

A Keg for Dragon

An Old School Fantasy Adventure by Sean Preston

Product Line Development ❖ Sean Preston & Lyn Harm

Writing ❖ Sean Preston

Art Direction ❖ Mike Dukes

Artwork ❖ Alex Drummond, Adam
Shaw, & Storn Cook

Layout ❖ Joel Kinstle with
Sean Preston

Editing ❖ Lyn Harm, Jeff Scifert, &
“Weird Dave” Olson

This product is compatible with the Fantasy Craft Roleplaying Game and requires the Fantasy Craft Rulebook to play. Fantasy Craft and all related text, marks, and graphics are ™ and © 2009 Crafty Games LLC, and used with permission. All rights reserved.

Fantasy Craft, the Fantasy Craft logo, and Fantasy Craft branding elements are trademarks of Crafty Games LLC, and are used with permission.

Old School Fantasy, A Keg for Dragon, Reality Blurs, and all unique characters, creatures, and locations are copyright 2009, 2010 Reality Blurs.

Visit our website at www.realityblurs.com for freebies, downloads, and updates.

Table of Contents



A Keg for Dragon.	1
Scene 1: Highwaymen of Sorts.	4
Scene 2: The Lay of the Land	7
Scene 3: An Offer Over Whiskey.	10
Scene 4: A Talk with Templeton	13
Scene 5: Sage Advice.	15
Scene 6: Private Sanctuary	17
Scene 7: Within the Forest Depths.	20
Scene 8: Clipwing's Lair.	24
Scene 9: Showdown with Sebastian	26
Scene 10: Epilogue	28
Open Game License.	30

A Keg for Dragon



Northpoint is a remote village with no particular claim to fame other than its location in the foothills of the Ridgeline Mountains, home to an ancient dwarven kingdom known for its potent whiskey. Our heroes are traveling there to visit an old friend, an acquaintance, or to follow up on some rumor of your choosing when they are drawn into the village's dilemma. The Iron Legion, a vicious tribe of imperialistic orcs, has recently begun to threaten the villagers, and have already cut off most travel along the North Road. Their intent is clear—the conquest of Northpoint. For some reason, the Compact of Clipwing has not been honored. The question is, why?

The Compact, dating back seventy-five years, is an agreement struck between the villagers and the dragon, Clipwing, which provides protection for the Dragon Pass in exchange for a regular tribute of one triple-size dwarven keg of Ridgeline Whiskey every three months. Yes. The whiskey is that good.

The most recent tribute, however, was never properly delivered, so Clipwing refuses to honor his part of the agreement. Such is the way with dragons.

What happened to the keg? Chapel, the local errand boy, owed a gambling debt to Gristle, a gruff soldier of fortune, and as a result, the lad substituted inferior whiskey instead, figuring the dragon wouldn't be able to tell the difference. Clipwing knew at just a sniff. He has kept Chapel as punishment and now refuses to stop the orc attacks.

The heroes need to first find the missing boy, discover the dragon didn't get the proper tribute, locate the keg, and return it to him – all the while dealing with the threat of orc and goblin attacks.

Be certain to be generous with clues and offer a nudge or bit of direction if they seem to be at an impasse. Other than that, let them proceed at their own pace,

Introduction

You may find the name a bit of a curiosity, but please allow me to explain. The game harkens back to a simpler time of roleplaying adventure where you picked a race and a class (sometimes the two were the same thing), and you jumped into the scenario with little knowledge of what you or your hero were doing. Games evolve, and so do the players, but we all have to admit that it is awfully fun to delve into dungeons, clear the forests of bandits, find the treasure, and rescue the princess from time to time. Isn't it? Hopefully, you'll find the adventures in this series evoke the same sense of excitement, intrigue, and fun for you that they do for us.

Enjoy!

Sean Preston

only ramping up the attacks and whatnot if you find them moving too leisurely for your liking.

Scene One: Highwaymen of Sorts

The heroes are ambushed by goblins lying in wait. After dispatching or driving them off, the heroes discover Peddler Thomas left for dead in the bushes, his pack scattered about. He explains to them the troubles in the area, offers them a discount on goods, and tells them to try The Shattered Sword in Northpoint just up the road for a warm fire, cold whiskey, and recent gossip.

Scene Two: The Lay of the Land

A pall seems to hang over the sleepy town of Northpoint. It borders the Jagged Reaches which can be seen just beyond the Ridgeline Mountains to the north. People go about their lackluster lives with little real drive or purpose.

Scene Three: An Offer Over Whiskey

The heroes make their way into The Shattered Sword and encounter a most intriguing scoundrel therein. An opportunity arises and negotiations ensue.

Scene Four: A Talk with Templeton

The heroes meet with Templeton, who comes across as shady as he seems, but if accused of harming the boy, he reveals another side to his personality.

Scene Five: Sage Advice

Eliana the Apothecary has taken note of the heroes' interest in things, and will invite them to her place for refreshment. She lives just above her shop, and her assistant, Mary Anne, takes care of the business when she is out. Over tea, she tells them to look beyond the surface, and helps them sort out the deeper meaning of events.

Scene Six: Private Sanctuary

The heroes encounter the elusive Gristle, inspect Chapel's bolt-hole, and are no further along than they were, except they find the Ward's Map. An orc attack convinces Gristle to throw in with the heroes and offer a bit more insight.

Scene Seven: Within the Forest Depths

The heroes make their way through the forest, and encounter an orc encampment. If they let it go unchecked, the town could be in trouble, regardless of whether they make amends with the dragon or not. The question is: do they strike?

Scene Eight: Clipwing's Lair

Clipwing is in the cave with Chapel as his prisoner. He wants the keg returned to him, and is surprised that no one has already come to make amends. It is learned that Sebastian was a Dragon's Ward in his youth and knew of the cave's location. The heroes put two and two together, return to town, and confront him at The Shattered Sword.

Scene Nine: Showdown with Sebastian

Sebastian is fearful of being discovered and if confronted, he'll reveal the whiskey's location and beg for mercy. He then causes the stuffed owl-bear to come to life while he attempts to make his escape with the distraction.

Scene Ten: Endgame

After they deliver the keg and return with Chapel, the heroes are given a hero's welcome for averting disaster. Clipwing uses his dragon ways to reassert his superiority over The Iron Legion, and all is well.

If Sebastian is killed during his final confrontation, the heroes are paid and thanked for their service. However, if mercy is shown, the magistrate gives the heroes an additional reward: the deed to The Shattered Sword. Gristle agrees to run it in their stead, and he's certain Chapel will be willing to work off his debt as well.



Menace

A Keg for Dragon assumes a Menace of I (Trifling) or II (Routine), though you can easily adjust that if you like. Keep in mind that a higher or lower Menace will adjust the number of Dramatic scenes.

Sliding DCs

To allow for play at any Threat Level, this adventure features sliding DCs (see Fantasy Craft, page 370).

Dramatis Personae

Chapel: A youth of sixteen, Chapel is already an inveterate gambler. He ran away from debts he accrued in the city and has been living in Northpoint for several months. He works odd jobs, but has strange fits that drive him compulsively to the woods, where he seeks shelter in his cave. Some say he is a werewolf. Others say he is insane. The truth of the matter is simply that Chapel likes to be alone and has discovered that his “fits” enable him to live a very private life. He has grown to care for the town and most of its people, and is secretly in love with Ana.

Eliana, the Elder: Orphaned in the Ridgeline Mountains when a winter storm took the lives of her family, Eliana spent her first twenty years working in the dwarven cities, apprenticed to the Lichen Growers and learning the secrets of plants. She eventually was forced to leave when the damp air caused her to become deathly ill. She misses her home among the dark dwellers, but has flourished in the light, although she has not wandered far from her roots by living in Northpoint, the closest topside settlement to her dwarven “family”.

Gristle: Gristle was a miner until a mine collapse caused him to become claustrophobic. Shortly thereafter he became a surface mercenary, and only last year has started his own business as a freelancer. He subsidizes this by taking wagers from the local gamblers, and being an intermediary with the Ridgeline folks. He also runs an illegal fighting ring in the southern cities, and had brought Chapel to Northpoint to train for some upcoming bouts.

Hiram Mirth: Hiram Mirth was a popular litigator in the cities who moved to this little town after a political indiscretion nearly thirty years ago. Now he serves as the voice of calm and reason for the populace. Perhaps he spends a bit too much time in his cups, but he is generally friendly and well-liked, and has the town’s best interests at heart.

Sebastian Shaw: Sebastian runs the family business, and he runs it well, turning a tidy profit. He’s not averse to taking a bit of an advantage over travelers, but treats his regulars well. He had a falling-out with Oliver Templeton when he discovered Templeton was conducting business deals in his commons room without giving him a percentage. Ever since, Templeton relegates all such talk to his own shop, but Sebastian still feels that his old friend got one over on him. The Iron Legion learned from one of their informers that Sebastian would betray his people if the coin were right, and contacted him to purchase the keg. To that end, he stole the Ridgeline Whiskey from Chapel, anticipating a tidy profit. Now, he’s a bit nervous over the whole shady business. The Iron Legion never had any intention of buying the whiskey; they just wanted the covenant with the dragon broken.

Oliver Templeton: Born into poverty, Templeton spent many nights longing for steak and potatoes or even another grain of rice. He vowed he would amass such wealth that he would never go hungry again. A life later, he lives well on his successes, which he judges by the quality of the food and wines he shoves down his gullet. He is an active member of the Thieves’ Guild, and his shop gives him a perfect front for fencing goods and running black market operations in the area.

Peddler Thomas: Peddler Thomas was once a greedy merchant in the big city who did not even spare the coin to save his daughter’s life. Since then he’s seen the light, given away all his worldly possessions save for the heavy backpack, and now lives a life of simple austerity.

Whiteshroud: Orphaned in his youth, Whiteshroud was taken in by the Church, where he was schooled in the healing arts. Today, he is a quiet soul, keeping to himself and offering his services as he is able, asking nothing in return.

Clipwing: A dragon with coppery-green scales and a crippled right wing with a long war wound running down its length, Clipwing has hypnotic eyes that shift colors like leaves in the changing seasons. Clipwing likes to talk a lot, especially when he’s in his cups. He enjoys regaling his audience about past battles. He selects wards from the town, but hopes to one day re-form the Dragon’s Guard and unite the Broken Lands.

Scene 1: Highwaymen of Sorts



Somewhere along the North Road

Objectives

- The heroes want to defeat the forest goblins resoundingly, and rescue the peddler with no more than a few scrapes and bruises.

Challenges

- Defeat the forest goblins while keeping the peddler alive.

Synopsis

Scene Type: Standard

GM Briefing: The GM wants the heroes to feel they are leaving their mundane lives behind as they step into a world of adventure. They should suspect that danger is afoot, and the best way to deal with it is a turn of phrase, and perhaps, a turn of the blade. The players should be curious about what problems await in Northpoint and how they can help.

Gear: The heroes are traveling along the North Road with all adventuring gear on their persons.

Location

The North Road winds its way into the Southlands. The foliage along the route is light for the most part, but has thickened up with pine and oak, and shadows grow deep and the way more treacherous as nature reclaims the path.

Ambiance: The air smells of pine and oak from the mixed evergreen and deciduous forest, with lengthening shadows as the day advances.

Terrain: Forest

Cultural Interests: GM Preference

Action

As your party is walking casually down North Road, minding their own business, the brush by the road ahead of them rustles ominously. Two green-skinned, diminutive figures leap from the brush, wielding crossbows and short swords and menacing the party.

“Give us your coin, humans, or prepare for death!” one of the creatures cries in a crackly, lispng voice.

Two forest goblins step out onto the path and demand the heroes hand over their coin or suffer the consequences.... In total there are enough goblins for one per hero, including these two holding crossbows and the remainder hiding in the bushes.

All heroes may make an Awareness check opposed by the goblins’ Stealth (team check, adding in +2 for cover) to determine if they see any additional goblins hiding in the bushes.

Should the peddler be killed, the heroes each lose an Action Dice immediately (it’s bad fortune to kill a merchant). However, they may rummage through his goods and find the treasure listed under his NPC stat block.

Peddler Thomas was left for dead in the bushes, lying unconscious in a pool of his own blood with his