

DQMJ_EE1 JAW BONES

The first of a series of 'Extended Encounters' for Dragonquest Majesty. There are not quite long enough to be even a mini-scenario, but should take longer to play than a single encounter.

Power Level: Mercenary.

Setting: In the ruins of an old dwarf hold belonging to the Clandhargan family. More can be found about them, and ties to this EE in the adventure DQMAJ1_The Home Fires. It is suggested you play that first, though it is not essential.

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.

Synopsis. A large hyena pack lives in the ruins of the homestead. In times past they were allied to a number of gnolls, one of them an adept of necromancy. His legacy still remains and assists in the great success of the pack. Party may have to fight the pack, but if they are clever or lucky, may not have much conflict. The party may gain some low value treasure out of it.

Background: The family Clandhargan lived in a fortified but small hill fort in the times of the first settlement. They were devotees of Krypta, and hence buried there dead in a dedicated portion of their dwelling. On certain days, or nights, they would enter the 'crypt' and pay due reverence to their ancestors. Like many in Arдания they fell to struggle and strife in the time of The Rising when the gods took to squabbling and demonic forces unleashed foul beats upon the land, culminating in the coming for the dragons. The family held to its land until then, when two yellow dragons wrought havoc upon their fort. The damage from these irresistible attacks still remains.

As the land healed, the area became overgrown. In the time of resettlement, which we are now in, the ruins were searched and items catalogued. It had been rumoured that the crown of Syrian had been hidden here. It took a few weeks of exploration and excavation but in time all artefacts were removed. In the decades that passed various groups and beasts had used the ruins, as no major conurbations were built nearby. The current owners are a large and very successful hyena pack. Up until a few years ago they were wanderers and couldn't really settle. They took well to the ruins and in time were allied to a wandering gnoll band. One of them was a necromancer who set up awarding area to raise the remains of kills, and dead hyenas, as skeletons or more likely zombies. A few of the more intelligent female hyenas were trained were to put bodies on the wards. This meant the hyenas had

- Useful guards who could generate fear, that would frighten away other predators
- Rest peacefully with 24 hours undead guardians.
- The whole pack could go off and hunt, making them extremely success, knowing their lair and young are safe.

The hyenas were also taught to bring back any 'shiny' objects they saw while out and about.

A few months ago while out on the prowl the gnolls were ambushed by elves and killed.

The pack leaders have taught their kin not to eat the bones of their kills (they are very well fed and don't need to anyway), but rather move them into a store area. The lead female then drags a body onto the wards as needed and activated the *summon undead* wards as needed.

Today. The party will pass by the ruins while the whole pack is out.

You may or may not wish to have D5+1 pups hidden in the lair.

Introduction

“ The old road you follow goes ever on. In a state of some repair and wagons will struggle on it, actually making it easier to travel on the grass rather than road. In the distant you see another of the small rises that scatter this area of expansive grassland. On this particular one you see the ruins of a stone building”.

PC x 3 at 500yds away. Seems to be partially built into the hill-top itself, a defensive measure you assume?. Something bad must have happened to it in ages past as large chunks of stonework are scattered tens, hundred?, of yards away. The hill is about 70yds higher than the baseline plains the road runs on, and is say 500 yards away.

Tracks: The hyenas passed this way about 18 hours ago, heading away from the hill. Find $(D/2)+(D/2)+5$ tracks

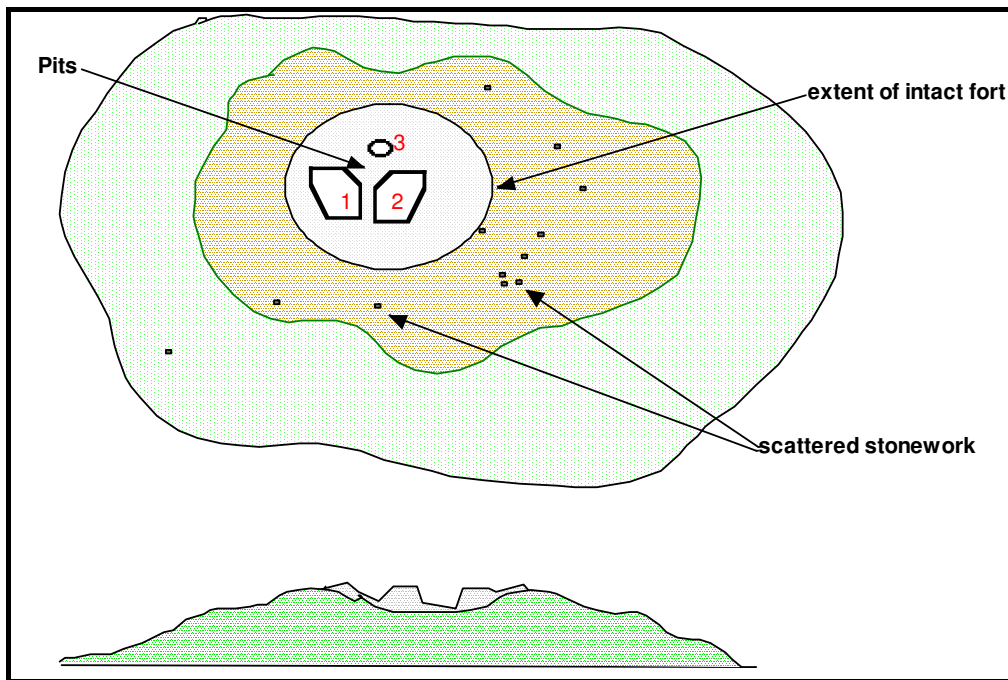
Stones As get closer to investigate looks like these were hurled around the place. PC x3 find ones that are partially melted and/or gouged by some strong force.

The building itself was probably only 1 storey.

It was indeed built into the hillside.

More paw tracks and canine ‘droppings’ around.

Seems to be 3 distinct areas dug in the ground that can be accessed, all fairly close to each other. *See Map*



Disturbance of any area brings out a skeletal stag, a skeletal boar and a zombie ape from area 2!! The beasts were dragged more or less intact by the pack, back to the lair. The stag and boar will exit the pit within 3 pulses, the ape 2 pulses later. They are as the standard undead from the rules except they have +4 more PS and END, and have base attacks like their type, at rank 2, only one attack per pulse. They mindlessly attack but do not pursue more than 100ft from the lair.

1. **Burial pit.** In here are the cleanly picked, but still fairly intact bones of two small deer and a wolf. *PC x 2 on a search, see many older bone fragments of older kills.* The walls are strongly clad and there is one small exit. *This was likely used by dwarves, maybe this was a forge?* Through the exit is a larger room. Number of bedrolls in here, 4 in all for a creature to sleep on, big creature, bigger than a man. Number of spears in here, a partially built composite bow and 11 bone arrows (very well made carrying only -7% to hit). Area doesn't look recently used. PC x 4, behind a loose flagstone is a few small clay pots. Hold 4 lots of 3 month old betony, 3 large and gaudy bronze rings (17sp each), 2 carnelians (value 40sp) and 113sp.
2. **Hyenas Den.** Very large hole, not very deep. Looks like a sleeping pit for a dozen or so creatures you'd guess. Pretty clean. *Maybe this was once some kind of ceremonial hall/chapel?* One exit through an arched doorway. Engraved with salutation to Krypta, queen of the dead. Through it is a small chamber, maybe for preparation, in here potentially are the hyena cubs, all non-combatant and easy to kill or catch. Area beyond looks like a small mausoleum of tomb. Numerous stone doors on the floor replaced by drapes in ages past. It has been wiped clean except for in one tomb. Floor here has a stone circle etched on it, bits of dried blood and scattered bone. *This is the necromantic ward. Drop dead bodies on here there is a 57% chance they will animate as undead for a time period of one month. Rank 4, so up to 5 bodies at a time. Ward will try to activate each pulse until successful. Each attempt drains a charge. It has only 2 left.* Around the tombs are carvings of a fine crown, and the name of the dwarfs family.
3. **The Shiny pit.** Contains items retrieved by the hyenas Much smaller hole in the ground. In here is a piled an assortment of items, though no obvious reason why they are here.
 - A rusting scythe
 - Small iron shield of valmorgan design
 - A small size wooden helmet with copper trim
 - Scattered silver (37sp), copper (17cf) coins
 - 3 silver sling bullets
 - A bronze necklace (25sp value)
 - Head of an axe.
 - 4 broken arrows.
 - Rough cut lapis lazuli (7 pieces worth 4D sp each).

Epilogue.

If the party kill the undead guardians they can search in peace. There isn't a lot to find really.

If you decide the pups are present and the party wipe them out it is only fair you have the pack return, either as a whole or preferably in groups of 2 to 3.

If the party don't slaughter the pups, or they aren't there, have the pack return just after party leaves, so party can at least see them without automatically being attacked.

STATS

HYENAS (3 top females, 3 males, 2 females, rest males...)

Movement Rates: Running: 350

PS: 6-8 **MD:** 19-21 **AG:** 22-24 **M.A:** None **MR:** 29%

EN: 7-9 **FT:** 11-13 **WP:** 8-10 **PC:** 19-23

PB: 6-8 **TMR:** 7 **N.A:** Hide absorbs 3 DP **Def:** 22-24%

BITE: Rank 1 : IV:46 S-Chance of 84% doing D-1 damage.

Assume top three females are a max for each stat, and do D damage.

SKELETONS

Movement Rates: Running: 150

PS: 18 **MD:** 16 **AG:** 14 **MA:** None **MR:** 42%

EN: 14 **FT:** 7 **WP:** 22 **PC:** 16

PB: 2 **TMR:** 3 **NA:** None **Def:** 14%

STAG: horn Rank: 2 IV: 32 S-Chance of 54% of doing + 6 Damage in C/M Combat

BOAR. Tusks Rank:2 IV: 32 S-Chance 74% do D Damage in C/M Combat

ZOMBIE-APE

Movement Rates: Running: 150

PS: 22 **MD:** 7 **AG:** 7 **MA:** None **MR:** 42%

EN:26(14)* **FT:** 22 **WP:** 22 **PC:** 10

PB: 1 **TMR:** 3 **NA:** Furs absorbs 1 DP.

UNARMED Rank: 0 IV: 17 S-Chance: 21%, of doing D-2 Damage.

From loss of 1 endurance per day.