
T-1	Speak to Shadow Creatures	feet and (C)	8	90	(C)	50		---	N												
T-2	Night Vision		8	---	---	100		---	N												
T-3	Detect Aura	- 1% per 5 foot away	8			75	22	62	N												
G-1	Blending	self and hours	4	---	5	50	60	76	N												
G-2	Light	feet and minutes	4	75	75	75	50	66	N												
G-3	Darkness	feet and minutes	4	75	75	75	50	66	N												
G-4	Shadowform	feet and minutes	4	19	150	150	10	26	N												
G-6	Wall Of Darkness	feet and minutes	4	75	50	100	20	36	N												
G-7	Witch-Sight	feet and minutes	4	75	150	150	15	31	N												
D-G8	Strength Of Darkness	feet and minutes	4	15	50	200	15	31	N												
G-9	Walk Unseen	feet and hours	4	5	5	100	50	66	N												
Q-1	Reading The Stars	1 hour	0	---	---	150	19	19	N												
Q-2	Sum /Bind Shadow Creature	(C)	0	---	---	200	20	20	N												
All-1	Healing	Self and Immediate		---	---	200	40		N												
DShS-2	Create Shadow-Sword	feet and seconds	4	35	100	250	30	46	N												

He would wield a decent axe and the magic shield outside. Uses a shadow axe he has hold off.