

DQMAJ EE_6

The Elf Caravan

The sixth 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.

Level: Mercenary to perhaps Hero status. Social types, an archer, an adept and a warrior could all have fun.

Setting: On, or close to a small road, near to a major settlement.

Location This will fit in any area of Arдания, but close to the elven homelands may fit better

Synopsis The party are lured in to try the delights of an elven caravan and their houses of ill-repute. Games of archery, spell casting and feat of arms await the bold or unwary. If the party prove to be decent enough in their day of games, in the night more sinister games occur.....

Background

The Elves Of Arдания are very volatile. When placed in human or mixed societies in single or low group numbers they adapt very well, and a number of notable heroes have sprung from their ranks. As a PC race they are fine. Its just when less integrated tribes of elves are interacted with their highly mischevious, often selfish and greedy, often almost insane sides come out. Elves live quite well in human settlements, no human would survive 'intact' in a elf settlement. On the positive side that do create fabulous items and treasures and no adventurer, or wealthy gentry of the city with a few 100sp to spend, could spend it more interestingly than in an elven 'bungalow' as they call their portable adobes. These caravans tour the lands bringing 'a good time to all', and spread the elves weird sense of what passes for 'entertainment'.

Caravan will consist of at least 12 or so vehicles, more than 40 elves and their entourage. Like a fairground, circus, snake-oil salesman, tourney, gamble hall and house of ill-repute all in one colourful travel menageries. A good sized elven caravan will go on tour every 5 years or so. Human authorities both loathe and love them. No worthy mercenary can resist the sight, smell or sound of them...

1 Introduction.

Either the rumours are spreading of an elven caravan heading this way, or perhaps, freshly grimy and tired just after some epic adventure the party hear the unmistakable chimes of elven bells, and bawdy songs of drinking and debauchery and merriment heading their way, sometime just before noon.....

Tinkling of light bells and chimes, lilting and lifting travelling songs, smells of spitted pork over a fruit-charcoal fire, the unmistakable approach of an elven caravan...

Blue roofs, green frames and gold painted adornments.

White horses adorned with flags and silver bells

Exotically dressed songstresses and mandolins and lyre accompaniment.

A twinkle in every elf mans eyes, matched by allure and fire in every elf womans eyes ...it is all just too much to resist (need WP x3) or just stand there spellbound as the caravan approaches, such sights, such sounds, such smells....such a promise of a good time.....

elves favour blue as clothing colour, with bits of silver and gold and green.

2 The Elves.

Males: Taragon Firelight, Montage Foeclever, Gird Quicksilver, etc

Females: Orchid Wayfarer, Opal Mirrormere, Buff Tremore, etc.

47 in all. 12 are female.

Can assume they have at least rank 3 in any skill, with a max of D5+3 in that skill.

1 black magician, 2D thaum, D+2 elementalists (half of whom are celestial), D-6 lesser summoner, 3 shaper and a runemagician. All have rank 3 to 6 in at least D+4 spells each.

Rank 7 archers, Rank 5 with class A blades, Rank 4 with class B.

In the past monsters have attacked such caravans but soon learnt the follies of there ways. It is said once a human bandit group tried to raid one and the bandits where never seen again

3 DAYTIME

The characters are free to shop and enjoy themselves. They will part with at least 50sp each, and for really getting into the spirit of the fun, letting themselves go and learning and gaining knowledge should earn around 1xp for every sp spent, up to the first 120sp spent.

Caravan forms a the shape outlined in the map, they call there travelling caravans that have a tent partially cover a 'bungalow'. The tents are strictly out of bounds in the daytime and are guarded by D5+2 patrolling elves. They are private sleeping quarters and preparation areas.

Acts

Dancing girls with snakes and spiders....such pain and pleasure in one squirming bundle

Fire eaters

High wire walkers

Lyricists, liltng mandolins and lyres and harpsichords,

Maypole dancing

Stalls

Roasted meats basted in exotic spices

Fruit wines and outrageously strong meads, stouts, milds, barley, pale ales and browns.

Sweets and candies and jellies and glazings. (old english spangles and other flavours)

Magical curios (potions, amulets and powders).

Bowery, arrows, strings, flights, composites of a 2% to +7% nature due to quality.

Preserved and fresh carved woods, ideal for rune magicians.

Competition

It helps future fun if at least one party member does well in one of the following, or gets an endurance hit on a target...

Archery against swinging bullseye targets at 4 ranges (+5%, -5%, -15%, -35% and -55% to hit), and effective damage over 4 to penetrate the lacquered woods of the

targets. Need 5 straight hits. Costs 15sp to enter to win 300sp! If at least two 'endurance hits' occur earn a golden bow of +3% quality

Melee, 4 strikes in a row against shielded rag and string golems. Need to do 3 effective damage against 4 charging golems, 1 swing per pulse. Def of 10%, then 18% with a buckler, 22% with a small, 30% with a large. Need 4 straight hits. Costs 25sp to enter to win 200sp. If at least two 'endurance hits' occur earn a silver short sword of +2% quality

Magic. 3 protected targets of a goblin, a troll and a minotaur. Need to destroy. Coated with magical protection that absorbs 1, 3 and 5 magical damage. Have 1 minute, under tactical situation to destroy with spells, from own head not items....

4 EVENING

The elves insist all children under the age of 14 leave before evening as things get a bit feisty and are for adults only!

Ladies of a certain type are available (250sp per fabulous hour!)

Dance of the 7 veils (30sp)

Dancing girls with snakes and spiders....such pain and pleasure in one squirming bundle (free)

Very bawdy songs such as below. (free)

Very strong drinks. Need EN + WP to avoid loosing all control and becoming a party animal, and passing out 2Dx10 minutes later..(2sp each)

Cold meats, fruit puddings, cakes and chocolates.

Free drinks and tobaccos to any who did well in the tourneys.

Gambling hall is open

Bronze dice (need any of 4 numbers to win twice stake). Max of 100sp

Silver dice (need any of three numbers to win three time stake). Max of 75sp

Gold dice (need any of one number to win 10 times stake). Max of 30sp.

A 0 is always a loss for the player!!

Each player should have the following card to put money on

ONE	TWO	THREE
FOUR	FIVE	SIX
SEVEN	EIGHT	NINE

Songs

There are three ways to Seduce a Me-du-sa

Two ways to mate here with a Sat-yr

Just one way to have Tiffin with a Griffin

But never place your.....in a Ghoul

You can always be sure with a Centaur

They say its often alright with a Wight

Its can sometimes be tricky with a Pixie
Oh, but never place your.....in a Ghoul

Someone swore they'd been with a Wereboar
And had had a quick fling with a Halfling
My dreams in a stream with a Suarime
But id never place my.....in a ghoul

5 **BUMP IN THE NIGHT**

Dependent on whether they excelled at arms, archery or arcane the PC wakes up in a small tented arena, in fact in a bizarre looking 20foot radius pit, 8 foot down. His feet are loosely bound and at least D+5 elves are watching and placing bets.....

Arms

Ghostly wolf, with silver-white skin, red eyes and black teeth, in a demonic looking spiked leather barding. *All make up and the barding is really just for show....*

PC is handed whatever was his melee weapon of choice and told his has to kill the beast in less than 12 pulses!!

Get 500sp if the PC wins!!

Normal wolf except has -3 Ag and +1 AP due to barding.

Archery

Feet are bound in metallic boots to the ground, so they cannot move. Above you is an iron pot with a door in its base. Glass tubes connect it to higher metallic balls. You are told alchemical fire will drain from the small pots to large and it will spill open in only 12 pulses, over the competitor. Your only recourse is too shoot the connecting tubes to stop it filling.

2 are -5% to hit and AP 4

2 are -15% to hit and AP 3

2 are -25% to hit and AP 2

each one not destroyed at the end of test adds 4 points damage to the contents.

Get 500sp if the PC wins!!

Arcane

Tied to a pole at the bottom of a small rail. A statuette full of spikes dripping with a poison is at the top. The statuette is slowly descending at you with a clockwork clicking noise. You are told you must use damaging spells to break the stand the statuette is on. Needs *13 damage* to break. Every pulse as the clockwork statuette descends it loosened metallic wire the start to loop around the adept giving a 3% penalty to cast a spell, cumulative each pulse after the 3rd pulse....takes 12 pulses to arrive.

Spikes are 95% to hit for D+4, and the poison requires (END+WP)% or 1 DP for 5 pulses

Get 500sp if the PC wins!!

All wounds are healed for winners and it is hoped the party can live with the bizarre morales of the elves. Elves are most impressed with survivors and will give them more drink etc!!

Bonus xp award for anyone seeing the lighter side and not trying to rob the caravan and slaughter all its 'jolly' inhabitants.

THE ELVEN BUNGALOWS

m
a
g
i
c

50ft

