

Taverns & Drakes

A lighthearted riff
on traditional fantasy



A Crayon Samurai Game

Concept, Writing, Mechanics

Bronson B.

crayonsamurai@yahoo.com

Table of Contents

Adventurer (Introduction)	Page 4
Character Creation (Rules)	Page 6
Race	Page 6
Traits/Special Actions	Page 9
Class	Page 10
Magic/Combat	Page 15
Taverns and Drakes	Page 18
Damage Control (Adventure)	Page 20

Hear Ye, Hear Ye

The Kingdom of Blim, under the Not Too Bad Leadership of King Harold the Adequate, is no longer in need of Adventurers as the Kingdom has more than its fair share and has been satisfactorily protected from monsters of all sorts for quite some time.

With 80 percent of those listing their primary occupation as “Adventurer” reporting an average annual income of well below the poverty line, the Kingdom strongly recommends would-be Adventurers to instead seek employment in food services, blacksmithing, farming, or crafts.

You’re not going to listen to that, are you?

Yeah, yeah. You’ve heard it all.
Your parents tried to convince you to take over the family hog farm, your girlfriend begged you to take that job her uncle got you at the tailor’s, but you were snagged by the seductive call of the Adventurer.

You want the wealth, the fame, the wenches.
You want to be the rock star that the elite 10 percent of the Adventurers in Blim are.

So, even though you’ve never so much as thrown a rock at a goblin, you’ve traded in your meager savings for some basic equipment, joined up in a party of like-minded fellows, and have officially opened for business.
Now, only if there was someone who needed saving...

Adventurer

Think it has a nice ring to it? Well so does most of the 16-24 age bracket in the Kingdom of Blim. In a recent census, 45 percent of that age bracket listed “Adventurer” as their primary occupation. Of those, 80 percent listed their annual income as five gold pieces or less, well below the Kingdom’s poverty line.

Adventuring is a cutthroat business. With the elite of the profession holding a monopoly on dragon slaying and saving the Kingdom, the entry level adventurers are left fighting annoying but rarely dangerous goblins, searching for the buried treasure of the local miser’s mason jars filled with copper, or defending a village against the occasional drake, the dragon’s smaller and ornerier but generally less dangerous cousin. Occasionally, when times are tough and their pockets are empty, adventurers resort to creating problems in order to save villages from them.

Adventurers group together in parties to increase their chance of making a decent living and of survival in case they run up against an angry troll or drake. The party is usually a diverse group who bond together over the common goal of making money and gaining fame. The top 10 percent of adventurers are revered in the Kingdom of Blim as celebrities and often receive free equipment, food, lodging, wenches and other perks for their service to the Kingdom. Most adventurers strive to make it to this upper echelon.

The Kingdom of Blim is a huge nation, encompassing vast plains, rocky mountains, rivers, swamps, and a lengthy coastline. If there’s a topographical feature you can think, it’s present in the Kingdom of Blim. The Kingdom is ruled by is 44th monarch, King Harold the Adequate. Under his reign, life in Blim isn’t too bad. Most people do okay, dutifully pay their taxes, go to work, and have a day or two off a week to spend with the kids or go fishing. Long ago, Blim was a dangerous place with lots of dragons spewing forth all types of deadly breaths, vampires, krakens, and other dangerous beasts.

The sheer amount of monsters required brave men and women to take the mantle of Adventurer and make the fledgling Kingdom safe for its people.

As time went on, more and more people heeded the call. Eventually, most of the beasts were slain or driven away, but Adventuring remained a lucrative field for the few who could make a name for themselves because of the prestige and love lavished on them by the people.

Adventuring has been a largely poor career choice for some time now, but the lure of fame and riches still draws large numbers of men and women, mostly young ones but some old folks seek to get the glory they never had in their youth or need a new career after being laid off from the flour mill.

As a new Adventurer, you need to establish a name for yourself and make money... by any means you have available. Your party can help you out, but don't forget that they're in it for themselves as well. And you distinctly remember your party's Bard badmouthing you outside the tavern the other night after that run in with those goblin punks...

Character Creation

As an inexperienced Adventurer, you're automatically assumed to be not that great at most things. Any time you need to perform an action you don't have a trait in, roll 1d20 at the standard difficulty of 4. If you roll a 4 or under you succeed.

Fortunately, you can get bonuses to succeed from racial abilities, traits, and special actions. These bonuses raise the number you need to meet or roll under to succeed. A bonus of +2 means you need to roll a 6 or under to succeed.

Pick your race

Your race determines your appearance, general temperament and grants a racial ability.

Human

You're the majority in the Kingdom of Blim. Besides not being discriminated against in the Kingdom of Blim (which is a very useful trait that should not be underestimated), you are Astonishingly Resourceful. Once per scene, if you fail a roll you can immediately try to roll again if you describe how you attack the problem from a completely new approach.

Elf

You're anywhere between 6 and 7 feet tall, slender, with pointy ears and sharp features. Back in the early days of Blim, many Adventurers mistook Elves for just another type of monster and slaughtered them. Most elves remain pissed off about this, but most humans think they should just get over it. Of course, since elves live a very long time all of the slaughtering is a lot more fresh in their memories.

As an Elf you are Astonishingly Dexterous. Any time you attempt an action that would require an amazing feat of dexterity, such as shooting the apple off of someone's head or stealing a watch from someone's pocket, you add +2 to your roll.

Dwarf

You're anywhere between 4 and 5 feet tall, stout, have some type of facial hair, and like drinking. Sober dwarves are looked upon like modern day alcoholics – something is wrong with them and they need help. Back in the early days of Blim, dwarves offered to help humans kill all the monsters. The humans accepted, but also enjoyed making fun of the dwarves for their short stature, bearded women, and crappy mountain homes. This pissed the dwarves off to no end, and to this day all dwarves go out of their way to boast about how great their culture and race are as a way compensating. The dwarves didn't kill Elves but they didn't stop the humans from doing so either, so there's a lot of animosity between them.

As a Dwarf you are Astonishingly Resilient. Any time you are attempting a feat that requires an amazing feat of resilience, such as staying functional after drinking a tankard of ale or taking a punch from an ogre, you add +2 to your roll.

Goblin

You're about three feet tall, pale green with crazy yellow eyes and big bat-like ears. Plus you have little yellow claws and sharp pointy teeth. Hey, it's not your fault, you were born this way. As a rule, goblins are rude, like to bitch, complain, steal and fight. Back in the early days of Blim, goblins were targeted as easy marks by Adventurers, but they were like cockroaches and could never quite be stamped out. Eventually, Adventurers gave up and moved on to more important prey.

Goblins are still targeted as easy prey by beginning Adventurers. And they generally are, unless encountered in numbers. Goblins are usually not allowed within village limits and in many places are killed on sight. Some goblins dream of more than eating chickens and wanton destruction, however. These few take on the role of Adventurer and can actually be of a big benefit to

a party. Some use their knowledge of goblin society to destroy it, while others enlist the help of their large clans to track down more dangerous prey.

As a Goblin you are Astonishingly Rude. Anytime you take an action that is amazingly rude, such as suckerpunching an old man, you add +2 to your roll.

Halfling

You're about the same height of a goblin, but look mostly like a small, properly proportioned human, and almost assuredly have a pot belly. Halflings have callused feet due to their dislike of shoes and fashion in general. Back in the early days of Blim, halflings were rather ambivalent about the whole monster slaying deal.

On one hand, they didn't like getting eaten by dragons. On the other hand, most halflings are perpetually lazy so they didn't really care to do much about the dragons, either. Since halflings love to get it on, they usually have dozens and dozens of kids, so most figured it was no big deal if a few got eaten. Halflings also love to eat and cooking is one of the few activities they take to with gusto. A few weird halflings actually get tired of doing nothing and become Adventurers.

As a Halfling, you are Astonishingly Lazy. Anytime you take an action to avoid work or take an action with no other goal than amusement, you add +2 to your roll.

Monster Born

See, sometimes monsters get lonely. And sometimes they can't find other monsters or they just happen to take a fancy to one of the other races and...well... you were born. Monster Born are half elf, human, or dwarf (but never goblins, even monsters won't touch that).

That doesn't matter, though, because you really take after your other side. Although you may resemble an elf, human, or dwarf in appearance you don't gain that advantage. Instead, you are Astonishingly Monstrous.

You should work with your gamemaster to determine one specific ability you have as a result of your heritage. Maybe you have the wings of a harpy or can breathe fire like a drake. Maybe you've got really huge muscles thanks to your dad the ogre or can petrify people for a short time with your gorgon-like gaze. In any case, you should also have at least one obvious sign of your monster heritage. The gamemaster will likely assign you a difficulty number to use your monstrous ability with a typical difficulty being 10.

Pick Traits

As a new Adventurer you don't have a ton of skills to draw on, but you do have a handful of useful Traits.

Traits can be anything. Chef, Can Handle a Sword, Fast Runner, Easily Overlooked, Looks Tough, Good in a Fight, Hates Drakes, and Hustler are all examples of traits.

You get 14 points to put in traits with only one exception. No trait can be rated higher than a 6. Starting Adventurers simply aren't that competent.

You can gain points to spend on traits by picking up Lousy Traits. Like the name implies, this is something you're awful at. Can't Handle a Sword, Grade A Jerk, Slow as Molasses, Bruises Easily, and Scared of Cats are all examples of Lousy Traits. Any time you attempt an action that falls under a Lousy Trait you succeed only when you roll a 1 or 2. Each Lousy Trait you select gives you 2 additional trait points. You can have a maximum of three Lousy Traits.

Special Actions

If you describe an action where your character succeeds through sheer dumb luck or against his own intentions, you get a +2 to your roll.

If you describe an action that makes the GM or at least one other player laugh out loud, you get a +2 to your roll.

If you, prior to attempting it, brag about an action mentioned in the Bragging Rights section of your class, you get a +2 to your roll.

Awesome Success

Whenever a 1 is rolled it is an Awesome Success. This means something extra good happens as a result of the action.

Awesome Failure

Whenever a 20 is rolled it is an Awesome Failure. As you can probably guess, this means something extra bad happens.

Complication

Whenever a roll is failed by more than 2 it is a Complication. This introduces another element to the scene that complicates things. If, for instance, you failed an attack roll by more than 2 you might have thrown a wild punch that actually hits the bartender. Or maybe your intimidation attempt is actually viewed as a come-on.

Class

Class is what type of Adventurer you strive to be. Your class determines starting equipment and a unique ability that can be used once per game session. More important than that, though, is the fact that most Adventurers enjoy discussing their class in detail with other Adventurers, especially as it relates to how their class is the most superior.

Some unique abilities are given difficulty numbers. These numbers can not be changed. You can not, for instance, increase the difficulty number by adding a trait, special action, or making use of a bragging right.

You may note that beyond a unique ability and bragging rights, that classes actually provide very few distinctions. This is intentional as classes in

the Kingdom of Blim are mostly about how an Adventurer sees himself and not a path for advancement.

If a character ever wants to change classes, all he needs to do is badmouth his current class for an entire game session, and at the end of that session destroy every piece of equipment he has that relates to the class. At the start of the next session he can begin play as another class. Once you've cut ties with that class, you can't return, though, so if you jump around often enough eventually you'll find yourself stuck with a class.

Bard

You're all about singing your own praises, even when you haven't really done anything praiseworthy. The skill of the Adventurer is in the eye of the beholder after all, and you make sure everyone knows how integral you were in the Hobgoblin Battle at the Farmer's Market.

Equipment: Musical instrument, one minor weapon, nice looking clothes, notebook and pen to write down song lyrics.

Unique Ability: Sublime Music. Once per game session, a Bard can attempt to resolve a situation that normally could not be resolved by music. This is done at a roll of difficulty 10. Examples include stopping a fight, causing someone to fall in love, or getting elected mayor of a small town. The effects of this are only temporary, however. The person might fall out of love shortly after the song is played, etc.

Bragging Rights: Bards love to brag about how much women love them for their artistic talents, the importance of recording deeds so future generations will remember them, and how music can soothe the savage beast.

Cleric

You're all about serving your god and seeing that he/she/it receives the respect and adoration he/she/it deserves. There are hundreds of gods that are worshipped in the Kingdom of Blim, so just give yours a name, a sphere of influence, and a few likes and dislikes.

Equipment: Some sort of symbol of your god, moderate weapon, clothes befitting a priest of your order, an item holy to your god.

Unique Ability: Please, god. Once per game session, a Cleric can pray to his god with a reasonable expectation to be answered. The player prays out loud and asks for a specific favor. This roll is done at a difficulty of 10. If the prayer directly relates to the god's sphere of influence, the roll is at difficulty 12.

Bragging Rights: Clerics love to brag about how much better their god is than all the other gods, how their philosophy is the only right way of thinking, and how important religion is in general.

Druid

You're all about loving and protecting nature. Druids look at Mother Nature and all her creatures as equals, not as mere plants and animals. Druids differ from Rangers in that they seek to understand and become one with nature. Rangers simply seek to survive it.

Equipment: Moderate natural weapon such as an oak club or staff, minor natural armor such as light leather, minor medicinal herbs, some sort of natural adornment such as a wolf-tooth necklace, wristband made from plants, etc.

Unique Ability: Nature Speak. Druids have learned to communicate with nature. Once per game session you may attempt to communicate with any natural animal or plant. This roll is made at difficulty 10, 12 if the Druid is deep in the wilderness.

Bragging Rights: Druids love to brag about how superior nature is to civilization, how they can speak to the earth and its creatures, and how much they know about herbs.

Fighter

You're all about rushing into situations head-on and fighting your way out of them with your fists or sword. Although all Adventurers arose out of the need to slay monsters, Fighters are the type to kill first and ask questions later.

Equipment: major weapon, minor weapon, minor armor, cool scar, some type of trophy from a kill (could be a fake or real).

Unique Ability: Death blow. Once per game session, a Fighter can add +6 to any attack roll.

Bragging Rights: Fighters love to brag about what badasses they are, how great their weapons are, and about clever ways they've killed things.

Knight

You're about fighting, like the Fighter, but you're also about adhering to some type of personal code and about serving some type of greater good. You should write down a sentence or two describing your code and a sentence or two detailing your allegiance.

Equipment: major weapon, moderate armor, some type of symbol of knightly order, a fancy but noncombat related piece of equipment.

Unique Ability: Noble countenance. Once per game session, you can draw upon the inherent dignity and nobility of your class to add +6 to any type of social roll, including intimidation.

Bragging Rights: Knights prefer to call it "taking pride," but they love to brag about how great the object of their allegiance is, how disciplined they are, and how much they protect the weak and helpless.

Ranger

You're about self-sufficiency, tracking, and being outdoors. When a monster needs to be tracked, the party needs some fresh water or dinner, or someone needs a safe path through the woods you're the one to call.

Equipment: Moderate weapon, well-worn traveling clothes, minor armor, rations, local maps, item of your choice related to traveling.

Unique Ability: Master of the Wild. Once per game session, a Ranger can find just about anything he needs as long as he's outside of a populated area. This can be food, some sort of weapon, a defensible area, etc. This roll is done at a difficulty of 10.

Bragging Rights: Rangers love to brag about how self-sufficient they are, how comfortable they feel in the wilderness, and about how they never get lost.

Rogue

You're about being sneaky, picking pockets, and breaking and entering. Rogues don't have to be involved in criminal activities, but many travel in those circles at least.

Equipment: Moderate weapon, lock picking kit, choice of illicit goods, average clothes to blend in with, grappling hook.

Unique Ability: Sneaky son of a... Once per game session, a Rogue may add +6 to any action that is deemed sneaky or underhanded in any way.

Bragging Rights: Rogues love to brag about how clever they are, how quiet they can be, and how good of a thief/liar/con artist they are.

Wizard

You're all about studying arcane lore, being obtuse, and attempting to cast magic. Although there are many impressive spellcasters in the Kingdom of Blim, you ain't one of them. Learning wizardry takes years and years of study. You've got about three weeks under your belt.

Equipment: Minor spellbook that you can't read a whole lot of, minor weapon, impressive looking wizard outfit, flash powder, unusual spell component.

Unique Ability: Born Spellcaster. Once per game session, you can cast a spell that you think you've learned from studying. Difficulty depends on what

type of spell you want to cast. A very minor spell such as Create Light, Create Small Flame, or Levitate Book, is automatically successful.

A minor spell such as Move Small Object, Feather Float, or Cause Pain, is difficulty 15. A moderate spell such as Magic Bolt, Pass through Wall, Decent Looking Illusion, or Heal Moderate wounds is difficulty 10. A major spell such as Engulf in Flames, Strike with Lightning, Fly, or Shapeshift is difficulty 5.

Bragging Rights: Wizards love bragging about how much time they've invested in learning magic, how superior magic is to fighting with swords or fists, and how much smarter they are than everyone else.

Magic

The world of Blim is one of high magic. Wizards can heal serious wounds, raise the dead, hurl fireballs, all sorts of wondrous things.

However, being a Wizard requires years of dedication devoted to studying arcane mathematics, rituals, and languages. As a novice Adventurer, you haven't had time to spend all of those years learning these things. The Wizard class does represent an innate talent buried somewhere inside of you, however, represented by their unique ability.

Members of any class may attempt to cast a spell if they have access to a spell book or scroll. In order to do so they must first make a skill roll to see if they comprehend the concepts of the spell. This is done at a base standard difficulty 4 (difficulty 6 for Wizard class). If they succeed, they think they understand and can attempt to cast it as long as they have the required spell components, if any.

Next, they have to roll to actually cast the spell. This is done at a base standard difficulty 4 (difficulty 6 for Wizard class).

Once cast, the intricacies of the spell are forgotten in a rush of adrenaline, and the spell must be studied again in order to cast it.

Combat

Whenever an Adventurer wants to hurt something he rolls a 1d20, adds any appropriate modifiers, and rolls.

All combatants are assumed to be attempting to get out of the way, which is reflected by the fact that the attacker has to beat a difficulty number.

Additional defense is handled in two ways. First, shields and other defensive items can provide negative modifiers to the attacker's roll. A minor shield (such as a small buckler) provides -1, a moderate shield (such as a round Spartan-type) provides -2, and a major shield (such as a huge tower shield) provides -3. Second, if the defender provides an especially entertaining or detailed description of how they're attempting to defend, they can be awarded a modifier of -1 to -3.

To determine damage, add your margin of success to the damage of the weapon. Fists have a damage of 2. Let's say Frank is attacking Bob. Frank has a Likes to Fight trait of 3. Bob has no shield and no fancy defensive description, so the difficulty remains 7 (base difficulty 4 plus 3 for Likes to Fight). If Frank rolls a 4, the damage inflicted would be 5 (2 for Fists plus 3 margin of success since $7-4 = 3$).

Yes, that means it's a lot more important to be skilled than have a great weapon, since you have to hit first and since damage is based partly on your margin of success. This is why new Adventurers typically don't fare well against large threats, even if they do have the Sword of Power they nabbed from that world-famous Fighter who was passed out drunk at the tavern.

Weapons

Unarmed – Damage: 2

Examples - Bare knuckles, feet, and head.

Minor – Damage: 4

Examples – knife, club, slingshot, brass knuckles.

Moderate – Damage: 6

Examples – Shorsword, longsword, hatchet, mace, cat o ninetails, spear.

Major – Damage: 8

Examples – Battle ax, bastard sword, scythe.

Starting Adventurers begin with only average weapons, but well made weapons can provide more damage or even have special aspects such as adding one or two to the attacker's difficulty number.

Armor

Armor reduces the damage you take. Minor - 2, Moderate - 4, Major - 6. So if you are hit with 8 points of damage but are wearing minor armor, then you only suffer 6 points of damage. Some creatures have higher natural armor values than even major armor. Drakes, for example, have an Armor of 10 thanks to their metallic scales.

Hit Points

All starting Adventurers have $25 + 1d10$ hit points. When a character drops below 0 hit points he suffers a -2 to all rolls and can move only at a slow walk. When he falls below -10 hit points, he suffers massive trauma (possibly loss of a limb, heavy bleeding, etc.) and will die without immediate medical or magical assistance.

XP

A player can spend XP to either raise a trait or he can “bank” it for use with his next character in case of the sudden death of his current character. A player does not have to spend all of the XP he earns from a session but does need to declare how much he is banking.

A new trait cost 6 XP. Raising a trait cost the next level multiplied by 2. (Raising a trait from 1 to 2 cost 4 XP). Raising hit points cost 10 XP per 1d10.

Players receive XP for the following:

Completing a session: 1-3 XP depending on difficulty.

Gaining Fame, Recognition or Wealth: 1-3 XP depending on how much.

Acting within class: 1 XP

Doing something awesome: 1-3 XP depending on how awesome

Making the game fun for everyone involved: 1 XP

Drakes

Drakes are dicks. Major dicks. Some monsterologists theorize this is because the drake's cousin, the dragon, is widely regarded as the fiercest, most dangerous monster in existence. The drake can never live up to the standards dragons have set, and so they compensate by being grade A jerks. This means trashing villages, eating cattle, throwing people into trees, and even trash talking.

Drakes actually resemble small, slightly pudgy-looking, red dragons. They have bright red scales, leathery wings, a long tail, four powerful legs with large talons, and a mouth full of razor-sharp teeth. They are about 15-20 feet long (not including tail) and 6-10 feet tall. They are perfectly capable of flight, although most would rather walk as it gives them a chance to do their bitchy, moody walk where they alternate between stomping along the ground and swiping at random objects.

Drakes can also breathe fire, although if they do this for a prolonged period of time it gives them heartburn. Some drakes breathe constant flames on purpose, just so they can bitch about the heartburn. Drakes are actually pretty smart and speak dragon, elvish, dwarfish, Blimish, and just about anything else one could imagine.

Taverns

All adventures start out at a tavern. Taverns are the center of Adventurer culture. They are excellent hangouts for the majority of adventurers who actually have no adventuring to do. Instead, they hang around the local tavern drinking, snacking on the complimentary beer nuts, and arguing about what

sword is best for slaying a three-headed ogre (there is never a consensus on this question because none of the adventurers have actually come across said ogre).

Because they are well-known hangouts of Adventurers, people with serious problems will often hit the tavern as a first (sometimes last) resort in the hopes that they might run across a competent Adventurer they can hire.

Conversion Rates

1 Copper = 1 Dollar

1 Silver = 100 Dollars

1 Gold = 1,000 Dollars

Damage Control

A suitable first session

Our band of Adventurers start off at The Whistling Pig, a large and busy tavern in the middle-sized city of Thorgord in the Kingdom of Blim.

It's early evening but the tavern is already bustling with lots of Adventurers and a smaller contingent of locals who think it's cool to hang out with Adventurers, even if they are mostly wannabes. The exception is Nor "The Door" Unland, a Fighter. The Door is a moniker he gave himself and he claims its because when he shows up everyone looks for the nearest door in order to run away. Although many make fun of his nickname behind his back, Nor is making a name for himself as a potential big leaguer. Just last month, he cleared out a nest of goblins causing trouble in the farms outside of Thorgord.

The players should all know each other just from being in the Adventurer scene together. They all probably at least know each other's names and the fact that none of them have really done any real adventuring yet. They can all start off around a table at the tavern talking to each other, shooting the shit, it makes it easier. Or, if your players are being a pain in the ass, they can each be there alone.

Shortly after the session begins, the players notice a short, very skinny farmer (he's wearing overalls and a straw hat) wandering around looking a little lost and out of place. He awkwardly strikes up conversations with a few Adventurers, but none of them last very long. He nervously glances at the players before approaching their table.

This guy's name is Wilfred and he needs help. He's from the small hamlet of Peaceful Fields, two days southwest of Thorgord. It's not much, a few hundred people who raise their own crops and make extra money on the side by selling morelios, delicious mushrooms that grow in the nearby woods. It's not much but the people there like it.

Unfortunately, last week the locals began noticing that the areas they got mushrooms from was burnt in patches and all torn up like someone took a bunch of hoes and horses too it. The next day old Jethro found his sole dairy

cow lying in the field with her head missing. Old Jethro went out with his friend Big Bill the next day looking for the wolf that killed his cow.

Well, Big Bill came running back, said they didn't find a wolf but a drake and that it snatched up Jethro and banged him against a tree. Bill only made it back because the drake was too busy laughing and smashing Jethro to pay him any attention.

He can't pay much, but he can offer the village's entire savings of 1 gold and anything else they have.

The players should, of course, agree. This is what being an Adventurer is all about, after all (even though every one else he's asked at the tavern has refused based on how dangerous it is). The players are within their rights to ask for food, basic tools, maybe even a horse or livestock out of the deal, but that's really about all the villagers have. Wilfred has two horses and a carriage that he drove to Thorgord.

The players may decide to seek some additional help from their coworkers at the tavern. If they tell the other Adventurers that they're needing help battling a drake, then they receive no volunteers unless they can succeed on a persuasion roll. If they succeed, they recruit one Adventurer. They can keep making attempts until they fail, at which point all the other Adventurers in the tavern overhear and are convinced it's a suicide mission.

If they ask Nor, he laughs at them, until he realizes they're serious and then offers to come along for 10 gold. It's up to the players to decide if he's worth that kind of scratch. And if he is, they need to figure out a way to get the money. Nor will insist on having at least half of his payment up front if the players try saying they'll pay him later.

Nor

Nor's difficulty to hit things with a sword or his fists is a 12, with a bow or other ranged weapons is 8, and everything else is 10. He has 45 hit points. Because of his battle-hardened background, anyone attacking Nor suffers -2 to their roll. Nor carries a longsword (moderate weapon, damage 6), buckler

(shield, -2 to attacker's rolls), a knife (minor weapon, damage 4), and some rations. He also has a horse and studded leather (minor – armor value 2).

Adventurers

Any other Adventurers the players recruit should really just be treated as props. They're of lesser value than the players and won't be of much help. They could provide a distraction, kill a goon, or get eaten by the drake.

The ride first day and a half ride to Peaceful Fields is rather uneventful, allow players to do anything they feel needs to be done, but don't dwaddle.

On the second day, not more than a few hours from the village, the group can see 30 or so goblins marching exhaustedly towards them, away from Peaceful Fields, on the road.

As they get closer, the players can tell the goblins look like hell. They are slouched, dragging their hands, many look beat up and have some scuffs and wounds on them. They're also bitching loudly about how they had the good life living close enough to the village to steal the occasional chicken without having any major problems. But then that damn drake came in and started wrecking the farms AND the goblins' town deep in the woods.

If the players have Nor around, he'll immediately begin charging down the evil goblins. If the players attack the goblins, treat them as goons. One hit from a player and a goblin's dead. The goblins attack at a difficulty of 8 and do damage 3 with their claws. Some have knives that do damage 4.

If the players do nothing, the goblins pass them by bitching up a storm and wishing the adventurers a sarcastic good luck if they're headed towards that drake.

The players can try to convince the goblins to help them drive the drake out. This requires a persuasion or intimidation roll. Any goblin players receive a +2 to their persuasion roll. Anyone attempting to intimidate them receives a -1 as the goblins are more scared of the drake.

The players ascend to a hill and are looking down upon Pleasant Fields. There's a large town hall in the middle of the village with a few buildings and

homes scattered around with seemingly no thought as to overall design of the village. Surrounding the village center are several large fields of wheat and corn. Sitting in the middle of a large corn field is the drake. Ever seen Dragonheart? Think of Draco, only red, chubby, and with a poor attitude. That's the drake.

At first the drake appears to be sitting there, maybe even sleeping, but after a few moments, the players can see the dragon stretch and snatch something. That something is thrown into the air at the players and is just a small speck, but as it gets closer and closer the players can make out a large cow, mooing as it comes hurtling towards them and crashes into the ground with a large snap. If there are any expendable characters around (goblins, Adventurers, or even ,if you're feeling mean, Nor or Wilfred), have them get smashed by the cow.

Now it's up to the players to decide how to handle the drake.

Drake

Attacks with large taloned claws at difficulty 14, damage 10.

Attacks with long muscular tail at difficulty 12, damage 8.

Attacks with fire breath at difficulty 8, damage 12. This is against moving objects, he can hit nonmoving objects at will. Can only use breath three times in a row before getting heartburn and needing to rest one turn. Burning Agony – Fire breath causes intense pain, resulting in character losing next turn.

Scales – Armor 10.

Hitpoints – 100.

Can Fly.

If the players do nothing for any length of time, the drake gets up and begins walking over the farmsteads and trashing them. Most of the villagers have ran to the town square and are held up in the basement of the village hall. Some are still scattered around the farmsteads and other buildings, though.

When the players approach near the drake they can hear it grumbling about how stupid the villagers are, how bad they taste, and how crappy their workmanship is, and then the drake swipes into a building, cow, or farmland with its powerful talon.

The drake is actually from a place about a week's ride from the village, near the outskirts of the Kingdom of Blim. It was driven out of its home by a dragon who decided it was ready to return to Blim after hundreds of years of staying away for fear of Adventurers. The drake had it made, plenty of fat sheep to eat, the fear of the local townspeople, and a relative lack of Adventurers to harass it. Now it's perfect life is upset and it's pissed.

If the players find this out either through overhearing the drake, or from a village who heard it from the drake, then it's possible that they could try reasoning with the drake to leave. This will require either they give it something really, really good, like a promised steady source of food or dancing girls (drakes love dancing girls), or a promise to get rid of the dragon occupying its home and a plan to get rid of the dragon that sounds reasonable to the drake (he's not just going to listen to the players just because they say they can do it, he wants details!)

Otherwise, the players can attempt to kill the drake, capture it, or even offer to lead it to more villages to destroy in exchange for part of the plunder. It's pretty open ended really.

If the drake is down to 30 hit points or less it will attempt to flee, first jogging away and then flying (even though it's exhausting) if it takes more damage.