

DRAGONQUEST

Dragon-Newt Number 3

A Common Sort of Metal
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Summary

A mini-adventure for adventurer, or near adventurer, rank characters.

A floundering metal galleon is encountered and the party stumble into some demonic politics between Murmur the Duke of Thrones and Sitri the Beautiful Prince....a bit like Hell-Raiser meets Dead Calm. In campaign play it is one of two ships used by some demonists for the transport of selected suarime captives.

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.

1. On the high seas

Travel has gone well for a good few hours when on the horizon you see smoke

trail into the sky. On closer investigation you see a ship. An incredible ship made of coloured metal, a shining vessel of brass, with bronze and copper. Smoke billows out of a hole to its stern. The most striking part of the ship is that where a mast and sail would be instead is a 35' tall monolith, at its tip is a swirling black mass, Will'o'the wisps and faeire lights seem to play upon it. The vessels anchor appears to be down and you see no sign of movement upon it. It may be that a courtesan or troubador recalls legends of the metal demon ships

The vessel is some 200' in length and 80' at its widest. Smoke billows out of portholes to the stern. It has perhaps 2 or 3 lower decks, judging by the side view of the port hole arrangements, and raised decks at either end which bear Onagers, a small siege weapon. Other than the fact it is made of brass and has no masts, it looks like a normal vessel (i.e. it appears to be made of boards and shaped hull, rather than one block of metal). Surface looks quite slippery and boarding may be tricky. It may be possible to climb in via the anchor chain otherwise some magical means may be necessary, if access is to be easy (otherwise [AG+PS]- as %, or thief climb at -30% very wet and slippery).

2. The Brass ship, The Spawn-Treader .

The raging portal is an open gateway to the realm of demons, and it is not functioning as it should. While it remains open a random summonable will appear uncontrolled and violent. An appearance occurs every 30 minutes. The creature has a 5% cumulative chance to leave every minute it remains uncontrolled, unless noted on the table below.

Spawn Table

All will be dressed as 'Murmur'. Green tabbard, silver shield, gold trumpet (14gs).

1-4 Skeletal warrior, rank5 dagger, rank4 buckler. As area 9 below. 15% chance to stay in this plane and not re-enter portal

5-7 Imp, Herald of Murmur proclaiming his return to the world. Earth adept. 15% chance to stay in this plane and not re-enter portal.

8 Devil. Knight of Murmur. Warhammer rank8, small shield rank3. 15% chance to stay in this plane and not re-enter portal. Fire adept

9 Gryphon (undead Night-Gaunt). Ex-Steed of Murmur. The Keeper area 15 will instantly dismiss this on sight, it can also be tamed by Din-sane, area 17. Always return.

10 Dark Heart. Succubus. (hand-maiden of Murmur). One only will appear and will flee if she secures a male to steal, or kills, a female. Rank 5 Bite, Sorceror of the Mind. Trumpet will be heavy with diamonds (value:120gs). One hope for the party is that if Dark-Heart above encounters Din-Sane, in area 17, the enmity between them will be all consuming and in the ensuing conflict the party will be largely unnoticed and can escape, heal or destroy the pentagram in that area.

1. The deck is splattered with bird lime, and substances certainly not from any bird. Raised fighting platforms to aft and stern. Forward hatchway looks securely battened down from this side. Forward fighting platform has a sail-boat precariously balanced on it and seems to have other junk scattered on it. Those who have been ship-board in the past will see nothing unremarkable about the ships

design, and if made traditionally would be classed as a small galleon.

2. The Forward fighting platform has an Onager, a supply of iron stones for it , a small intact sail boat (fit 6 occupants at a push), empty, open storage locker and a pentagram etched into the deck. The Onager [BC: 20%, R: 200 hex, D:+5, greivous C, crew of 2, max rank 6. +1 per BC per rank of military scientist. 13 iron balls] . The pentagram is drawn in very fine lines. (with a diamond tipped quill no less). Roll against 5 x MA:

Success. Some kind of directed summoning circle
<15%. Controls, and provides, a steady flow of summonables
<5%. Pouring salt into the grooves will safely close it. It can also be closed with a number of other actions, see what the party can come up with.

3. Aft fighting platform. Has another Onager, utterly ransacked and a heavily scored and scratched pentagram. (Same as above except keeps the portal open).

4. Gloomily lit sailor's mess. Shadows constantly flicker. To the aft end 2 rotting corpses in green uniforms lift up their bulk and approach you with hostile intent

Zombie Sailors of Murmur (2)

PS:10	MD:7	AG:5	MA:0
EN:16	FT:25	WP:18	PC:9
PB:0	TMR:2	NA:0	

See below for attack method

Only attack is 5% chance per pulse that a character is infected by a disease whilst these 2 shamble about. Three-decker bunks give an air of normality, few

scattered flagons, daggers and copper and silver coins for example, and there is perhaps capacity for 45 sleepers. Particularly vulgar acts are depicted in various bronze etchings around the room (mostly sacrifices and acts of joining between pitiful mortals and other-worldly entities).

5. Cable and chain store, various tools for bending brass and kegs of fine brass plates foil. (In fact have some not inconsiderable value, but quite heavy). A number of shackles are in here, the sort used by the slavers in other adventures in the Dragon-Newt series.

6. Corpses of rats litter the place. (20% per pulse of a ghost rat rising up to terrify those in the room. Resist at +20% normal ghostly frights). Rat knows of nothing if forced by some spell or ritual to speak etc.

7. Massive hold of the vessel. Various cages hanging from the ceiling, hold long dead lizards, snakes and exotic birds. Two cages hold dead elves (unfortunate adventurers employed by the Nagian in Dragon-Newt 1, The Scale of Things. Scattered on the floor are a few wooden timbers, oil for lamps, numerous broken wine bottles, a dead goat with its throat slit, a couple of small bronze balls and a brass statuette of a monkey (looking particularly miffed!)

8. Bound and chained by 4 iron shackles in this room is a huge water creature. (Roll against 1 x MA this may well have propelled the ship). It looks dull and mottled in parts, and bits of it seem to be drying up and flaking off. (This once ultra-powerful high water elemental did indeed power the ship, but it has been summoned and bound way too long and is

very ill. If its bounds are shattered it will seep away and the ship will sink within 2 hours...)

9. Door open. Once a lavish cabin (the cooks galley in fact), the room has been heavily slashed, probably by the skeletal warrior, in green and silver entering from the end of the corridor. Bits of brass crockery and cutlery lay about the galley.

Klashkar, Skeleton Herald of Murmur			
PS:12	MD:18	AG:16	MA:0
EN:12	FT:10	WP:25	PC:18
PB:0	TMR:4	NA:0	
Dagger Rank 5 41/78%/+0			
Uses a Buckler at Rank 4.			

This herald is now a permanent resident on ship. Has a golden trumpet.

10. Heavily gouged at door. (Rank 3 lock). Fine looking wine cellar, now has a somewhat odd feel to it, as though drinking may not be such a great idea. (Any merchant in the party will recognise some exquisite elven wines. If the toxin within them, and odd curses, damniums and other madness could be removed, they may have some value!).

11. Large untidy room, few scattered journals, maps (of another place for adventure, perhaps) and scattered pages of depraved poetry. This must once have belonged to someone of great import aboard ship. (Is the 'Master of the Ships' cabin and in fact he is now a ghoul and is hiding under the bed in fear and confusion...but should someone with an open wound or bloodied sword enter, that may be a different matter.....)

Limsey, Ghoul Herald of Murmur

PS:16	MD:9	AG:10	MA:0
EN:18	FT:25	WP:18	PC:12
PB:0	TMR:3	NA:0	
Bite Rank 0 22/49%/-4 plus infections.			

Beneath the bed is a split sack bearing 200sp, 2 gs, 43 cf, a carnelian of the largest size, a piece of polished flint, a bunch of jimson weed(6), and a scroll that if studied for a week adds a free rank the next time navigation is raised by a rank. Only benefit when learning up to rank 7 and can only be used once for study by any one individual. This is a lot of treasure for such a kill but the party may well have had a few problems by now.

12. A small but once fine cabin, perhaps the small workbench indicates a craftsman of some kind. Boasts a chair of iron, a table of iron, a iron sprung bed, and an open chest of wood and iron. Chest holds a few normal cloths and little else. (Held magnetically under the iron table is a tool set, that is not magical, but is so fine it reduces the time by 20% most feats attempted by a mechanician or would add 10% to lock-picking and safe opening. Value at least 850sp).

13. A heavy mist/fog seems to hang in this room, as well as the odd small pool of water. Books and charts lie rotting in the water, and even the polished wood of cabinets and shelves have an essence of rot about them. A body in a green/silver tabbard lies in the centre of the room, clutching its throat with its left hand (20 x Healer rank or 2 x PC would hazard a guess at death by drowning?). A small torture device or two in the far aft. Next to the body is a brass pommeled sword, with copper twists and a bronze scabbard...it is just out of reach of the bodies right hand. This adept , Cebbau,

of lesser summoning was trying to rapidly summon a mere water elemental to control the ill one in area 8, as his master Ar'ik (in area 17) had fallen foul of Din-Sane. Despite having a sword enchanted against water beasts, things did not go well. If the sword is touched, Cebbau arises as the equivalent of a night-gaunt, apparently wielding an apparition of the sword and the elemental re-appears. They can both harm each other and when one is destroyed the other will turn its attention to the party, and either will do so anyway if attacked.

Cebbau, Adept-servant of Murmur. Is the equivalent of a night-gaunt.			
PS:12	MD:15	AG:8	MA:22
EN:12	FT:14	WP:22	PC:23
PB:2	TMR:5	NA:0	
Magic: Limited Celestial Adept			
G-6	Spell of Shadow Form	6/35%	
S-5	Spell of Shadow Wings	6/50%	

Laqocious, Mere Water Elemental			
PS:13	MD:14	AG:13	MA:0
EN:15	FT:30	WP:15	PC:15
PB:0	TMR:6	NA:2	
Bludgeon Rank 4 32/56%/+1 when an opponent is downed it is slowly taunted and drowned			

Backfired spells and rituals can bring forth mere water elementals.

The sword is Anthydrouss, an enchanted broadsword. Has a blade of brass, trim of copper, scabbard of bronze. Weirdly 'shaped', one of its kind tended to be issued to the captain of each brass-ship to keep the elementals in-line. Adds +10% (i.e. BC:65% to strike any water

elemental, water adept, sentient beast of the ocean or any water aspected individual (all will feel its hatred toward them at a range of 20' or less).

Adds +15% to magic resistance against spells used by the above.

+6 damage to the above creatures as well (as opposed to normal broadsword damage).

Gives D10 damage per round to any individual water aspected who touches it. It itself is destroyed by it being washed in the tears of a dolphin or being kissed by a Nixie. It also is only BC:45%, D-1 versus leather and skin type armour and a terrible BC: 30% and D-4 against any metal armour of entities not included in the above categories.

14. Very fine elaborate cabin, sumptuous bunk, grand but small master writing table, fine gilded oaken chair, merest faint smell of summer meadows, a silver candle holder in-laid with emeralds, the finest berth on the ship no doubt. Despite any dubious thoughts on the parties side this is nothing odd at all about this cabin. Most of the metallic in-lays etc. are thin painted layers, the emeralds are actually small but set well (vibrant in colour, value 250 sp), and the wood work is generally as fine as it looks.

15. No furnishings in here at all except perhaps a dozen cushions, and of course the chained up naked winged man in here. He is the 'Keeper' and tends to Sitri, the beautiful demonic prince, flock of gryphons in this plane. His capture is what has prompted the attack by Sitri. (Sitri had said Murmur could choose one of his flock as his own mount had disappeared and Murmur interpreted this to be anything and stole the Keeper). Unbeknownst to Murmur anyway it was in fact an agent of Sitri that stole the

original mount of Murmur but Sitri still sees it as an affront and hence his daughter, Din-Sane, is in area 17. The keeper does not talk, but can whistle to communicate with avians, and such spells will allow communication with him. He has little ability except fast flight (1000', TMR 20) and acts as a rank 12 Beast-Master to avians. When airborne he can change shape to a gryphon and when out of the sun-light he can become as a gargoyle...If communicated with his only thought is of flight (like any trapped bird). Bounds are rank 3 locks (4 identical ones).

16. Large chamber is decorated as to be like the great hall of a castle or mansion. Banners of silver and green hang here. Two large tables run the length of this room and at the far end is a great Jade throne, as befits Murmur. It has an air of power and presence about it (roll against 3 x MA to notice). Any defiling of the throne immediately attracts a 30% chance of a devil appearing, same stats as can come through the portal. Should this be slain and further defilement occur it attracts a 75% chance of the Summoning Murmur himself, though he will be unarmed due to his hurry. This may of course trouble the party

17. The source of the fire. Unfortunately it is a man, or once was, stripped of most of his flesh being ever so slowly spitted over a coal brazier. He was once quite bulky, but no more as his fat layers drip into the coals causing an incredible amount of smoke. Room is very arcane in decor, those sensitive enough (i.e. can roll against 3 x MA), find it is in fact a small place of power adding +5% to base chances of Entity and Thaum magic. Another pentagram (closing of the portal) is drawn in this room, with the brazier,

and hastily put together spit forming its centre. An alluring female appears to be supervising the chef, a small insidious looking fairy of some sort, perhaps. The woman is very beautiful, and but for the merest hint of horns beneath her flowing blonde hair, most delicate fangs behind alluring lips, and the most delicate of diaphanous wings upon her shapely contours, she would be most lovely.

She is in fact Din-Sane, a very powerful Succubus and daughter of Sirtis, demonic prince of beauty and now a great enemy of Murmur. A'rik, the true master of the vessel, and most depraved servant of Murmur, was tricked into summoning her, and was also betrayed by Pek, the fallen Leprachaun who now assists Din-Sane.

Din-Sane, A Daughter of Sitri. A Succubus			
PS:18	MD:26	AG:31	MA:28
EN:15	FT:21	WP:28	PC:25
PB:33	TMR:8	NA:2	
Bite Rank 7 63/94%/+2			
Magic: Sorcerer of the Mind to rank 10			
G-4	Spell of Empathy	63%	
G-5	Spell of Hypnotism	83%	
G-7	Spell Control Person	73%	
S-1	Spell of Mental Attack	68%	
S-6	Spell of Force Shield	83%	
S-7	Spell of Healing	83%	
S-10	Spell of Telekinetic Rage	46%	

She is very careful in combat, and as her task here is nearly done she may just be pleasant and take the keeper and leave.

Pek, a fallen Leprachaun.			
PS:11	MD:21	AG:27	MA:5
EN: 5	FT:11	WP:16	PC:16
PB:5	TMR:6	NA:3	

Shortsword Rank 3 46/80%/+3

Skills Thief 7, Assassin 4, Troubador (disguise only usage) at rank 4.

Recently defrocked by the king of the faeries (he lost his treasure gambling, then killed and stole to get it back) he has been kicked out of the realm of faeire and can never find his way back. Such creatures either perish or use their guile and cunning (once their charm, wit and stealth) to survive. This one is currently doing very well thank you very much. He will not engage in combat unless attacked and will leave if Din-sane does.

If one were to scour the cabin the following rewards will be found.

A disk of copper (subtly inscribed with an error giving a 5% chance of back-fire)
An amulet of Jasper, (ArcaneWisdom 93, 8) gem value 600sp

7 Silver arrows, fit any bow add +10% to strike chance but do one less damage.

Ring, Invested S-9 of enchantments.
Rank 8, ch:6, Chance:55%.

260sp, 11 gs.

General Notes and Aftermath. If the pentagrams are deactivated then the ship sinks within a few hours. If not the fire and such will take its toll and it will sink within a few days. By then it may have drifted nearer shore and the varied occupants may venture onto land, immediately threatening nearby homesteads and villages, forming a whole new task for would-be heroes. The demons involved may or may not decide to hold grudges....

For information the play test party where just about of adventurer rank and none perished though they where very badly beaten after an unnecessary conflict with Din-sane...

JRR Davis October 1999.

The Brass Ship

The Portal

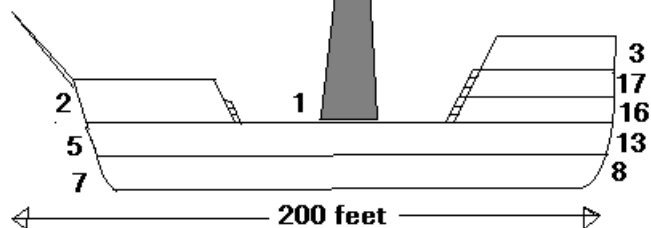


Diagram Key

Steps

Pentagram

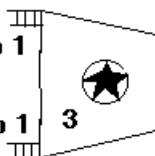
Spiral stairwell

Portal monolith

Door

down to 1

down to 1



up to 2

