

DRAGONQUEST

Dragon-Newt Number 1

The Scale of Things
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Summary

An mini-adventure for fairly experienced, but still mostly mercenary / new to adventurer ranked characters. Characters with the following abilities should benefit/have a useful role:

Ranger; A Namer; An Assassin; someone who can speak with the dead;

A coven of witches with their ogre, and other allies, is seeking to enslave great numbers of suarime, for sale to some demon backed individuals. Things having been going quite nicely until our hapless party blunder into them....

Notes on Play

A number of occasions arise where members of colleges can gain some information by rolling against their Magical Aptitude. This is as outlined in section 4.1 of the DQ rulebook. In the text it is written as 'roll against 1,2,3 etc. x MA'. Bonus information may be gained for rolls under 15% or 5% of modified chance, as indicated in table 18.2 of the rules.

Material available in 'Arcane Wisdom' is made use of in this adventure.

Combat option 18.5 is used, with regard to increased damage with rank.

Introduction

Basically, as you will find with this author, the adventurers 'find' the adventure, or often the adventure bumps into the adventurers. If you intend to play future Dragon - Newts it is suggested you use encounter number 1A, as the Nagian will play a role in the future some of which is revealed below. If not the purely coincidental introduction in encounter 1B is probably better.

Encounter 1A (See Map1A).

This should take place in a fairly remote area, known to be quite marshy in parts, in an area still heavily populated by the lizard-men, the suarime.

In the distance you see a disturbance, in an area where a small brook meanders around a copse of trees at the edge of a larger wood. A couple of bodies appear to be sticking half out of the brook. (roll PC x 5 reveals the bodies to be humanoids only 4-5 feet in length, wearing leather armour). A third body is almost suspended in mid-air next to the trees. It is moving about wildly and it is probable that something within the trees is holding and shaking it violently like a dog would a piece of meat.

If the party move toward the disturbance, a Nagian (DQ p.124) will drop the now dead goblin. Her name is Issabaal, she is immortal and will always look young and beautiful. She normally dwells deep inside a shrine in a marsh area within the nearby large forest. The shrine is in fact a prison. The only guard of this 'prison' is the Nagian, of the

college of black magic, a very rare event indeed, and it may be she has been specially breed or created for her primary purpose. She has signed the first and lesser pact only, and in terms of 'alignment' is a good black magician for her purpose is to guard a dark power with a dark power. Her masters are Andromalius, Marbas and a few lesser demons and she must very occasionally pay homage, tribute and sacrifice too. The things she guards is the only creature, who by his own foolishness knows the whereabouts of the 'the tome of the years' in which are held all true-names, most importantly the name of 'he on high, and that of his most powerful fallen servant'. It is obvious therefore that any creature, of either light or dark, who gains this book could cause a great imbalance in the nature of things. It was thought an entity adept should guard him but that a necromancer or summoner may be tempted in time to ask, or compel, the prisoner for the information. The prisoner is Shaz, the master taker, stealer of worlds and betrayer of words. He is kept on this plane so he cannot be summoned in the campaign world.... Her role in this adventure, and her reason for straying from the shrine is that her adopted children, for she cannot bear her own, the suarime, are in grave. If the parties intentions, and she can read their intentions and thoughts, are not too malevolent she will approach them...

A magnificent and beautiful gold skinned creature appears. She has a naked torso, adorned only by a jewelled amulet, and an emerald green serpentine lower body. She is armed with two currently scabbard held curved blades and a great bow. She slowly looks at each of you, perhaps smiling but sorrowful, maybe a look of relief and speaks in a lilting tone..."You may call me Sentinel.

I have need of ones such as you, you seem fair of heart and fierce in courage. Will you aid me, and in turn aid yourself and all your kind. My children, the lizard me you call suarime are being enslaved. Those goblin dead are part of the group stealing them. I have amassed great treasure and wealth, which you humanoids desire so much, and in my long years even items bearing magic I have, which you desire with even greater fervour, much will be yours if you stop these slavers."

Nagian, Issabaal the Sentinel			
PS:25	MD:21	AG:15	MA:27
EN:31	FT:24	WP:28	PC:22
PB:19	TMR:8/6	NA:5	
TS Magic scimitars Rank 7(9) 46/107%/+5 Giant Bow Rank 5 42/96%/+8, gilded arrows			
Magic: College of Black Magic T-1(R5), T-2(R5),T-3(Rank 4-6) All general to rank 5 plus below			
G-1	Fear		8/61%
G-3	Walking Unseen		6/95%
G-4	Damnum Minatum		7/88%
G-8	Summon Enchanted Beast		8/61%
G-12	Hypnotism		7/89%
G-14	Call Master		7/53%
Q-1	The Tarot		3/??
S-4	Blight on Crops		4/74%
S-5	Bless on Crops		3/66%
S-6	Pestilence on Livestock		2/68%
S-7	Bless on Livestock		3/71%
S-11	Bless/Curse Children		4/49%
S-12	Virility		3/56%
S-15	Create Restorative		5/62%

She is also a military scientist⁵, Marsh Ranger⁶, Healer⁵, Lizards and kindred Beast Master⁷, Courtesan⁶, Spy⁷.

As well as the magic truesilver scimitars which add 2 ranks to the skill, she wears an amulet of Beryl and has her bow at all times. She very rarely leaves her shrine as the seven suarime tribes she watches over bring her food and tribute, some live for sacrifice. In return she busies herself with various spells to the weal or woe of the tribes to keep them generally in check. Over time her once darker heart has come to cherish the suarime.

If the party agrees to help her she will reveal some more information.

A number of ogres generally accompany the goblin troop.

At least two adepts also accompany them, they seem to have some power over the earth.

She has a thought on what the suarime may be needed for but dare not yet reveal her feelings

She will watch out for the parties return and will give rewards dependent on how well the party get on in stopping the slavers.

Looking around the area the party will note that the goblins were exceptionally well equipped. Large footprints (+15% bonus to follow, at least at first), as befitting ogres lead away from the area along a muddy track that hugs the forest on one side and is marsh. This will eventually lead the party to encounter 2.

Encounter 1B (See Map1B).

Once again you are slightly lost. You were convinced the river you seek was close by but instead you find endless trees in an endless marsh. An extended dry patch is finally found and you see signs of an encampment, or at least an area where a large force stopped (while investigating noise of some distant conflict can be heard).

As the party investigate they find the river they have been seeking, the town they were originally looking for must be to the west. On the other side of the river, and it is about 28-33 feet wide here, is the sound of conflict, though it has now ceased. 4 suarime lizard men are bound in chains and being lead off deeper into the woods on the other side of the river by a couple of ogres, a number of goblins and a few brown robed humanoids. 6 goblins, semi-sheltering in the boughs of trees hold 3 other suarime, 2 of them children. The goblins look well equipped in armour of leather bearing falchions and hand axes and small shields. (roll PC x 4 to note the arms look very well made). A wolf (this is Carn) of massive size accompanies these goblins. One of the goblins plunges its sword in to a bound child suarime killing it you assume, it sneers at the other two captors.....

It is assumed the party may act at some point. The goblins will fight a withdraw action into trees where missile weapons become less effective, and the suns rays affect them less. One of the goblins will immediately run off to inform the main band. What happens is difficult to predict, but the goblins have very high morale and are not overly terrified of spell users, Carn the wolf is trained to especially wipe out adepts. It is envisaged that at least some party members will be hurt and the party is slowed somewhat. Either by torture, magic etc. the party will learn about the coven which is enslaving suarime. If not the tracks the main band is using will be easy to follow....

Encounter 2 (See Map 2)

It is a standard tactic of the coven to leave goblins behind to watch to see if there are being followed (this is

especially true now they know some no good adventurers are following them or that the suarime here have some kind of powerful guardian). The 4 goblins lie in ambush. Each has an amulet of luck, has had a lesser enchantment (earth G-4) cast on them, have a potion of armour of earth (R6,78% chance to work), a potion of healing (R10, 98% heals 13 damage points) and all are currently 'blended' sitting in 4 of a set of 12 large trees in a relatively dry area. They will attack bravely due to their good morale. Basically as soon as a party member is close enough to a goblin the PC will be attacked, probably from surprise. The other goblins will attack when an opportunity arises. They all use falchions. Again information may be gleaned in various ways from either living or dead goblins.

Encounter 3 (see map 3).

This is fully optional. If the party can handle an assault against the rest of the coven then don't use this encounter. By using it the party will be slowed somewhat but will find their final task easier. You could also make it night time or dusk to aid the goblins somewhat. If the party are really struggling then if they can bypass this encounter altogether there task will be that much easier.

An old abandoned watch-tower will come into view. It has camp-fires around and a beast of some kind is roasting away. Only 3 feet of the towers walls still exist. In test play of this I placed all the remaining goblins (except the two will bolas), Grunkl, Devorran and her familiar. In combat Grunkl will just charge any enemies, the goblins will fight as there own team and Devorran and Chikalla will hang back. This will demonstrate the slightly disjointed nature

of the coven, as they have had it easy so far their loyalty to each other has not been tested. If you like the goblins may have a few potions and amulets distributed to them. Devorran will flee if injured, perhaps following the party at a distance to see how the coven handles an assault on it, she would love to see Talona dead. Obviously if Devorran falls Chikalla loses all ties to this plane. If the party isn't going to be tough enough to handle the rest of the coven then have the captive suarime here and the party can return them for some reward from either the Nagian or the suarime tribes, who will lead the party to the shrine.

The tower itself has nothing remarkable left in it. It is just a good point of shelter, being up a slight rise, in a clearing, away from the damp.

Encounter 4 (see map 4)

Either by tracking or information gathering the party should eventually find the location of the coven. It is in a small cave system just up from a large river which after only a days journey leads to either the city or passes by a major town or small city. The suarime are picked up by boat and transported along the river to a safehouse in a town/city where the suitability of the suarime is tested by an undead agent. (This is the topic of the murder mystery investigation that is Dragon-Newt Number 2, A Taste For Evil). They are then transferred to a ship (whose final last fateful journey is outlined in Dragon-Newt Number 3, A Common Sort of Metal).

The coven of the scale currently makes its home in a large rock outcrop some 40 feet away from the river.

Members of the Coven of The Scale

Ogre, Grunkl, Servant of the Coven of Scale			
PS:29	MD:11	AG:8	MA:10
EN:23	FT:29	WP:18	PC:11
PB:5	TMR:8	NA:4	
Giant Club Rank 2 21/69%/+8			
Nasty Bite Rank1 20/76%/+4			

Grunkl is the physically largest of the ogres, being 9ft 2" tall. Very much enjoys his new job and is incredibly loyal to the witches.

Ogre, Bruella, Servant of the Coven of Scale			
PS:27	MD:14	AG:10	MA:13
EN:22	FT:29	WP:21	PC:14
PB:9	TMR:9	NA:4(7)	
Mattock Rank 4 28/85%/+7			
Battle Axe Rank 2 26/82%/+4 for throwing.			

Bruella is the most cunning of the trio and is very loyal to himself. Waiting for Surns magic to develop then he intends to make himself boss. Wears a suit of leather armour hence the NA of 7.

Ogre, Surn, Servant of the Coven			
PS:26	MD:12	AG:9	MA:15
EN:22	FT:29	WP:16	PC:10
PB:8	TMR:9	NA:4	
Giant Club Rank 0 19/62%/+8			
Magic: College of Earth Magic			
G-2	Converse with Plants	5/40%	
G-4	Blending (!)	4/72%	
G-6	Healing	4/52%	
G-10	Herbal Lore	3/34%	
G-11	Tracking	3/24%	
S-3	Strength of Stone	2/26%	
S-4	Armour of Earth	2/26%	

Surn, despite seeming quite and dim, has a great affinity for magic for one of his kind. Follows the word of Bruella as

gospel and would certainly side with him against the coven, despite it probably not being beneficial in the long-term.

The 'Coven of the Scale' currently has 4 active female witches within it.

Ib, an orc apprentice earth adept
 Talona, wingless harpy, black magician
 Arrabis, aged human earth-magician
 Devorran, young half -elf black magician.

Arrabis is a tutor to Surn and Ib, and holds the group together. Talona and Devorran utterly dislike each other but need the haven the coven provides.

Human, Arrabis, Head of the Coven			
PS:8	MD:10	AG:9	MA:22
EN:15	FT:20	WP:21	PC:17
PB:11	TMR:4	NA:0	
Flint Dagger Rank 6 32/64%/-1			
Magic: College of Earth Magic			
All general to rank 6 plus below			
G-1	Converse with Animals	7/73%	
G-3	Control Animals	7/48%	
G-6	Healing	10/77%	
Q-1	Summon Animals	6/40%	
S-1	Earth Hammer	6/65%	
S-3	Hands of Earth	4/44%	
S-4	Armour of Earth	6/45%	
S-7	Animal Growth	3/31%	
S-9	Binding Animals	6/35%	
S-10a	Conjure Elemental	2/38%	
S-10b	Bind Elemental	6/45%	

Amulet(invested,S-4/R3,78%,ch:3), glove covering a crushed left hand (invested,S-1/R5,95%,ch:2). Arrabis is about 67 years of age and has seen a great deal in her life. She started to collect these apprentices and allies some 3 years ago and this current coven is some 7 months

old. She started enslaving the Suarime and selling them on to the river pirates (fully aware of their final demonic destination) some 4 months ago and has sold 3 shipments so far. She trusts only Ib, and is rarely without a wolf or two (bound and growth spelled of course). In battle she hangs back and uses her magic to enhance these wolves. (armor, enchant, strength, diamond weapon etc.)

Carn and Gurn, two bound & 'growthed' wolves			
PS:16	MD:16	AG:17	MA:0
EN:19	FT:50	WP:23	PC:21
PB:10	TMR:9	NA:5	
Bite 38/71%/+5.			

Obviously utterly loyal to Arrabis

Orc, Ib, Serant/Apprentice of the Coven			
PS:17	MD:12	AG:15	MA:15
EN:16	FT:23	WP:11	PC:9
PB:7	TMR:4	NA:0(4)	
War Club* Rank 4 25/83%/+4			
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%	

Wears leather armour and carries an exceptionally well crafted war club (+5% BC, +1D). Has some leaves (invested G-6/R3,98%,Ch:2). Is very loyal to Arrabis, spends much time with the two wolves.

Wingless Harpy, Talona, Witch of the Coven			
PS:17	MD:24	AG:21	MA:17
EN:9	FT:15	WP:21	PC:10
PB:3	TMR:2	NA:4	

Claw Rank 2 33/92%/+3. Only one per pulse		
Magic: College of Black Magic		
Greater Pact made		
All general to rank 6 plus below		
T-1	Witch-Sight	4/36%
G-4	Damnum Minatum	2/68%
G-6	Wind-Whistle	4/64%
G-9	Putresence	4/74%
G-11	Hypnotism	3/61%
S-2	Night-Vision	2/78%
S-10	Cause Disease	3/41%
S-12	Virility	1/45%
S-14	Wall of Bones	4/54%
S-20	Shadow-Wings	1/40%

Wears an amulet of Aquilaeus. Lost her wings to her master on making the greater Pact. It is her hope to eventually sacrifice Devorran in some druidic blood way in an attempt to please her master to get her wings back. Her master is Stolas, the Raven prince. She always has a raven, Shart, sat on her shoulder. It has +3 on all its characteristics and adds +15% to Talonas magic resistance. It is a demi-familiar (after she killed and ate her last one in a rage after a shadow wings spell backfired, again).

Half-elf, Devorran, Witch of the Coven			
PS:13	MD:17	AG:13	MA:19
EN:6	FT:16	WP:17	PC:18
PB:18	TMR:4	NA:0(5)	
Quarterstaff Rank 6 37/96%/+3.			
Magic: College of Black Magic			
Lesser Pact made			
T-2	Project Image	3	
G-1	Fear	5/44%	
G-2	Darkness	2/75%	
G-3	Walking Unseen	3/78%	

G-5	Storm-Call	2/55%
G-10	Harm Entity	6/47%
G-13	Mind Cloak	2/45%
S-4	Blight Crops	2/60%
S-9	Evil Eye	5/46%
S-20	Shadow-Wings	1/30%

Wears an Amulet of Luck. Carries a quarterstaff (invested lesser enchantment from Earth, G-6/R6/77%,Ch:2) on it. Wears a superb set of black leather armour (+1 AP). Enjoys storm calling when Talona is shadow-winged etc.

Has a familiar (half devil strength), black mongoose.

Chikalla, familiar of Devorran, mongoose			
PS:14	MD:9	AG:11	MA:16
EN:14	FT:19	WP:13	PC:12
PB:2	TMR:9	NA:3	
Bite Rank 3 25/38%/D-1 Horns Rank 3 25/35%/D-1 Tail Rank 4 26/50%/D-4 plus 1 to 3 poison			
Magic: College of Fire Magic All spells to rank 3			
T-1	Infravision	27%	
G-1	Pyrogenesis	53%	
G-7	Fireproofing	40%	
S-1	Wall of Fire	35%	
S-2	Bolt of Fire	50%	
S-3	Ball of Fire	40%	
S-10	Dragon Flames	35%	
S-11	Summon Efreeti	35%	

The coven also has a fair number of well equipped goblins as troopers and hunters of Suarime.

Goblins, Servants of the Coven (16)

PS:13	MD:11	AG:10	MA:12
EN:7	FT:13	WP:11	PC:10
PB:9	TMR:3	NA:1(5)	
9 use Falchion Rank 2 22/69%/+2 5 use Hand Axe Rank 3 23/63%/+1 2 use Bolas Rank 4 24/62%/-3 and entangling, these two have higher MD but 11 strength only.			

All wear leather, buckler to rank 3 for a defence of 16%. Rank 3 stealth (55%), obviously act as a better strike team in the dark. Each carries up to 40 sp as well.

Forest

1 The River

Quay

2

4

3

5

7

6

8

9

Door
Tree

40 feet

The Coven of The Scale

