

DragonQuest

THE TOWN OF EYNSVILLE POINT

In red race and rank of best in building

1. Map Key:Numbers

Town folks:

- 1 Scribe (1) **orc/6**
- 2 Jeweller **gnome/5**(1)
- 3 Wizard of Words **human namer/7** (1)
Cast counter-spells onto scrolls
- 4 Mercantylor **dwarf/6** (1)
- 5 Metalsmith & Armourer **dwarves/5**(2)
- 6 Weaponsmith **human/5**(1)
- 7 Woodshop **humans/7**(6)
- 8 School-house **human/5** (3)
- 9 Stone-Mason (2) **human/5**
- 10 Knight, retired (really an **assassin/8**)
- 11 The Talons, mercenary band **orcs/6**(4)
- 12 Aeries of Eagles Inn, **human/8** (5)
- 13 Bowyer (1) **elf/6**
- 14 Toymaker (1) **1/2 elf/4**
- 15 Hunters lodge **Suarime/6** (5)
- 16 Carter & Beasts **human/5**
- 17 Butcher (pigs/goats) **halfling/6** (3)
- 18 Opera Grande (4) **mix/4-7**
- 19 Funerals & graves (4) **mix/6**
- 20 Guild-House (4) **mix/8**

Within 10 miles in Surrounding country:

Agricultural slave (3), Poor thrall (24), Manor servant (4), Thrall (38), Chief serf (2), Serf (20), Wealthy thrall (52), Farm labourer (2), Fisherman (2), Hunter/Trapper (2), Tenant Farmer (6), Thatcher (1), Freefold farmer (3), Charcoaler (1), Miller (1), Potter (1), Mercenary (1),

2. Mystery within the town

Issabaaal the Sentinel from DQ1, the scale of things is preparing for the inevitable battle she much face against the PC's to gain the forbidden knowledge she guards. To test and confuse them further some allies of hers are leaving strange messages.

OK Never wrote this up. Triangle shape over village, reflects triangle on larger map, central point being the Nagians lair

DRAGONQUEST

Dragon-Newt Number 4

Does it work
Or does it not.
Nice to try
Till you've got.
Under you go,
See its so,
Easy when you know.
(silly rhyme, D-O-N-T U-S-E, cant remember what it was for)

The Domain

Used to be a sanctuary and training area for human magicians long ago (of ancient and thaum magics, with some dark celestial and necromancy).

None of the 4 doors near the start are locked or trapped.

1 Odour: Dank, Mouldy, Misty
Bits of animal hair litter the area. A pile of earth, ropes, twisted metal form a makeshift bed. Hung on a wall is an amulet of elder Flowers. (Lair of Minotaur). 60% here or random encounter

Smalvisit the Minotaur

PS:25	MD:19	AG:15	MA:0
EN:15	FT:25	WP:15	PC:20
PB:5	TMR:6	AP:6	Def:15%
1 x Butt Rank 5 IV: 44/79%/D+4			
1 x Bite Rank 5 IV:34/69%/D+0			

Doors to S,W all unlocked

2 Odour: Earthy and Clear.
Cobwebs, dung, water trickles in from small hole in N. A Cracked Flask lies in the centre of the room. Myriads of tiny spiders dwell in here. Only a nuisance if try to sleep in here. **Nagian will be here on a roll of 2 on a D**

S doorway, no door.

3 Odour: Stale & Fetid.

Walls damp, pottery shards, cobwebs, dung, leaves and twigs mold, common, and a statue of a dog headed man (Amon, the Marquis of fire).in SE corner (7). This is the Gnoll temple. 80% occupied. 4 large makeshift cots.

Gnolls, 4 Templars to Amon

PS:23	MD:14(10)	AG:12(10)	MA:0
EN:14	FT:24	WP:11	PC:15
PB:9	TMR:5	AP:2(8)	Def:30%

Battle Axes Rank 4 IV: 29/86%/D+5

Have 2 each and can throw them

Fireball of Amon, 1 each per day

IV: 25/50% chance to summon, D+6 in a 7 hex

Size area, range up to 30ft only.

Are rank 4 in Kite Shield and wear chain-mail armour.

SW door unlocked

4. Odour Chilled and Sulphurous smell pervades this room.

This must be used as a latrine and wash area.

N and E doors unlocked

5. Odour Still air but hot.

Fungi growing on some walls. Used as a kitchen, stove, barrels of beer, bags of vegetables

W door has a rank 3 lock/PS x 3.

E door unlocked.

6 Odour of burnt wood . Ashy haze

Smashed up pieces of wood from axe blows and some char marks as well. Broken battle axe in here.

S door has a rank 3 lock/PS x 3.

E door unlocked.

7. Odour: Stale & Fetid.

Statue of a dog headed man in SE corner (Amon, the Marquis of fire). Possibly gnolls in here (3)

S door has a rank 3 lock/PS x 3.

8 Odour: Rotting Vegetation

Items in room: Broken Pole, Rags, Wax Blob Floor Cracks, Small Stones Leaves and twigs, torn clothes and reptilian scales on floor.

S and E doors unlocked

9 Odour: Manure

Earth filled area about 1 foot deep. Some rotting organic things in as well, various bones and bits of flesh.

S door has a rank 5 lock/PS x 3

10 Odour: Acrid

Items in room: dust, water dripping in – acidic-, torn sack, rubble, leather boot, pottery shards, torch stub, 13sp in a purse

S door has rank 4 lock/PS x 3 and a rank 5 trap of blade variety (80%-Ag and magic, D+5).

E door to 10a is secret, -5% to find. Tiny rank 4 lock on it/PS x 1.

10a Odour metallic.

As soon as enter Isaabaaal image appears, well met you have found a treasure room, enjoy.

Treasure: 800sp in a chest, 17gs in a bag, amulet of diamonds, amulet of luck, stick (invested S3/ enchantments/ R3/ 2 ch/ 38% need shadow speak 7 to use), 3 quality silvered arrows (+15% to SC, -2D).

11 Odour: Dank, hot, mouldy air

Items in room: Fungi, Common Slimy Ceiling, Wall Cracked, pick handle, dust rotten rope, ceiling cracks 1 broken shortsword, all bundled together with cloth and straw to make a nest

S door has a lock rank2/PS x 3.

E door unlocked

12 Odour: A slight breeze with a musty smell and a haze to the passageway.

Items in room: dust, straw, Wall Damp bat guano, mould; common.

E door unlocked

13 Odour: Dank and mouldy

Items in room: Cracked blue flask and cobwebs. A number of shed reptilian scales.

E door has a lock of rank 4/PS x 3.

14 Odour: Dank.

Items in room: leather boot, (matches that in 10, ceiling cracks, floor cracks.

15. Odour: Dank,warm, mouldy.

Items in room. Small cot, some tattered clothes (with snake scales in), the home of monty the were-snake. 37sp scattered about and a piece of coral v:50sp

Monty the Were-Snake

PS:50	MD:0	AG:12	MA:0
EN:30	FT:35	WP:16	PC:18
PB:9	TMR:3	AP:3	Def:12%

1 x Bite Rank 0 IV: 30/75%/D+6, no real damage but if >1, poison 2DP per pulse, then 1 x Squeeze Rank 0 IV:20/80%/D+8 per pulse until crushed to death.

Silver and magic to harm.

S door has rank 4 lock/PS x 3.

16 Odour: Clean,

Once grand dining Hall. Table and six silver plated chairs. Crockery of pewter litters the area and several works of scenic art adorn the walls.

E door has a rank 7 lock/PS x1.5 and a magical trap of lightning at Rank 6 (86% chance / air college / D+7 resist for half). Secret door in W is -10% to find.

16a Odour metallic.

As soon as enter Isaabaaal image appears, well met you have found a treasure room, enjoy.

Treasure: 1400cp in 3 chests, 87sp in a small box, amulet of betony, 5 freshish black

hoarhound, gold braid-vest (invested S9/ enchantments/ R5/ 3 ch/ 34% need read goblin 6 to use), 5 quality-ivory and true-silver crossbow (+3% to SC, +2D, +20% range).

Secret doors only open from rooms 16 & 17, not from 16a

17 Odour: dank and mouldy

Items in room: Hair and fur bits, wax drippings, food scraps Water Dripping to form a small water puddle. Six invisible glass orbs filled with gas hang on ceiling).

W door has a rank 3 lock/PS x 3.

Secret door in E is +0% to find.

Trapped at Rank 6. Door to **17** slams hard and invisible poison gas orbs in ceiling shatter. 3-5DP for D5+1 pulses (En% to resist).

18 Air Current: Odour: death hangs in the air.

Items in room: Cobwebs, rotten rope, rotting wood pieces, Leaves and twigs. Wood and rope once formed a gallows.

N door is unlocked

S door has a rank 4 lock/PS x 2.

E door has a rank 5 lock/PS x 3.

19 Odour metallic.

As soon as enter Isaabaal image appears, well met you have found a treasure room, enjoy.

Treasure: 300sp in a chest, 7 pieces of coral in a bag v:4D*10sp each, green ring (invested S12/ enchantments/ R7/ 2 ch/ 40% need read dwarf 6 to use), javelin (shaped +1 rank to use).

Secret door in E is -10% to find.

20 Odour: Clear.

Door is like that of a crypt, large and stone. Need PS x 2 to open. Items in room: Bones, Cobwebs Floor Cracks where hit by something strong. Leaves and twigs Torn Sack 1 small. Many spears, shields and suits of leather scatter the area. (Troubador at -30%) recognise insignia as general Arravain, a member of Lord Pelins staff. His elite spear-men fought a death stand to

allow a trapped army to escape. His fate are unknown.

21 Odour: Clear.

Door is like that of a crypt, large and stone. Need PS x 2 to open. The tomb were Arravain awaits to do his new masters bidding.

Arravain the Death-Knight

PS:18	MD:20	AG:16	MA:0
EN:14	FT:12	WP:25	PC:20
PB:1	TMR:5	AP:2(10)	Def:15%
Morning-star Rank 5 IV:47/100%/D+6			

1% (+1/ rank of adept) of all animated dead from battles over a century old may be of a great hero or general, in which case they animate as death-knights. Only 1 will be animated and no other undead will appear from the same spell or ritual. Similar characteristics to skeletons. They are all at (maximum +2 except PB which is always one). They are terrifying to behold which red glows in the eye sockets. Anybody failing the wp check rolls on fright at +5. Cannot be stunned, Immune to A type damage, only 1/2 damage v B type and no endurance/greivous strikes. Normal v C types. Use armour weapons etc. up to maximum ranks. Hardened shell gives them naturally AP of 2. They can command other skeletons and act as military scientists rank as the rank they had when they perished.

Former general of Pelin. Military scientist rank/6. Has his symbol on his armour. Wields a great black morning-star which is of high quality, +1D due to mass of alloyed metals.

22 Odour: Chill, fear and decay

Once Grand Hall. Weird etchings and murals are carved into the walls, showing magicians going through various stages of training up to the wielding of great power. At the West end is a glass-like throne sat hovering on which is a creature of nightmare. It appears to be little more than a decaying billowing robe with no substantial from within, great power and evil radiate

from it . (Caballus the last magician of this sanctuary, know on eternal guard until great magic again echoes in its halls.....)

Caballus The Wraith			
PS:4	MD:4	AG:31	MA:28
EN:22	FT:28	WP:22	PC:30
PB:17	TMR:5	AP:	Def:31%
Touch IV:61/ 66%/D+4 no AP Spell IV:71 CANNOT BE HARMED BY WEAPONS			
College of Celestial Magic (Shadow) Rank 10			
S-3	Star-Fire	78%	
S-10	Black-Fire	45%	
S-11	Shadow-walk	44%	
S-12	WhiteFire	44%	

Spell Bonus in shadows

No Fear Attack. His vigil will end if 50 ranks or more of spells (invested or otherwise) are cast in this hall, but not by him, as he then assumes great magic has returned. He then becomes a sort of wandering spirit in the area and will prepare the great hall. He can cast Shadow-walk if asked!

Will concentrate his attack on non-human adepts at first, then non-adepts, loathe to attack human adepts.

23 Of old a teleport device used to be here, but it has long since finished functioning. It used to go to the surface tower.

24 Odour: Dank, Mouldy Air slight fog / warm /damp near floor.
Items in room: corroded chain, rotting wood, pieces fangs (of normal wolves summoned and fed to him).

Dire Wolf			
PS:25	MD:26	AG:22	MA:11
EN:23	FT:30	WP:11	PC:23
PB:7	TMR:8	AP:5	Def:22%
1 x Bite Rank 3 IV: 48/96%/D+6			
Limited College of Enchantments			
G-3	Sleep	5/24%	
G-9	Evil Eye	7/37%	

S-1	Ventriliquism	5/69%
S-3	Opening	3/35%
S-9	Enchant Armour	5/31%
S-12	Quickness	7/37%

p.125 Black fur, red eyes.

Gem encrusted collar of leather. (gold Beryl, 3 *500sp).

25 Odour Clean and Clear, slight perfume..
Items in room: Fine cushions and drapes litter the area, suitable for a large snake like beast. In the centre of it all is a gold and green egg partially wrapped in a blanket. A note is stuffed next to it. *See text25 below*

S door has a lock on at rank8/PS *0.75

Secret door to S is -10% to find.

26 Odour none.

A circle is etched on the floor of this room. As soon as a party member enters the Nagian appears **1,3,7,10 on D** or if not encountered in any other possible location.

“Step into the teleporter and we will face our doom,

Find I the guardian Nagian inside the next room,

As four may enter following the magical rule

Four may exit and leave behind just one fool “

Detect Aura etc.: The circle is a teleporter, used by celestial magics. It is a sort of ward in that it is activated by stepping on it. It has 4 charges in it.

26a Room lit by a number of flickering oil lamps on the walls and ceiling. The Nagian is at the far end of the room in a suit of light leather with a bow held in her hands. A scimitar of truesilver hovers by her side (under a levitate spell). She is not as beautiful as when you first met and a dark aura seems to be upon her, and she has aged terribly.

[If 4 party members enter the room she will shot one with her bow. If assailed at all she will leap on the teleporter back to **26**, trapping a party member here.....].

27 Odour: Earthy Icy Haze.

Items in room: Leaves and twigs, guano, rags Quarter-Staff, water dripping, scratches on wall.

28 Odour: Dank and mouldy with a slight chill.

Items in room: Large stones in a circle on the floor with a larger flat one in the middle.

29 Very Still Air with an Odour of Earth.

3 husks of elven bodies are partially buried amongst some earth and rubble. Even their arms and armour seem as dried husks and crumble to the touch. Disturbing them attracts the night-gaunts in **31** [PE x 1: spear near wholly buried is intact as are 12gs and 137sp. Spear is magically *shaped* and *enruned* to slay elemental adepts with 8 charges left]. It is called **Magebinder**.

It adds +4 ranks & double range when thrown against adepts

If used 2 handed in melee it adds +2 ranks to SC & WM with it.

If held 2 handed add 7% to resistance versus elemental spells, not talents or rituals.

Cash Value:

These where evil elves come to destroy the human adepts, unfortunately there were no elementalists here just thaum adepts. Their anguish at their mistake has caused their night-gaunt appearance. Attack thaum adepts or anyone under a thaum spell first.

N door is unlocked

S exit has a curtain

30 Odour: Dank, Mouldy

Items in room: Large Water Puddle, Broken Arrow, Corroded Chain, Splintered Club, Wall Damp, body of a long dead orc in here.

E curtained off exit

31 Chill in the air

Items in room: Dust, Rotting Wood Pieces, Broken Arrow, Cracked Hammer Head, Broken Bottle, Pottery Shards Thumping

Night-Gaunts

PS:12	MD:17	AG:17	MA:0
EN:12	FT:18	WP:25	PC:26
PB:6	TMR:5	AP:0	Def:29%

Spears Rank 5 IV:48 / 92% / D but ignores armour

Elven spearmen/5, chainmail, small shield/4, ranger/3 spies/5. Stealth 96%.

32 Odour stale, damp and foggy near floor.

As soon as enter Isaabaal image appears, well met you have found a treasure room, enjoy.

Treasure: 800cf in 2 chests, 13gs in a small box, 4 betony, leather helm (invested G-3/ black magic/ R6/ 3 ch/ 97% need read suarime 6 to use), 2 fine hand axes (+2%).

33 Still Air. Odour: Manure

Items in room: Mold, Common

N door has a lock on at rank8/PS *0.75

S door has a lock on it rank 5/PS* 1

34 Odour: Dank, Mouldy Air

Items in room: Pick Handle

No doors locked or trapped.

35 Odour: Dank, Mouldy

Items in room: Straw, Cracked Hammer Head, Broken Bottle, Dust, Cobwebs and almost guarding the NE corner...

S door has a lock at rank/4 PS*2.5

5 Scorpions, Large

PS:15	MD:19	AG:18	MA:0
EN:10	FT:18	WP:8	PC:11
PB:3	TMR:5	AP:5	Def:18%

1 x Claw Rank 0 IV: 29/64%/D-1, if hits

1 x Stinger Rank 3 IV:22/69%, poison of 3DP/pulse until antidote applied.

Individuals will only move from NE if attacked. There is nothing special there.

36 Air. Odour: Earthy.

Items in room: Small Water Puddle which has a spike trap beneath it at rank 6. If step on 78% (- magic defence) of it going through foot. D+5 – AP larger chance of infection. Water drains away cleans blood and freshwater slowly trickles back in.

N & S doors unlocked.

37 Cold Air Odour: Earthy

Items in room: In a large bowl is the remains of bat wings, fungi, common, lizard bones.

38 Odourless and clutter clear room.

S door is -5% to find.

39 Odourless and clutter clear room.

S door is -5% to find but whole is actually an illusion at rank 6 and if 40 is occupied they can see the lock-picker.

40 Odourless and clutter free room.

Nagian, Issabaal the Sentinel			
PS:25	MD:21	AG:16	MA:27
EN:32	FT:25	WP:28	PC:33
PB:11**	TMR:8/6	NA:5(7)	Def:28%
TS Magic scimitars Rank 8(10) 66/111%/+5			
Giant Bow Rank 7 63/104%/+8, gilded arrows			
Magic: College of Black Magic IV:56 plus R			
T-1(R10), 77%			
T-2(R12), 195ft distance			
T-3(Rank 7-9)			
All general to rank 5 plus below			
G-1	Fear	10/72%	
G-3	Walking Unseen	6/100%	
G-4	Damnum Minatum	11/105%	
G-8	Summon Enchanted Beast*	8/66%	
G-12	Hypnotism	7/83%	
G-14	Call Master	7/54%	
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%	
S-18	Animate Dead	4/54%	
S-19	Hellfire	6/41%	

* Minotaur, Were-snake, Earth-Devil, Giant scorpion for this area. She can summon them to where her projected image is.

** Had to Call Master on occasion.

*** Has lesser enchantment cast on her by metamorph.

Stealth 67%, She is also a military scientist7, Marsh Ranger6, Healer5, Lizards and Kindred Beast Master9, Courtesan7, Spy9. Taken Greater pact know and has fallen into an evil bent. 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. WM 6 with scimitar. Light leather demon-vest (adds 2 AP, can wear over chainmail) so is no

longer naked. She will be unable to summon master for any combat with the party, as he will not answer.

Metamorph, devil servant of Isaabaal			
PS:28	MD:19	AG:23	MA:33
EN:29	FT:38	WP:26	PC:25
PB:2	TMR:9	NA:5	Def: 23%
Bite Rank 8 56/81%/D+3			
Horns Rank 8 56/76%/D+3			
Tail Rank 8 56/81%/+0 plus 3 to 5 poison			
Magic: College of Air Magic			
All spells to rank 10 (at +18% cast)			

Fear Attack

25. The Note of the Nagian

My time is soon at an end. Upon my death, place my body upon a great pyre and let it burn as bright and hot as the fires that forged the world. From the ashes you will find my most inner scales. Upon that is the name of the great arch-demon who is trying to return to this world. To destroy him utterly you must enter his dimension and face him, for if you destroyed him in this world he would be gone for but a fleeting time. In the nether dimension magical items and spells from this dimension will not work so you will need items and magic garnered from heroes past, summoned from other worlds.

The wording on my scales will work for I am not wholly of this place.

From my watching of the world I see that the hand of friendship, once wielded by Pelin, lies with the knights-visionary in The city of Pelin.

The Chimera of Arron guards a gateway into the centre of this world, a runesword made by the lords of light is beyond this.

Demotopec, the greatest summoner left on the isle of demons has a ring which may aid you and it is at the ruins of the great summoner temple on the isle he prepares for the arch-demons return.

[MAYBE: I see you already have upon you the Perseus Shield and Durendel the Defender].

If you find others all the better for your cause but time is now against you. A great army is gathering at Pelin awaiting the return of you defiants. At a word their forces will travel onto the demons isle to finish a job that should have been done centuries past.

Return my egg to the Suarime in Southern Arron so the next generation of guardians can be called on by both light or dark in a time of imbalance.

Fare you well I hope my death at your hands is as glorious as that of my forebears.

26. Rhyme

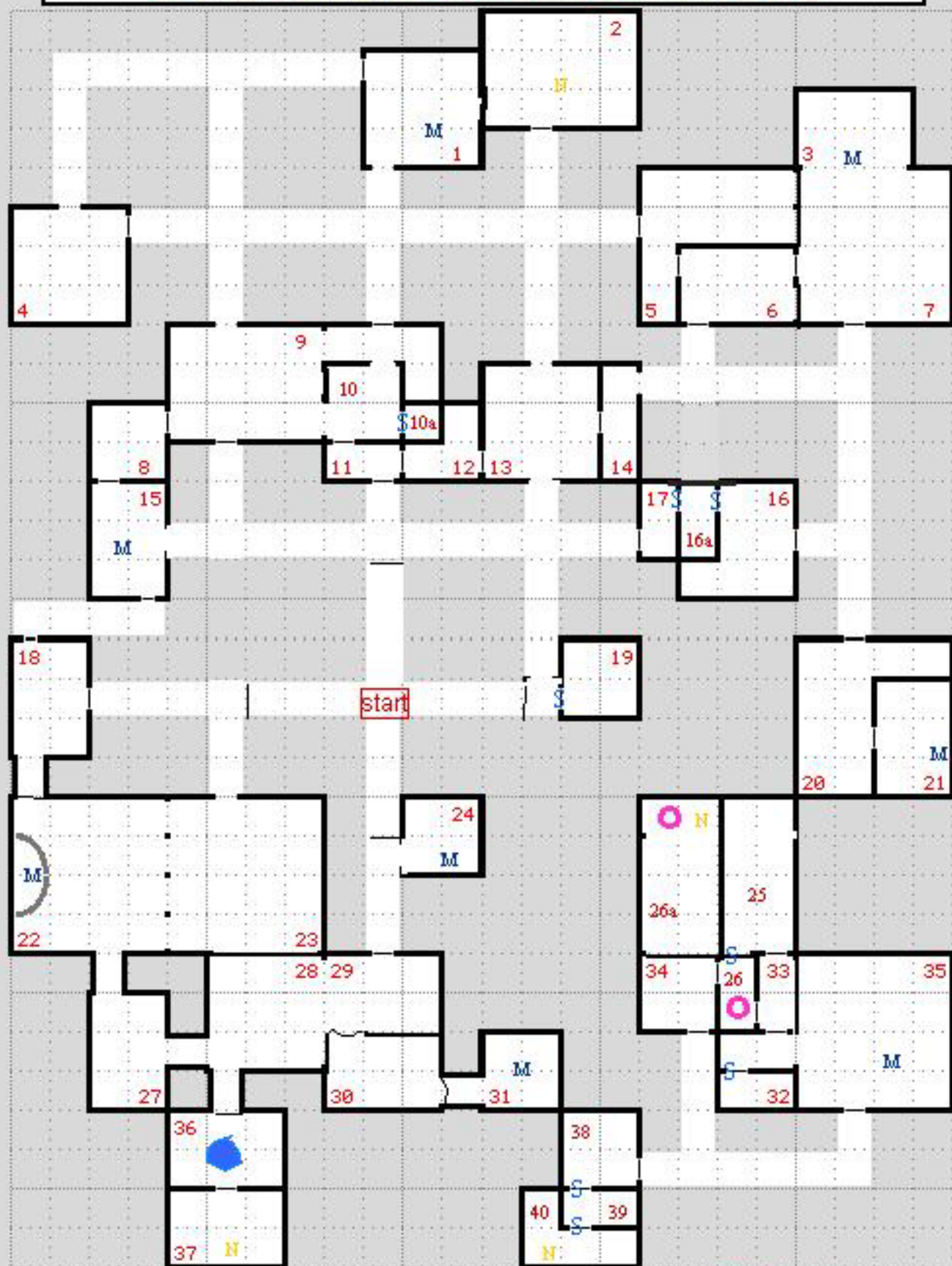
“Step into the teleporter and we shall face our doom,

Find I the Guardian Nagian inside the next room,

As four may enter following the magical rule

Four may exit and leave behind just one fool
“

The domain of battle and last stand of Issabaal the sentinel of the Word



iGDm-27.gif

| 10 foot distance

S Secret Door

M possible monster

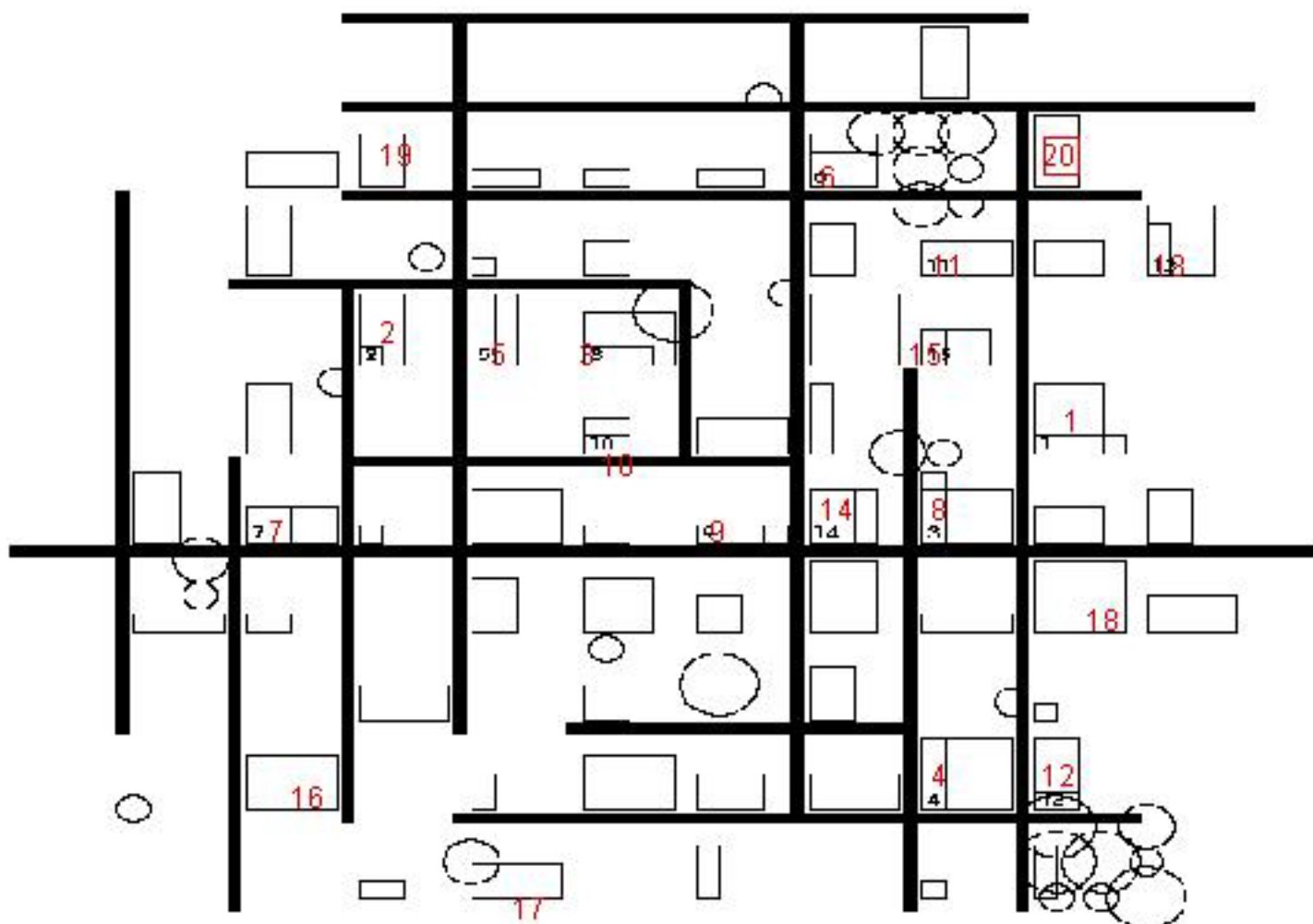
○ teleporter

N possible Nagian area

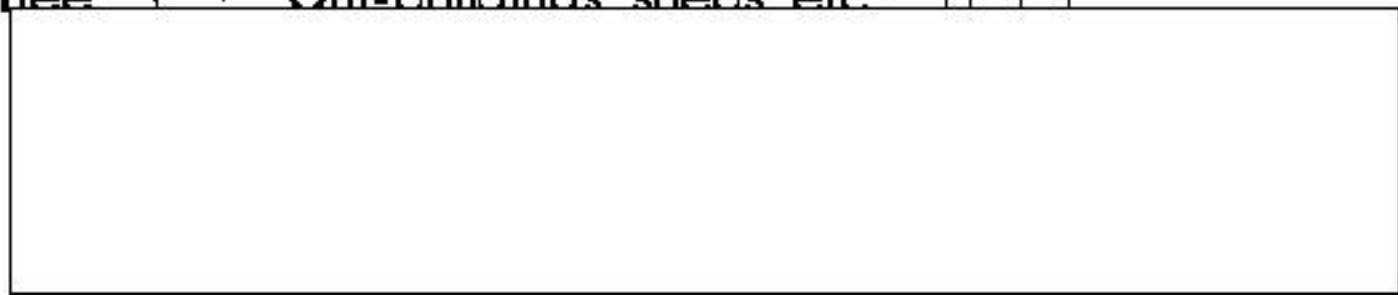
GM's DETAIL



Village of Eynsville point



Tree:  Out-buildings, sheds, etc: 





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