

## **DQMJ\_EE2 SHE WHO MUST BE OBEYED**

The second 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, a group who could easily kill the adversary would spoil the essence of the encounter.

**Requirements:** A courtesan or troubadour or someone who can entertain a harpy, perhaps with a feat of minor magic!!

**Setting:** Small village (size 0 to 1), near to some crags or rocky hills.

**Location:** Anywhere in Arдания, but far enough away from a big town or city.

**Synopsis.** There is a tradition that girls from the village must ask a nearby harpy for approval to marry their chosen spouse. If not, legend says, the harpy will swoop down and steal their firstborn child. Homage must be paid during the visit to the harpy including baskets of sugary fruits, live goats and a story-teller to amuse and inform the harpy. The party will escort the girl, and provide entertainment for the harpy. If she is impressed she will ask a favour of the party in return for magic amulets!! Something nasty has recently moved into her neighbourhood and is scaring away game and birds and such. She assumes it is a ruddy great spider.....

**Background:** For decades the folk of Hammerton have a tradition to ask the approval for marriages of the local crone in the hills, Queenie, who happens to be a particularly revolting and busy body harpy, with minor black magic spells. The girl is supposed to venture into the crags where the harpy lives. The spouse is to accompany her, and there is no rules about anyone else going along as escort, or to seek the wise womans advise, etc. On occasion she has even bestowed gifts on certain individuals, or so the stories go. It isn't a big village so this event only occurs once a year at most. In recent times a local bard has gone along to sing and fill the hag in on local events, but of course he is suffering from sever laryngitis at the moment...enter the party will a likely looking lyricist to help!!

### **1.1 Introduction**

Either the party could be entering town and see the distressed female with entourage about to begin her journey and not the village skald, who is well wrapped up and looking a tad poorly. Healer skill will aid his recovery but the young girl insists on going today as that's what the signs say, and the cakes she has baked will have gone hard by tomorrow!!

OR

A party member one evening can take the skald's place for an evening performance as he is under the weather. Assuming an adequate or better performance, words get round and the next day the betroved couple approach the character.

### **1.2 The Cast**

Isabella Janes, 16 year old soldier's daughter and the female betroved

Andrews Janes, 19 year old and distant cousin of Isabella and the worried looking male betroved.

Bertram Tappit. 47, Dwarf and the Village Skald, and musician of some repute. Currently suffering a throat infection.

Harper and Nibbs, town militia, who have agreed to be escort, but will gladly like party take over. One of them has done this trip 3 times before and feels eventually he may end up as Harpy Lunch. Whatever age you wish.

Mortimer. A mule laden with two baskets of cakes, a large woollen blanket, syrup and sugar soaked peaches in 3 jars, and some paper lanterns.

Vince and Etram, two young goats with a short life expectancy.

Journey is a 5 hour gentle stroll of around 9 miles.

### **1.3 A Place in the Country**

The lands around have scattered small homesteads with open ranges for grazing animals rather than arable crop land. There is a road to follow for the first few hours and that ends at a settlement of around a dozen buildings (mostly stores and craftsman and supply) as well as a large tower beacon which can be lit to alert the larger village the party have come from. As there has been a few wolf sightings in recent days in Gretan, this settlement, there is a militia man near the tower and a couple of hunter types. They are sorting through some weapons, and ensuring plentiful oil, kindling and torch supplies at the tower. There is also a large bell there, and in small compartments a cache of bows and spears. One assumes in times of alarm, such as wolf menace, the bell is rung and everyone gathers for and weapons.

Can chat to the folk at the tower.

- Small wolf pack is fairly local.
- Talk of a large fowl Varg wolf nearby as well, if they don't fight each other the Varg may take over and lead the pack astray.
- Discussion as to whether these hunters are to go on a journey and see what situation is.
- Aware of the old hag in the crags. Nothing different there of late, though the number of game birds that roost around there, and are hunted for, has dropped this season. *This is due to the spider!*

Can freshen up and such in this settlement for a fee of 3sp each, or half an hours work doing something the characters can do. Chop wood, pile stores, hold animals to be checked over, etc. Humble things to keep parties feet on the ground. Give an xp bonus for such help to the community, Arдания can be hostile to try and gain a living in so you can never have to many friends.

#### **1.4 To meet Queenie**

The Gretan ridges lie about 1 1/2 miles away. Series of sharp protrusions, sink-holes, furrows, sharp hills, and small streams. Abundant with insects and small animals, and a place to find uncommon herbs as well. The ridge system is roughly circular and is about 2 miles in radius. Queenie roost this side of the centre.

Nothing should happen for the first hour out of the settlement. Land becomes more rough and less suited for farming. Drier as well.

If you feel mean you can have some of the wolf pack start to track and watch the party, this may

- Simply serve to spook the animals who have to make a WP x 4 or attempt to flee.
- The wolves may stage a mock charge if you are feeling meaner, causing a WP x 2 for the animals. At a distance of 150ft or any signs of party aggression the wolves will back away.
- If you are truly a naughty GM you can have the wolves stage an attack from two sides, but they will still flee if they don't quickly overwhelm the party or drive off an animal to pursue.

The ridges are not particularly high, but are quite numerous and fairly sharp in nature. Some parts must serve as good place for small mammals and birds to hide in, as access for large predators is probably more difficult. Assume at least once the lead character needs to make a (AG+MD)x1.5 or falls taking D points of damage from sharp edges and tight wedges in the rocks as he stumbles (assume armour helps unless legs specifically uncovered). There is something a pathway to follow so don't force this roll to be made more than once.

Enter a much quieter area wildlife wise and has a grimmer look to it. About 600yards ahead see a cave with thin wisps of smoke rising out of a chimney so assume this is where the hag lives.

Animals need a WP x 5 to get close (with 1 less degree added per 100 yards closer). At the end may well have to drag the goats!

Girl and spouse will approach and she will request the 'bard' PC to sing a lullaby to lure out harpy, orate a song to the harpies magnificence or a feat of minor magic of glamour (MA x 4). Any Roll should be at -30% as the harpy has seen it all before. If this approach fails she may get agitated and either be bored and not wish audience, or will act aggressive.

Queenie looks old and small for a harpy but you can sense keen intellect within. She will appear at first via rank 5 project image. She is a direct child of Scrylia the serpent queen who created harpies, medusa, scylla and other female form nightmares, and was involved in the revolt that overthrew her. She is at least 1200 years old therefore, but has forgotten many tales of her tortured past.

There will be a degree of banter and she says what a hopeless case the male spouse is, countered by the girl speaking on his worth. At some point she will really appear and

be offered sweets and goats and cakes. She will wolf down the cakes and kill a goat for later!

Assuming all goes fairly well she says she will 'bless' the wedding and further, for exchange of magical amulets from here she would like the party to rid her off an unwelcome neighbour. If things haven't gone great she will bless the wedding with reservation, and demand the party rid her of an unwelcome neighbour. She is keen to be rid of the spider so they could negotiate her up to 2 amulets.

She has some power a black magician and has the following amulets to hand:

*Amulet of Luck (2)*

*Amulet of Aquilaeus (2)*

*Amulet of Amethyst (3).*

No stats are provided for the harpy as any need for them means the adventure has 'gone wrong'. The betrothed couple will be appalled if Queenie is attacked.

Assume she has 12 black magic abilities at rank 3 to 5, including a couple of special knowledge spells, though she has no familiar anymore and has long since abandoned her lesser pact, she has paid her way out of the contract in her younger days....

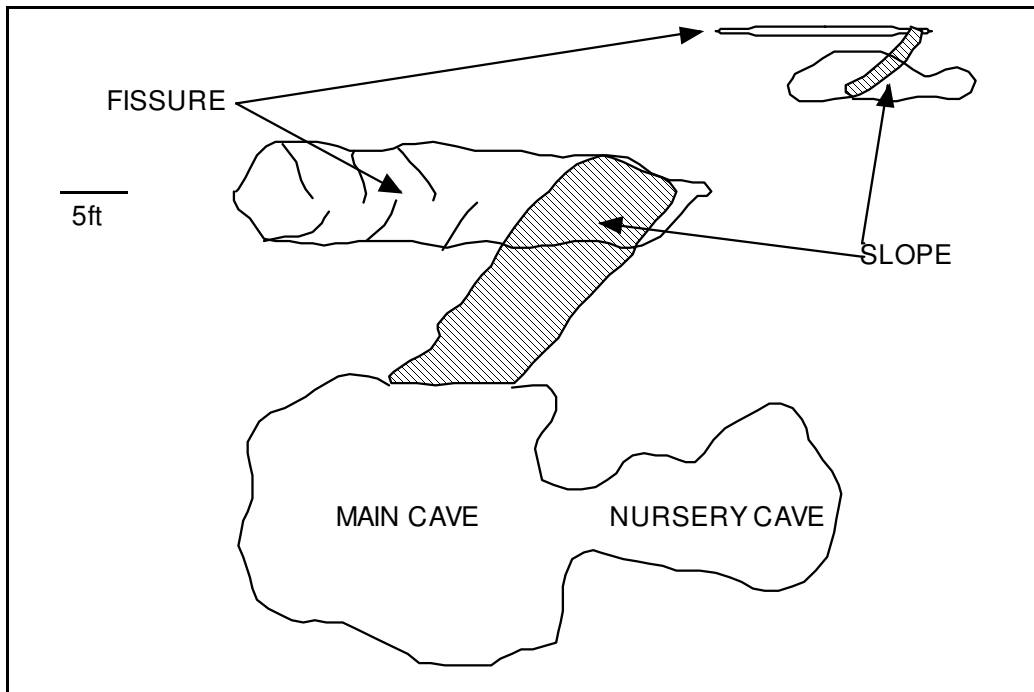
### **1.5 The Deal with the Harpy**

She says a monstrous spider has recently moved into the area and has both frightened or eaten much game and chased away a small wolf pack she often used as messengers, amusement, etc. would the party be 'dears' and rid her of this menace. It is only an hour away over the central hill of the ridges.

Assuming the party are agreeable they should set off straight away. No harm will befall the couple.

Can maybe have terrain actually get a bit easier on the other side of the hill, and as time gets on and the crevice in the earth where the wolves, and now spider dwell, gets closer. Can see signs of shed skin and small webs. The spider is a hunter but has limited webs for the wrapping up and dissolving of victims...

The crevice is about 35feet long and 10 wide. The spider has to squeeze in somewhat. There is a slight slope leading down about 25 feet and then a tunnel leads up slightly into the main cave. Smaller cave beyond that what used as a nursery....



The slope is  $-15\%$  to climb as it is quite crumbly and heavily covered in an oily secreted web, to make it slippery.

The spider is very aggressive. It will kill all in its lair, but pursue no more than about 100 feet away from it. It is 18 wide, with 5ft by 7ft long main body. It has one damaged leg from a wolf grievous hit on it otherwise it would have 4 more AG.

There are a number of husks of a wolf and 3 cubs in the lair. It feeds a lot on birds, and has also eaten a few small deer. The lair otherwise looks much like a wolf lair would.

No treasure unfortunately unless they know someone who works with spider venoms and other parts of the spider. If they were to hack open the spider completely they would find a great black pearl at its center. This is part of its creation and is valued at 1400 sp. A MA x 1 % roll would reveal the spider as a probable unnatural creation. Any lore the party may have at a good sized penalty may also lead to them digging through the spider. Any grievous strike description on the spider may also free the pearl.

The party can make their way back to the harpy and the couple. Nothing bad will have happened. The party can then travel back home for a well earned rest over what will have been a very long day.

### **Epilogue**

Hopefully the party will have made some friends in town and or the small store settlement.

They know where the harpy is so may call on her is her magic and longevity could aid them in the future.

Within a few weeks the wolves will return to their lair.

## **WOLF**

**Movement Rates:** All-out Run: 400; Steady Run: 250

**PS:** 12    **MD:** 19    **AG:** 19    **MA:** None    **MR:** 42%

**EN:** 16    **FT:** 32    **WP:** 22    **PC:** 20 **DEF:** 19%

**PR:** 8    **TMR:** 8    **NA:** Fur absorbs 3 DP

**Weapons:** Melee Attack with their bite. IV: 41 SC: 79% D+1

In Close Combat, damage from biting goes up to +3.

**GOAT** Willpower: 10.

**MULE** Willpower 12.

<b>THE SPIDER</b>				
PS:18	MD:18	AG:28	MA:0	
EN: 12	FT:20	WP:27	PC:22	MR: 47%
PB:2	TMR:6	NA:3	Def: 28%	
Attack Bite Rank :3 IV:53/81 %/D+3 Weak Posion of 1-3 DP for D pulses				

Originally breed by goblin magic in the name of Krolm, forming from 9 black pearls given the goblins. They were to act as mounts and slaves and hunters, but their numbers rapidly grew and in time they destroyed their goblins master and unleashed their fiendish numbers amongst the world. They say a terrible undead sorceror took many as his servants. This spider is about medium size for a giant spider. The bigger the spider the bigger the black essence pearl inside. In centuries long past many great spiders were hunted down as heroes saw the wealth within worth the risk.