



A **DragonQuest™** Capsule Adventure

The Treasure of Socantri

I. Introduction

The *DragonQuest* game module, *The Treasure of Socantri*, is meant to be played in about 12 hours by four to six characters of adventurer level. It is designed to be presented as a single adventure, but can be easily incorporated into an ongoing campaign.

Before beginning the adventure, the GM should read and thoroughly familiarize himself with the background, layout and details of the stronghold, and the possible situations which may arise. He should compare the details of the occurrences within the stronghold with the maps so the story becomes firmly fixed in his mind.

This adventure can prove particularly deadly if the characters are mentally and physically unprepared. If the GM feels the characters are not ready for this challenge, he may wish to vary the abilities of the monsters or reduce their Fatigue and Endurance Characteristics to balance the encounters. If more than six characters participate or their abilities are too strong, the GM should add an extra monster or two.

II. How To Read the Maps

Six maps are provided with this adventure. Four are detailed maps of Socantri's cliff stronghold, done at the scale of 1 hex equals 5 feet. The fifth shows the area surrounding the location of the possible land entrances to the stronghold, done at a scale of 1 hex equals 100 feet. The sixth map shows a cross section of the stronghold at a scale of 1

square equals 20 feet. The details of the overland journey are left up to the GM and should not substantially affect the adventure. Note: Due to the dangers inherent within the stronghold, the GM should not allow any encounters during the overland journey to weaken the party.

The four maps of the stronghold divide those floors into rooms and areas with each having its own distinct ID number. The text of the room and area descriptions (see Section VI) is keyed to these ID numbers.

If the GM wishes to locate the stronghold on the Frontiers of Alusia map, it would be found in hex 41-207 along the coast. The characters would embark on their journey from either Regar's Keep (hex 18-036) or possibly Westgate (hex 35-067).

III. Briefings for Players

There are actually two briefings the GM may use to entice the players to partake of the adventure, and both follow. They may be used separately or together in any manner the GM desires. One suggested method is to start the players off with Briefing #1 and then have Briefing #2 occur while the characters are on their overland journey to the stronghold.

It is not recommended that the GM read these briefings aloud to his players, but rather paraphrase them and represent them in his own style. These briefings are to be treated as outlines for the GM and should be expanded and fleshed out prior to presenting them to the players.

Briefing #1: The characters are approached by a member of the local Adventurers' Guild with a proposal. A sponsor, a wealthy merchant (who shall remain nameless), is offering a large sum of money to any group of mercenaries who will assault, clean out and despoil a pirate stronghold approximately 200 miles west of the town. It seems these pirates have inherited a cave structure in a cliff face of a peninsula around which all of the sponsor's ships must sail while on the homeward leg of their journeys.

For many years the pirate, named Socantri, had an unwritten agreement that he would not steal from the sponsor's ships, but recently he broke that agreement and ransacked the sponsor's richest vessel. The sponsor knows through his sources that the stronghold has only 15-20 ruffians of meagre skills manning it while the ships are out to sea. If the mercenaries attack within three weeks, the ships will be gone and the stronghold will be easy pickings for a stealthy, skilful party.

His payments are as follows: 10 True-silver Guineas (T.G.) to each adventurer who goes and returns with proof of the stronghold's demise. Five additional T.G.'s will be awarded to each member if they can

recover a small (18" tall) gold statuette of the sponsor's daughter (it is then described to them) which was taken on his last raid. The mercenaries may also keep any treasure they find for themselves. The representative will await an answer by tomorrow, else he will seek others more enthusiastic.

If they accept, he will give directions to the stronghold, tell of only the main cliff entrance (see Section V) which he will claim he does not know how to open, and give them sketchy information about the cliff-top entrance (to room 13). He will recommend they enter that way. At this time there are no boats available to make the journey, so he recommends they travel by land.

Briefing #2: As the characters are travelling along a path one day, they hear moans off to one side in the bush. If they investigate, they will discover a male dwarf near death from many wounds. If they approach him, he will mutter something about "...no, no, not any more, please leave me alone..." until he sees that these people are not out to harm him. He will then explain how he was waylaid by a large band of Hobgoblins who were attempting to steal his ring. They could not find it since he had hidden it magically on his clothing. They wanted it so they could access Socantri's treasure since they are outfitting for some uprising and need the money for arms and armour; they knew the ring was a key to get inside the pirate's hold.

The dwarf managed to convince them he did not have it and tells the characters to keep it safe so that none may steal the treasure. It is a treasure beyond your dreams, he will claim, and should not be allowed to fall into evil hands. He will then expire, and if the characters search his clothing, they will find the ring in his undergarments along with a very sketchy map of the general location of the stronghold (no entrances will be shown). It is up to them to proceed from there.

These briefings may be altered by the GM so as to make them fit more coherently with his world.

IV. Briefing for the GM

Notes on #1. All that was told to the characters was the truth (so far as the sponsor knows it) but it was not the whole story. The identity of the sponsor should not be too difficult to determine if the characters desire, and should be some very prominent merchant from the GM's world. He should value discretion in this matter because the abrogation of the agreement between Socantri and him (which was more than just unwritten and also involved the exchange of stolen goods) was due to a quarrel over the sponsor's daughter. Socantri was in love with

her, but the sponsor would not allow the marriage; so Socantri broke the agreement. The sponsor wishes the attack to occur while the ships are away because killing Socantri (who would surely be out with his ship) would surely break his daughter's heart, and it is enough to simply wreck the operation.

Notes on #2. Again all was true, but the dwarf actually did not know that much. His wild stories about a treasure (of which there actually is a great deal) are based on rumours he had heard. Prior to his demise, he was a fairly skilful thief who was headed to the stronghold on his own, having stolen the ring from the hand of a wealthy merchant's daughter. The map was obtained from a different source and the rumours of "treasure beyond your dreams" actually refers to Socantri's fairly considerable art collection, which was recently removed to another location (another adventure perhaps?). The band of Hobgoblins actually do exist and may, if the characters dawdle, arrive at the stronghold sometime during the adventure. The original concept was that the just the threat of them would put the pressure on the characters to act quickly; they never arrived and were never planned to arrive.

When the characters arrive at the stronghold, they will not find what they expect (a small group of ill trained pirates). They will find the place fairly ransacked, and here is what has occurred: Socantri was an Adept of Greater Summoning who often called upon Samigina (the Marquis of Dead Souls) for advice and favours. Samigina tired of this, but Socantri was very skilled and Samigina never had the opportunity to retaliate. He was summoned by another adept in the area, it backfired, and Samigina saw his chance to get revenge. With a group of skeletons, he entered through the grotto (room 34) and wreaked his vengeance. Then wishing the pirates' vessel for some fell voyage (obviously the sponsors information about the where-abouts of the pirates and their ship was erroneous, he has spent the time prepping the ship for the trip (again, another adventure?).

The pirate band inherited this structure from it's previous tenant, a Beast Master specializing in Fantastical Avians. They have done extensive work on the interior and were continuing to do so when Samigina attacked. They were having problems as the cliff was laced with underground streams, which they were constantly uncovering with their construction. They were always having to stop up leaks, and pools of water on the floor were a constant source of annoyance.

The pirates were unaware the spider had taken up residence in room 20 since they hardly went into it and their move had been recent. The same holds true for the Wyvern (who was an old friend of the Beast Master) and the gorilla. These creatures had all found entrances used by the Beast Master and not

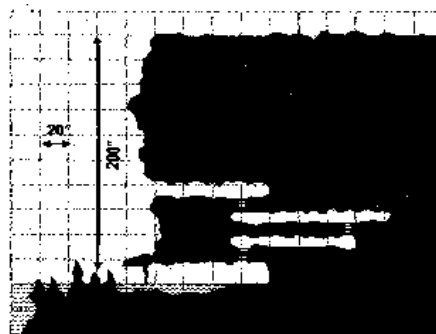
now used by the pirates. They were using these locations as shelter and had no idea of preying on the pirates (with the exception of the spider) since they were able to exit out of the cliff top and hunt.

The attack on the stronghold by Samigina took place two days prior to the arrival of the party.

V. The Entrances to the Stronghold

When the characters arrive at the general location of the stronghold, they must find a way in. The "front door" (the main cliff face entrance) can only be found from the level of the door in front of the cliff. In other words, the characters must get beyond the cliff top out over the water to see this entrance. This may be done by either magic or mechanical means. Once out there in the right location, it will be easy to see.

Map A. (Cross Section of Stronghold)



1 Square = 20 feet

The spiders entrance (room 21) must be found in the same manner, but it will be

much harder to find, the spider having hidden his lair well. The gorilla's entrance (room 1) can not be found. The Wyvern's entrance (room 13) will be easy to see if the characters look in the right place (the directions of the sponsor in Briefing #1 will lead them there).

The grotto entrance presents a problem. If the characters have access to a vessel and use it to get into the stronghold, they will have only a (Navigator's Rank x 2%) chance of negotiating the treacherous rocks which guard the entrance to the grotto. If they manage the feat, the pirate ship will not be there (Samigina will have taken it out for a trial run), but will be there when the characters return from any exploring they may do. All else remains the same. If the characters attempt to enter the grotto from above, they should be dissuaded by either the danger of the climb or the sounds of a ship being prepared for sea coming from the opening.

The front door entrance is a bronze door which is locked (Rank 10). If the characters have the ring from the dwarf, they will be able to place it into an indentation in the door which will open it.

VI. THE LEVELS OF THE STRONGHOLD

Each room is described in the following manner: first the room number is given, then the ceiling height, then the status of the main entrance into the room (open, closed, etc.), then a visual description for the characters, and then comments with information found on the maps such as door lock rank, furniture, etc.

If any monsters are present, their characteristics are described followed by their weapons and spells. The weapon information is presented as Initiative Value/Strike

Map B (The Stronghold Area) 1 hex = 100 feet



Chance/Damage. The spell information is Rank/Cast chance.

1. LEVEL 1

Room 1. Ceiling Height: 20 feet.

Description: This rocky chamber is a rough-hewn cave filled with various garbage, driftwood, pelts, bright trinkets, roots, grass, etc. In the southwest corner, the party sees two gleaming eyes staring out at them, followed by two smaller eyes appearing below the first pair.

Comments: This is the lair of a **Mountain Gorilla** and her young child; she will viciously defend her young to the death. Her characteristics are as follows:

PS: 35 **MD:** 20 **AG:** 14 **MA:** 0

EN: 28 **FT:** 33 **WP:** 8 **PC:** 16

PB: 4 **TMR:** 7 **NA:** 3 DP

Bite: 26 / 50% / -2

Rend: 26 / 70% / +6 (only in Close Combat)

The gorilla has collected a group of bright baubles with which to amuse her child - one of which is a rough diamond, worth 3,000 silver pennies. To find it, the characters must actively search through the garbage. If a Beast Master specializing in Common Land Mammals is in the party, her attack instinct may be mollified to a neutral reaction by rolling less than or equal to 5 times the Beast Master's Rank (he is trying to calm her down).

Room 2. Ceiling Height: 15 feet.

Description: A simple carved out hallway with small pools of water in potholes in the rough-hewn floor as indicated. It slopes slightly down; approximately 1 inch in 20 inches (a 5% gradient). There is a wooden door at the eastern end of the chamber with a large "S" carved into the metal banding.

Comments: Above the door is carved in very small letters into the stone "Here lies the Stronghold of Socantri the Snake: Beware!" The language is up to the GM.

Room 3. Ceiling Height: 20 feet. **Door:** Locked.

Description: The western wall is the only wall which is not paneled with wooden timber, thus giving the entire space a certain warmth. However this is belied by the fact that a corpse with a plumed hat on his head is resting comfortably at the table. In front of him is a parchment with writing on it in the same tongue as on the door; it describes a shipment arriving from a southern island for Socantri, and when that shipment will arrive. Payment was to be in the form of lotus plants. The door on the northern wall is ajar.

Comments: The chests (locked with a Rank 0 lock) on the south wall are booby-trapped; each will release a paralyzing gas created by a Rank 5 Alchemist) once opened; inside each

are half a dozen, small, potted lotus plants which were to be used as payment. The pools in this room are slightly acidic; they will discolor the footwear of anything which steps in them. The Pirate at the table appears undamaged when viewed from the front but if examined from the rear, his heart has been torn out through his back.

Room 4. Ceiling Height: 30 feet.

Description: The hallway is lined with hooks on the walls. The torch holders all contain burnt-out torches.

Comments: The secret door in the western wall (leading to area 4a) can only be opened and found by a thief. Behind that door is a short hall which has a covered pit near its end; a perception roll (Difficulty Factor of 3) is required to avoid falling in for the first character to encounter it. The pit is 20 feet deep. The chests at the end of the chamber each contain a tin of dried up paint. If the paints are taken and returned to any Scholar, it will be revealed that these are pigments of a great, long dead artist who lived 1,000 years ago. They will be incredibly valuable, and the individual who found them will be treated as a hero by the academic community. The hooks on the walls of area 4 were used to hang pictures. Socantri loved that artist and used to display his works regularly. All of the paintings are gone from the walls.

Room 5. Ceiling Height: 30 feet.

Description: A large gallery, with floor covered with dried blood and grime. There are many torch holders along the walls and two closed doors on the south wall.

Comments: Inhabiting this room are one dozen **Rats** which will come out of the concealed opening in the northwest corner once the party is inside the room. Their characteristics are:

PS: 5 **MD:** 20 **AG:** 20 **MA:** 0

EN: 2 **FT:** 3 **WP:** 16 **PC:** 20

PB: 5 **TMR:** 2 **NA:** 0

Bite: 40 / 95% / -5 (only in Close Combat)

There is an additional 20% chance of infection from a rat bite and a 10% chance of disease. The pools in this room are acidic as in room 3, and if a character has stepped in both pools (the GM must keep track of who has stepped in which), the footwear will begin to deteriorate. The rats come in from the hall which runs alongside this room. If the characters actually go back there, they will be attacked by 100 rats (dumb, dumb!). The door on the south wall is unlocked but closed, as is the door at the end of the hallway.

Room 6. Ceiling Height: 10 feet.

Description: Simply a downward sloping hall (1 inch in 10 inches or a 10% gradient) which is very slippery (rat excrement,

dampness, dried blood, etc.); each character must make a one-time roll versus 2 times Agility to avoid falling as he moves down this hall.

Room 7. Ceiling Height: 25 feet. **Door:** Closed and Locked.

Description: A room which might have once been a library. It is very dusty, as if it has been boarded up for a long time. There is a fireplace in the northwest corner and cabinets on the east and west walls. In the cabinets, scattered around, are some pens and pieces of parchment.

Comments: There is a very strong high-mana "aura" about this room; the entire party, especially any Adepts, will be aware of it. Any means of detecting the mana will register low mana. The discrepancy is disturbing, as well it should be. The wizard Valdek (an enemy of Socantri's) was killed in this room. He cursed this room when he died and anyone who enters it will lose 10% of his hearing; every day thereafter he will 10% more until he is totally deaf. Only a remove curse will cure this malediction. For every 20% of hearing lost, the character will also lose 1 point of Perception.

Room 8. Ceiling Height: 30 feet. **Door:** Closed and Locked.

Description: The wine cellar. The walls of this room are very clean and the entire area appears almost spotless. The southern section chairs and tables are stored with various other accoutrements for the entertaining of guests. The racks are filled with bottles of wine. There are pools of water surrounding the staircase in the northwest corner. The floor there is very rough and the water has settled.

Comments: Located at random throughout the many old bottles of wine are two special bottles - rare southern vino which would fetch 2,000 silver pennies on the open market. In addition to the two good bottles, there are forty others which are full. The water will do no harm to anyone except that the water is slimy and stagnant, and if it gets into any wound, it will increase the chance of infection by 20%. The water is running down the stairs.

2. LEVEL 2

Room 9. Ceiling Height: 15 feet.

Description: Just an empty chamber with some stagnant water in the southern corner.

Comments: The secret door in the southeast wall cannot be seen without the skills of a Thief. The water is running down the stairs from above.

Room 10. Ceiling Height: 15 feet. **Door:** Open.

Description: There are three tables in this dining room, with a meal prepared and served on the tables. The food is cold. Sitting at

various chairs are five pirates, each dead and having a look of great terror on his face. Some of the plates on the tables and in the cabinet on the south wall are broken.

Comments: Each character should be allowed one roll versus 3 x PC to discern that the corner of the southern table near the door has scratch marks on it, as if something with five sharp points had been dragged across it for a short distance. (It was the hand of a man trying to hang on and not be dragged away.)

Room 11. Ceiling Height: 8 feet. **Door:** Closed but unlocked.

Description: A rough-hewn room full of barrels. There is a very musky smell in here. One of the barrels has leaked (it has cracked) and water is leaking out. There appears to be some signs of a struggle in this room.

Comments: In amongst the barrels is an **Asp**. Its characteristics are as follows:

PS: 3 **MD:** 0 **AG:** 19 **MA:** 0
EN: 2 **FT:** 4 **WP:** 18 **PC:** 17
PB: 8 **TMR:** 3 **NA:** 0

Bite: 36 / 65% / D-3 (any effective damage introduces poison; 2DP per pulse until dead or antidote applied).

Any investigation by the characters will cause the asp to be disturbed, and it will attack the closest character and then disappear back into the shadows.

Room 12. Ceiling Height: 10 feet. **Door:** Locked.

Description: By all appearances a bedroom belonging to Socantri's second in command. The west wall has a mural of a sea combat between a pirate ship and a sea serpent. There are two beds, a stool, a chest of drawers, and a fireplace on the southern wall.

Comments: Nothing here of interest.

Room 13. Ceiling Height: 18 feet.

Description: A rough-hewn cave, with wooden pillars along the northern wall to hold it up. It looks tenuous. The floor is filled with very small bones and dung.

Comments: This is the lair of a **Wyvern**, whose characteristics are:

PS: 25 **MD:** 11 **AG:** 14 **MA:** 9
EN: 30 **FT:** 35 **WP:** 13 **PC:** 20
PB: 4 **TMR:** 1/3 **NA:** 8 DP

Tail: 34 / 56% / 4 DP per pulse for D5 pulses
Bite: 34 / 51% / +4 (Melee or Close Combat; Shield Attack with Tail)

The Wyvern will be curious to see what the party has in store; if the party runs away, he will follow them while they explore the stronghold. If anyone can communicate with him, he will be glad to assist the party. If

attacked by anyone, he will viciously defend himself. The secret door in the northwest wall requires a 2 x PC roll to be discovered from this side if the character is not a Thief. The rock pile in the southeast corner can be moved and then climbed, allowing egress into the other chamber (which is plain) and leads to room 15. That door is locked and ranked as indicated.

Room 14. Ceiling Height: 15 feet. **Door:** Open.

Description: An office by appearances. A wood panelled room, filled with fairly clean furniture, a nice desk, chairs, etc. Against the western wall is a pedestal for a statue, but with no statue there. Pulling aside the curtain on the east side will reveal the rest of the room.

Comments: This is Socantri's personal room, and the desk is filled with various papers detailing his pirating in the last few months, including an account of his encounter with the sponsor's ship (language up to the GM's discretion). The secret door is locked and ranked as indicated. There is no indication at all in this room that Socantri is an Adept.

Room 15. Ceiling Height: 10 feet. **Door:** Locked.

Description: This is plainly a weapons storeroom. The walls are roughly hewn and covered with weapons racks. The weapons are all neatly arranged.

Comments: Every kind of weapon listed in the Weapons Chart is here. Also included are one of each type, crafted in a superior fashion (doing +1 damage, +3 to Base Chance, worth 10 times the price of a normal weapon). Every character has a chance, if he carefully searches, to find one of these weapons equal to 10 times his Rank with that weapon. Each character gets one roll only, and it should be done by the GM. The "secret" door is visible to anyone who rolls less than or equal to 5 times his Perception, or is obvious if the area is examined. It is not locked from this side.

Room 16. Ceiling Height: 10 feet. **Door:** Open.

Description: A bedroom, and a very opulent one at that. There is a dead, naked human female with a terrified expression lying on the bed. She is not wounded. She lies as though petrified, staring blankly at the doorway. The door is wide open. The curtain in the northeast corner is rent.

Comments: This is where Samagina found Socantri, in a compromising position, and dragged him screaming and slightly bloodied from here to room 25. There is some coinage scattered on the floor behind the curtain, which conceals a safe that has been smashed open. Outside in the hallway, there are marks along the floor headed west and around the corner.

Room 17. Ceiling Height: 18 feet. **Door:** Locked.

Description: There are six pillars, each fluted with alternating bands of red, green and blue. The floor and walls are masoned stone, painted flat black. At the south end there is an altar made out of white marble, stained ever so slightly a dull pink. Behind the altar is a gutter and a drain, showing the signs of bloodletting.

Comments: There is an aura of high mana in this room. This is a temple where Socantri often performed sacrifices to the various demons he summoned. The GM should play this one up big, and hope to use it as a time waster.

Room 18. Ceiling Height: 10 feet. **Door:** Open.

Description: This is a bedroom, stone walled, with three beds and one chest. All the furniture is totally torn apart and destroyed; there is a great deal of splattered blood lying around, matted with the hair of a mule, which a Beast Master has a (10 x Rank) chance of identifying.

Comments: Samigina was in this room, taking the occupants and disposing of them downstairs. One of the pirates was rather plucky and managed to engage the demon. Under one of the mattresses is a silver short sword.

Room 19. Ceiling Height: 10 feet. **Door:** Open.

Description: A large bedroom, with three beds and one divan. The small desk on the south wall has some parchment in the drawers, with some quills and inkwells (filled). There is a rack in front of the curtain which has three spears in it. The curtain is drawn back, revealing the secret door which is slightly ajar. There are some human bones lying about in pools of flesh, brains, and blood. Also scattered on the floor are some sabres.

Comments: Samigina was here, along with some skeletons. There was a melee in this room, and one of the pirates attempted to escape through the secret door.

Room 20. Ceiling Height: 6 feet. **Door:** Open.

Description: A rough-hewn room with 16 chests overturned and the coinage inside spilled all over the floor. Also spilled over the floor are the remains of a pirate female, wearing leather armor, armed with a sabre, and holding a small sack in her hand. The body is face down, with its back burned and charred. There are great scorch marks on the walls.

Comments: The coinage on the floor amounts to 141 silver pennies, 67 gold shillings, 7 true-silver guineas, and 546 copper farthings. The face of the female is contorted in fear. The sack contains three potion bottles: one **Healing** (10 damage points healed); one **Walk Unseen** (duration 2 hours; and one

Armor of Earth (1 hour, - 18%). The sabre is enchanted to Rank 3.

Room 21. Ceiling Height: 4 feet. **Door:** Locked.

Description: This room is very odd. Even though the door to this room is normal size, the ceiling is only 4 feet high. There is a strong, foul reek in the air, and a slight breeze strikes the face of any character who stands in the doorway. There are some tables and chairs stored in the northeast corner, which is in the shadows, even in direct torchlight. There are racks on the south wall.

Comments: If any character ventures into the room, he will be attacked by the **Giant Spider** (see Section VII) who will not be seen because it is using one of its spells. The spider will attack any size party and will fight to the death, using its spells to its best advantage. Its lair is in the tunnel, and in there the party will find two spider eggs worth 200 silver pennies on the open market. The spider will attempt to force the encounter in the cramped room, where any character except a halfling fights at a -25 due to the ceiling height. If the situation is impossible, it will take the fight to the group (which may happen anyway due to the fact the party member who ran into the thing may have run away from the thing in fright) and use its area spells to tie up as many characters as possible. If it reaches a point where it can carry one member off into the lair, it will do so to devour him at its leisure. The GM should chose the characteristics and spells of the spider based on the strength of the party.

Room 22. Ceiling Height: 10 feet. **Door:** Locked.

Description: A bedroom, with two beds, two small chests and two torch holders. The beds are untouched and clean.

Comments: Nothing of interest here.

Room 23. Ceiling Height: 10 feet. **Door:** Open.

Description: A rough-hewn room, with a heavy curtain running along the west wall. The floor is very rough, and the water covers three fourths of it. Partially obscured by the water is a small statue lying along the south wall. The water does not reach the curtain.

Comments: There are two pits which allow the water generated by a spring at the east end of the exterior hallway to drain to the ocean. The wall there has been partially destroyed recently. Any character falling into these pits with any armor heavier than leather must make a roll versus the average of PS and AG (difficulty factor applied by the GM depending on weight carried, etc.), or slowly sink. Pulling back the curtain will reveal the staircase, with bloodstains heading downward. The statue is that of the sponsor's daughter in Briefing #1.

Room 24. Ceiling Height: 30 feet. **Door:** Locked.

Description: A carpenter's workshop, filled with woods, tools, etc. Very clean and well kept. It contains tools for working and repairing ships.

Comments: A Mechanician should be able to construct a dam for the water in the hall to prevent it from filling room 23, thus slowly revealing the drains.

Room 25. Ceiling Height: 25 feet. **Door:** Ajar.

Description: The door to this room is bronze. There are the props of summoning on the table against the west wall (silvered broadsword, cap, miter, girdle of lion's skin, etc.). A pentacle and triangle are drawn in coloured chalks on the floor.

Comments: This was Socantri's summoning room. One of Socantri's fellow pirates was an adept of lesser summoning, so the door is warded against any unauthorized human intrusions with a Spell of Summoning Summonable (Rank 15). In three minutes, a **Hellhound** will arrive at the door, and attack the party. It has the following characteristics:

PS: 16 **MD:** 21 **AG:** 22 **MA:** 20

EN: 11 **FT:** 22 **WP:** 19 **PC:** 30

PB: 4 **TMR:** 9 **NA:** 6 DP

Bite: 52 / 86% / +6 (Close Combat only)

Breath: 20 feet by 10 feet; D+8

Magic: Sorceries of the Mind

S-1 (Spell of Mental Attack) 10/75%

S-8 (Spell of Invisibility) 5/35%

This is the room where Samigina dragged Socantri after he was discovered, and there are blood stains inside this room and in the hallway outside.

Room 26. Ceiling Height: 10 feet. **Door:** Locked.

Description: A rough-hewn room with a number of fairly large boulders strewn about on the floor; there is also some sort of slime which covers the floor.

Comments: None, a time waster. The pirates were planning to clear out this chamber at some future date but had not gotten around to it. Now they never will.

3. LEVEL 3

Room 27. Ceiling Height: 15 feet. **Door:** Open.

Description: A fifteen-foot wide corridor with a staircase at the western end. If the party is not using a torch, they will notice a very slight blue-green glow coming up the stairs (also they will hear the sounds of a ship being prepared for departure. The hall has stone walls and torch holders running its length. The floor is clean and not dusty, but there does seem to be a dark stain which runs the length

of the floor leading from one staircase to the other. The doors on either side are open.

Comments: The stain is where Samigina had his skeletons drag some bodies downstairs.

Room 28. Ceiling Height: 10 feet. **Door:** Closed but not locked.

Description: A rough-hewn chamber with many boxes strewn about, some half-opened, others totally closed. One would get the impression that someone or thing went through all the boxes here in a hasty search. The boxes contain foodstuffs, clothing, supplies and the like.

Comments: There is essentially nothing of interest in here, except behind the curtain on the north wall. If the party pulls it open, they will find hanging in a clothes closet a dead human, eyes wide with fear (possibly died of heart failure).

Room 29. Ceiling Height: 7 feet. **Door:** Locked.

Description: This rough-hewn room is filled with barrels of many shapes and sizes, including casks of liquid. Towards the western end of the room is a high pile of rocks in front of a floor to ceiling curtain.

Comments: Inside the barrels are such things as **wax**, **muslin**, woods, of various sorts, dried fruits, camel's hair, wool, rope, wire, felt, fertilizers, matting, paper, lace, blubber, etc. The GM should be very creative as to the contents, so long as he is sure to mention the two items in bold print, since they may prove important. Behind the curtain (the distance between is 2 1/2 feet) is a wall with a door which is slightly ajar.

Room 30. Ceiling Height: 25 feet. **Door:** Ajar.

Description: The room is a rough-hewn chamber. A literal pile of gems and coinage lies in the extreme southwest corner. There is a slight mist in the air (which should clearly be attributed by the GM to the party's torch if they have one). On the floor in the middle of the room is a dead pirate, lying face down on the floor, 20 feet from the door. He is holding something in his hand; it is a very small item. He appears to have been heading towards the door when he fell.

Comments: The pirate came here to get a ring which he knew to be stored in this treasure trove room; it has two charges of the Special knowledge Counterspell of Greater Summoning at Rank 0. It takes a character with an MA of 17 or over to use it.

Once any living being moves over the threshold of the room, the mist will slowly begin to congeal (the GM should immediately go to the Tactical Display upon anyone voicing the desire to enter). It takes the **Mist Demon** (see Section VII) three Pulses (including the Pulse in which someone crossed the threshold)

to congeal, which it will do as close to living beings as possible. It will attack until either destroyed, dispelled or all living beings are dead or have left. It will attempt to maneuver itself between anyone in the room and the door, attacking all the while. A magical wind-based attack done while it is in its mist form will delay the congealing by two Pulses. The GM should chose the characteristics of the demon based on the strength of the party.

If a paraffin torch is constructed by using the wax, muslin and wood from room 29, it will take 10 Pulses to build, have a BC of 60% and do 2D damage.

The treasure contained in the trove includes the following: 1,987 gold shillings; 936 true-silver guineas; 73,859 copper farthings; 743 silver pennies; seven random gems (a Black Star Beryl, a Jacynth, a Ruby, a Olivine, Jet, a Rubellite Tourmaline); and a wolf-skin cloak with a bone clasp (possibly a magical item; GM's discretion).

4. LEVEL 4

Room 31. Ceiling Height: 25 feet.

Description: This is an empty, sand filled chamber with 3 chests in the extreme northern end. There are 12 human bodies lying on the sand in the area south of the covered pit. All of these bodies are garbed in leather armor and the clothing of pirates. Some bodies are naked, and all have had their weapons taken away. None of the bodies are located north of the covered pit. There is a blue-green glow coming from the opening to the west.

Comments: The covered pit is a trap which is covered with leaves and sand to fool the unwary. It was set there by the pirates to guard their treasure until it was transported upstairs. Along the western edge there is a slight cliff which enables anyone to go over to the chests without disturbing the trap. If the trap is stepped on, characters must attempt to roll equal to or less than 3 times their Agility or else they fall in to it, dropping 20 or so feet. There will be enough leaves and fronds to allow any character to climb out once fallen in, but it will take at least ten Pulses (disregarding any time spent trying to recover from stun if that occurs). The GM should fill the chests with as much treasure as he sees fit.

Room 32. Ceiling Height: 25 feet. **Door:** Open.

Description: This is a long, narrow passage filled with various tools and accouterments of sailing and ship maintenance. All of the things in here are of no interest to the party, with one exception: a small mule which is bending over the body of a man who appears to be as dead as the others in this area (it is Socantri, who is dead). This mule is located in one of the hexes next to the oars on the southern wall. There is a great amount of gems and jewelry lying in open sacks at the feet of this mule (which was

gathered from various chests from around the stronghold).

Comments: This mule is not what he appears to be, he is **Samigina**, the Marquis of Dead Souls, a demon. His characteristics are:

PS: 25 **MD:** 5 **AG:** 20 **MA:** 30
EN: 30 **FT:** 40 **WP:** 30 **PC:** 32
PB: 10 **TMR:** 7 **NA:** 4 DP
Bite: 62 / 95% / +2 (Close Combat)
Hooves: 62 / 95% / +4 (Close Combat)
Hooves: 62 / 85% / +4 (Close Combat)
Magic: Necromantic Conjurations, Rank 20
G-1 (Darkness) 99%
G-4 (Fire & Brimstone) 85%
G-7 (Noxious Vapors) 75%
S-3 (Wall of Bones) 95%
S-5 (Mass Fear) 75%
S-7 (Animate dead) 85%
S-10 (Hand of death) 70%

Samigina is here to procure this vessel for a trip across the seas. He has raised an army of skeletons and attacked this pirate hideout, wiping out the entire force, and is now readying his vessel. If attacked by a party he will first pick out the leader and cast a Hand of Death for just one Pulse in an effort to scare them off. If that does not work, he will animate the 23 dead pirate corpses as Zombies and have them attack the party while he is casting spells such as Mass Fear and Fire and Brimstone. If the party appears to be winning, he will then pull the Skeletons in room 34 off the ship and have them attack the party.

Samigina does not wish to get involved in a Melee of any sort and will move quickly to avoid the possibility. Samigina in the mule form is able to loose a spell without preparing it and does not have to make any of the hand motions normally associated with spells of his College. Thus, the GM should strive to maintain the illusion that the mule is not performing the magic, since there are no outward signs at all (no vocals, etc.). Only if Samigina uses the Fire and Brimstone will they directly notice anything since the flames will emanate from the mule's eyes.

If any attempt to mentally communicate with the mule is successful, the GM will have to play the mule as a super intelligent being and hope the players catch on that this is no ordinary animal. He will attempt to convince the party to leave and go back up stairs since he wishes to kill no more than he has to, but he will willingly oblige them if they persist in being aggressive. The only communication possible will be telepathic, as are all animal/human communications.

If things are going badly, Samigina will attempt to leave via the stairs. He can be banished by casting the appropriate counterspell. The real trick of this battle for the players is to realize that this animal is not what he appears to be and the GM must play the Demon to the hilt for it to be effective.

Room 33. Ceiling Height: 25 feet.

Description: This area is filled with 10 dead human bodies all with leather armor and the clothing of pirates. Some of the bodies are naked, but all are bereft of their weapons. This area is covered with sand, and the blood spilt by the dead men stains the pearly white beach.

Comments: All of these men and the men in room 31 (scattered randomly about; GM's discretion as to their placement) may be animated as **Zombies** by Samigina if the party does not heed his warning to leave. Their characteristics are as follows:

PS: 16 **MD:** 10 **AG:** 8 **MA:** 0
EN: 22 **FT:** 25 **WP:** 25 **PC:** 8
PB: 2 **TMR:** 3 **NA:** 4 (due to the leather)
Hands: 16 / 21% / D-2

Room 34. Ceiling Height: 25 feet.

Description: A large grotto which is filled with an eerie, fell, blue-green light. There is a wharf with a small ship docked. It is in the process of being prepared for sea, with the entire crew bedecked as if pirates. There is one major difference between the sailors and what the characters would expect, however, as these are all Skeletons. The ship has two masts and rigging, etc., and the Skeletons fill out her entire crew. The inlet looks quite deep.

Comments: The entire crew has been animated by Samigina as he prepares for his voyage. The 25 **Skeletons** have the following characteristics:

PS: 16 **MD:** 18 **AG:** 16 **MA:** 0
EN: 12 **FT:** 10 **WP:** 25 **PC:** 14
PB: 2 **TMR:** 3 **NA:** 0
Sabre: 30 / 78% / +3

They will not be used to attack the party unless things are going badly in the melee, as Samigina needs them to finish their tasks and believes the Zombies can finish the party off.

The walls are covered with a lichen-type plant which gives off the very strange iridescent light. The inlet is 40 feet deep. The ship is quite sea-worthy, which any character with Navigator skill would know. There is no form of treasure on board the vessel.

VII. NEW MONSTERS

There are two monsters presented in the adventure which will not be found in the *DragonQuest* rules. They are detailed below:

5. GIANT SPIDER

NATURAL HABITAT: Caves, Crypts, Ruins
FREQUENCY: Very Rare **NUMBER:** 1-2 (1)

DESCRIPTION: A large, man-sized spider with a thick coating of long, greasy hair. The hair and the fetid skin beneath are mottled shades of green and brown. Their eyes are large and fly-like and bespeak of hidden intelligence. They are one-hex monsters.

TALENTS, SKILLS AND MAGIC: These creatures are masters of Earth Magics, having ranks with their various spells (of both General and Special Knowledge) and talents not exceeding 15.

They do not possess any ritual knowledge. When they perform their magic, they do not need to make any gestures or vocalize the words (the preparation is done in total silence). They are not web-spinners but create their lairs in caves. Their eggs are worth 200-2,000 silver pennies on the open market, depending on size.

MOVEMENT RATES: Running 250

PS: 14-23 **MD:** 10-14 **AG:** 30-34
MA: 15-20 **EN:** 7-16 **FT:** 13-22
WP: 20-24 **PC:** 9-13 **PB:** 1-5
TMR: 5 **NA:** Hair absorbs 3 DP

WEAPONS: A giant spider can attack only via its bite in either Close or Melee Combat, with a Base Chance of 55% and damage of +2. Its bite is not poisonous.

COMMENTS: A Giant Spider belongs to the Insects and Spiders family (Section 69).

6. MIST DEMON

NATURAL HABITAT: Other Planes

FREQUENCY: Very Rare **NUMBER:** 1

DESCRIPTION: A mist demon is a misshapen, malformed, degenerate Air Elemental which only appears on this plane in the form of a light mist which has the color and consistency of smoke. When provoked to attack, it will congeal to form a semi-solid, slowly revolving whirlwind. It will appear to have a number of faces equal to the number of creatures it is attacking. It is a three-hex monster.

TALENTS, SKILLS AND MAGIC: Mist demons have no special magical talents, and no other abilities except their multiple attacks as detailed below.

MOVEMENT RATES: Running 150

PS: 42-51 **MD:** 0 **AG:** 33-42
MA: 0 **EN:** 25-34 **FT:** 20-29
WP: 10-14 **PC:** 10-14 **PB:** 0
TMR: 3 **NA:** 0

WEAPONS: Mist demons attack by strangulation (Base Chance of 70%, +7 damage) and may attack in either Melee or Close Combat. Each surrounding hex may be attacked into (all are treated as front hexsides) and up to six figures may be attacked in one pulse with no penalty.

COMMENTS: This creature belongs to the summonables family (Section 73). It can be

dispelled by a Special knowledge Counterspell of Lesser Summoning.

VIII. Designer's Notes

The *Treasure of Socantri* is an adventure which was designed to test not only the abilities of the characters, but also the knowledge (of *DragonQuest*) the players themselves had. Since most of the people who play DQ have either played the game since its release or know the existing rules fairly well, I wanted to send the characters on an adventure which they would assume to be straightforward and transparent, and then find themselves in situations with which they are not familiar while encountering creatures which are not in their rules books. Because of this, the performance of the characters will widely vary from having no trouble with the adventure at all being totally wiped out (both situations occurred in play through during testing).

At the 1981 WinterCon (and also at small convention in Chicago over the New Year's Holiday) we had some groups tell us this adventure was too easy; others complained that *DragonQuest* adventures should not be so dangerous because that reminded them too much of the bad things about D&D. Obviously, the adventure is not quite the culprit, but rather the player's own abilities and knowledge.

I chose *Samigina* specifically because he/she/it does not look like a demon; someone like Aim, for example, would have been too easy for the players to recognize and react to. It is important to emphasize that the GM should not play *Samigina* as a mindless killing automation, but rather as a being who sees choices and reacts intelligently to them. The demon will not be worried about the characters' intrusion unless they begin to threaten his operation; in that case, he will attempt to kill as many of the party as he can then animate them for his own purposes.

In my campaign, one of the characters (*Whis'par*) was killed by *Samigina* almost immediately after hostilities broke out. She was then animated by *Samigina* and proceeded to attack Arlo with her saber. The reaction of the players to this sudden turn of events was priceless; the image of a burned-to-a-crisp (from Hellfire) *Whis'par* mindlessly flailing away at Arlo turned the stomach on even the most battle-hardened veteran of my campaign. Do not get the wrong idea; I normally do not enjoy upsetting the digestive systems of my players. However, a GM must keep his players on their toes.

A reminder about demons in general is in order: They may be banished back to their own dimension by a successful cast of a Special Knowledge Counterspell of Greater Summoning. Thus, if one of the characters has this spell, then all it takes to defeat *Samigina* is the realization that he/she/it is a demon and the

casting of the counterspell. *Samigina* will passively resist this attempt; after all, he does have ideas of his own for the future of this plane.

DESIGN CREDITS:

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Adventure Testing and Advice:

Robert Kern, John Butterfield, Greg Gerold, Cindy Bitowf, Tom Harmon, Stephan Gray, Greg Gordon, Dean Martelle, Dean Carter, Ken Newman, John Kutchta and all the players at WinterCon '81.

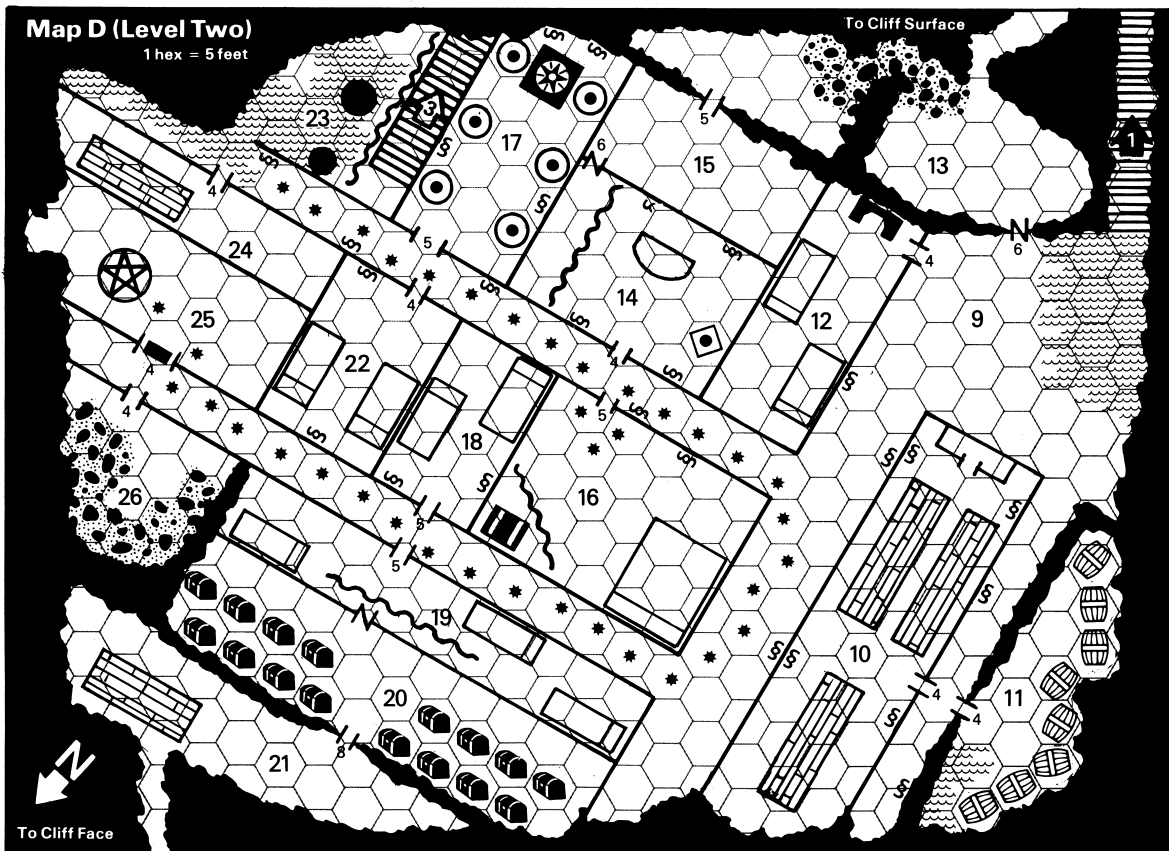
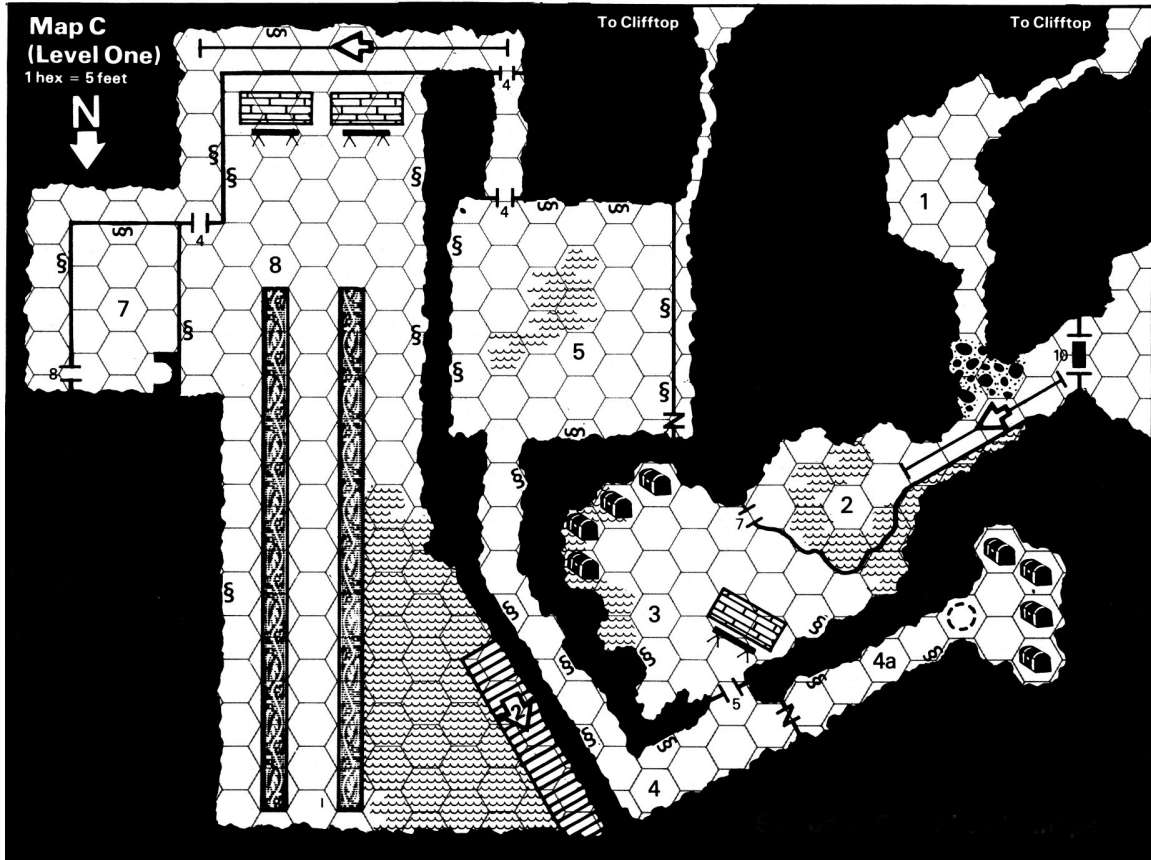
Dramatis Personae:

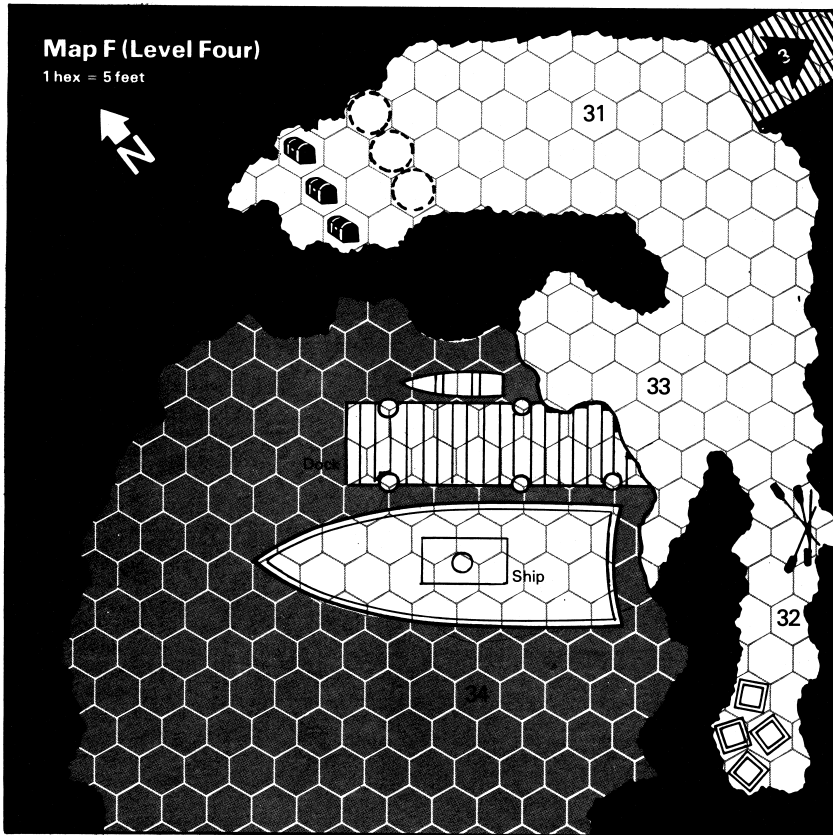
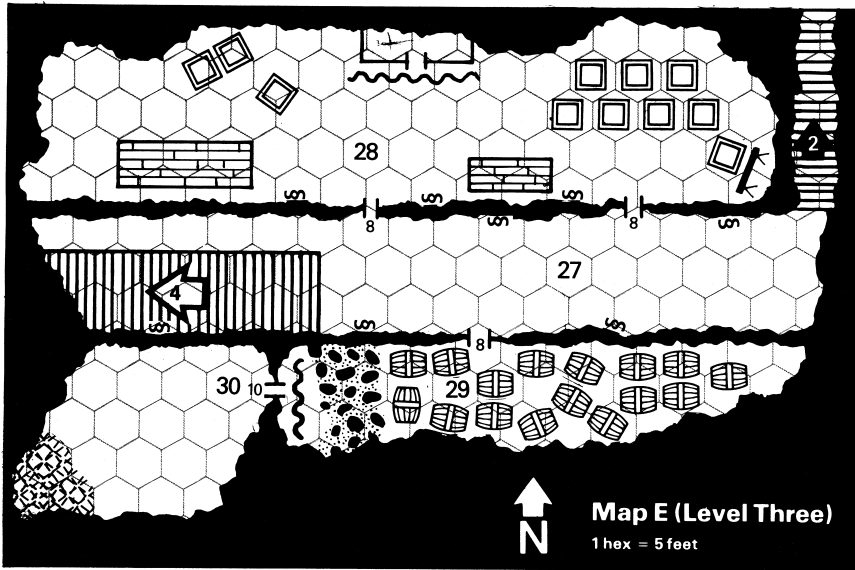
Karak (Bob Kern), **Arlokazian Arbulink** (John Butterfield), **Whis'par*** (Cindy Bitowf), **Faramir Banelson*** (Greg Gerold), **Alaric*** (Steve Gray), **Duke Smith*** (Tom Harmon), **Mahaur*** (NPC).

* = Killed in action

Production:

Ted Koller, Manfred F. Mikuhn, Michael Moore, Bob Ryer, Ken Stec





Key to Floorplans		
— — = Single Door	~~~~~ = Curtain	⦿ = Altar
4 = Lock Rank	— = Interior Wall	◡ = Desk
— — = Bronze Door	█ = Main Wall	◡ = Closet
— — = Secret Door	⊙ = Pillar	* = Bloodstain
➡ = Number code indicates to which level stairway leads	◇ = Pedestal	◻ = Bed
↘ = Downsloping Passage	⊕ = Chest	◻ = Safe
⬆ = Upstairs (+ direction of rise)	▬ = Table	☼ = Wine Rack
⬇ = Downstairs (+ direction of fall)	⌘ = Bench	⊕ = Pentacle
	⌒ = Fireplace	~~~~~ = Pool of Water
	⊕ = Barrel	○ = Pit
		⊖ = Hidden Pit
		● = Bottomless Pit
		⬤ = Rocks (heap)
		◻ = Boxes
		⚓ = Small Boat
		⌘ = Oars
		⬤ = Pile of Gems and Coins