

Dirty Jobs v0.2

By Mick Hamlin

This was casually written as a challenge to come up with two characters that might find success in stealing some dragon dung from a four-hex dragon. It is not meant to be taken too seriously and might not be developed any further than this. There is quite a bit left up to the GM to decide. This is nothing more than a map, a basic scenario setup and a few restrictions on character builds.

Setup

The old bandit hideout is now a dragon den. Two brave adventurers discover the den and decide to try and get out alive with five pounds of dragon dung?

Create two 36 point characters, each with \$1000 to spend on gear. The goal is to get in, get the goods and get out. One character must be a wizard and the other a hero.

The dragon is of the 4-hex variety. The cavern has two entrances. One on the North side of the cave and at ground floor. The other entrance is through a hole in the cavern ceiling and leads out to a small plateau 50' up the outer cliff wall.

This might be my own idiosyncrasy, but when I saw 36 points I start with a 32 pointer, add the talents/spells and then take the remaining 4 points and spend each on one of the following - 1 mana if wizard has staff II, 1 spell, 1 talent or 1 attribute.

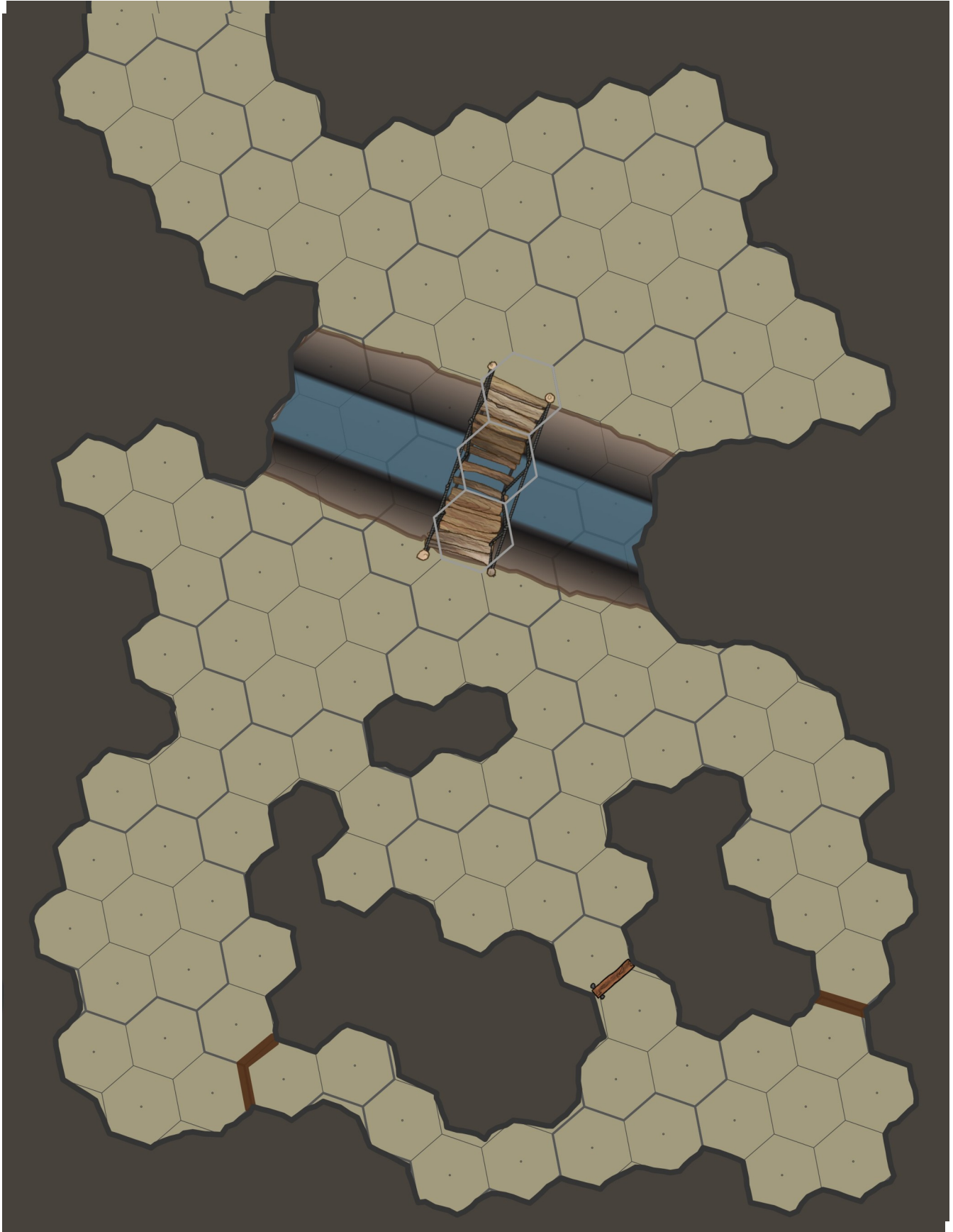
The adventurers will know there is a dragon, but not the layout of the cavern. The dung is in the back near the dragon. The dragon could be home, leaving or returning from hunting and whatever else dragons get up to during the day. Apex predator so probably not much.

There could be bats or rats around too.

Also, bandits might have left some traps behind. Nobody knows

Dragon dung is only considered fresh for 2-3 days and the trek out there and back is a total of two day's travel. That means the adventurers have an entire day to pull off their heist. One mana in the staff would cost one of the attribute points, but if you think that makes the wizard too under-powered then maybe an extra 3-5 mana in the staff is okay.

Color Map



Grayscale

