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DRAGON AND THE THIEF

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Creighton Broadhurst

How often do your PCs spend the night in the tavern but the actual evening is glossed over? Want to have a good excuse to start a rollickingly good barroom brawl or simply fancy changing the pace and theme of your gaming session?

Dragon and the Thief is a ready to play game of chance your PCs can enjoy as they relax in the tavern between adventures. A game of Dragon and the Thief is the perfect backdrop to introducing new NPCs, giving the PCs the chance to gather information and more.

Dragon and the Thief comes with a full-page game board designed by Matt Morrow ready to print and use at the table!



CREDITS

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Thank you for purchasing *Dragon and the Thief*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.



ERRATA

We like to think *Dragon and the Thief* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at ragingswan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

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FOREWORD

Welcome to Raging Swan’s Christmas gift to you! At this time of year, I’m not a huge fan of sales. Christmas is a time of giving, after all, and a sale is nothing more than an incentive to give me your hard-earned cash! Instead, I wanted to give away something as a “thank you” to everyone who has purchased, used, played and/or reviewed Raging Swan’s products in 2012. This year has been a tremendous success and so I wanted to give something back to the community.

Like much of Raging Swan’s products, Dragon and the Thief has its origins in my own campaign.

Some time ago in my Borderland of Adventure campaign, we’d gone through a long period of dungeon exploration and I was looking for a way of changing the pace a little. Mooching about on the internet, I found a dice game called Glückhaus. Glückhaus, is a Landsknecht dice game from the Middle Ages. The name in high Germans means “House of Fortune” and it is also played on a board and requires two dice and (of course) some coins for wagers!

I thought that it could serve (with some modifications to the game’s flavour and the rules) as the centrepiece of the PCs’ next tavern visit.

Dragon and the Thief is the result.

(You’ll be shocked to discover that in my campaign, the first game of Dragon and the Thief resulted in an epic barroom brawl which culminated in the PCs being thrown out of the town they were resting in!)

Of course, a game like Dragon and the Thief really needs a decent board to play on, but sadly my own artist skills are sadly lacking (even my stickmen look wrong.)

Matt Morrow is one of my favourite artists at the moment – I love what his talents have brought to many of Raging Swan’s

releases this year. I was delighted when I discovered he was available to design the board for Dragon and the Thief and I think he has done a terrific job. You can, of course, play the game without using Matt’s board, but I’d strongly suggest that you instead print and laminate the version you most prefer.

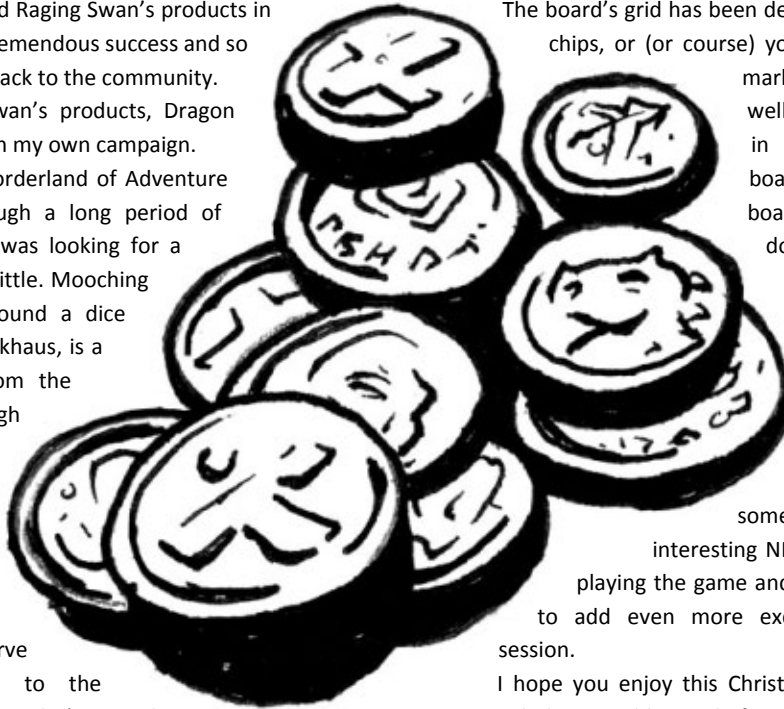
The board’s grid has been designed to fit standard poker chips, or (or course) you could use coins or other markers to represent your PCs’ well earned wagers. However, just in case you want a bigger board, I’ve also included the board’s graphics in this download so you can print in out as a full-page image.

You have my permission to use them for personal (i.e. non commercial) use without restriction.

I’ve also added in some bonus material – 12 interesting NPCs the PCs can meet while playing the game and 12 events the GM can use to add even more excitement to the gambling session.

I hope you enjoy this Christmas gift from Raging Swan Press and that it adds much fun roleplaying (and possibly a couple of barroom brawls) to your campaign! Why not let me know what you think of the Dragon and the Thief by dropping me a line at creighton@ragingswan.com.

However you spend it, have an excellent Christmas.



HOW TO PLAY

To play, *Dragon and the Thief*, each player needs two six-sided dice. The game is best played with three or more players.

Start: Before play begins, the players must decide what denomination of coin (copper, silver, gold or platinum) to wager. All players start by placing a coin of the relevant value on the number 7.

Who Goes First: The players all roll their dice. The player with the lowest score goes first. Thereafter, play passes to the left.

Playing: Each player rolls his dice. The result determines the player's action:

- **2 (The Thief):** The player takes all the coins except those on number seven (The Hoard).
- **3, 5, 6, 8, 9, 10 or 11:** The player checks the number for a coin. If a coin is there, the player takes it. If there is no coin the player puts one down on that number.
- **4:** The player does nothing.
- **7 (The Hoard):** The player puts a new coin on that number.

- **12 (The Dragon):** The player takes all the coins on the board.

Play continues as long as the participants want to play; players can join or drop out at any time.

HOW TO USE DRAGON AND THE THIEF

The *Dragon and the Thief* is a perfect game for PCs to play when relaxing in their favourite tavern. They can play it among themselves or try to win coins from the locals. Unlike some gambling games, a single round of *Dragon and the Thief* can go on for some time, but large amounts of money are rarely won or lost as each player usually only puts down or picks up one coin at a time.

A game of *Dragon and the Thief* is a great way to introduce new NPCs – either normal locals, rival adventurers, thieves, rivals or even potential employers. A game of *Dragon and the Thief* is also the perfect backdrop for some impromptu information gathering.



THE BOARD (LINE ART)



THE BOARD (GREYSCALE)



EVENTS

Not all games of Dragon and the Thief are uneventful. You can use these events on the table below to inject more excitement, conflict or opportunities into the game. Either choose a suitable event, or roll randomly:

D12

- | | |
|----|--|
| 1 | A drunk tavern patron stumbles and falls onto the table. Coins fly everywhere and drinks spill on the floor. The man is very drunk – and mumbles his apologies – but several of the players don't care and start shouting at him. In the meanwhile, other players scabble about for the fallen coins, which provokes another argument as no one can agree on what coins were where and whose is whose. Unless the PCs calm the situation, the arguments rapidly spiral out of control and a brawl ensues. |
| 2 | Jarrick Hivel, an arrogant minor nobleman (or rich merchant), swaggers up to the table and demands to play. He sneers at the pitiful stakes on the board and demands the players raise the wager to a gold piece a throw. If the players refuse his demand, he belittles them, calls them ingrate scum and continues to be irritating until forced to leave. |
| 3 | One of the players suddenly realises that he has to urgently be somewhere else, but doesn't want to leave until someone has won the Dragon (rolls a 12). He gets increasingly irritated and exhorts his fellow gamblers to play quicker. If they ignore him, he gets increasingly agitated until he eventually just grabs a handful of coins and makes a run for it. Shockingly, the other players object and make a grab for the fleeing player. Chaos ensues. |
| 4 | The game is proceeding peacefully until a devout cleric of a lawful god enters the tavern, sees the game and proceeds to sermonise loudly about the evils of gambling. Some of the players tell him to shut up, but he persists. The cleric, Fabius Drusu (LG male human cleric 1), is a reformed gambler and preaches with the conviction of a convert. Unless the PCs convince him to go away (treat his as hostile towards them) he ruins the game. Shortly after his arrival, the other players start to drift away to seek entertainment elsewhere. |
| 5 | A player spills a full drink across the table, which messes up the board and displaces several coins. No one can agree on where the coins were in the first place; an argument ensues. |
| 6 | Several of the players have finished their drinks, but don't want to get up and lose their place at the table. They ask an observer to get them drinks and he readily agrees. The man getting the drinks, however, is a malicious trickster and he adds powdered herb to one or more of the beers. Half an hour later several of the players experience violent stomach cramps. |
| 7 | One of the players, Avel the Jolly (CN male human rogue 1), is a petty thief. He is also very drunk and accidentally blurts out details of a major robbery happening tomorrow night in which a nobleman's town house will be targeted. The next day, his lifeless body is discovered in a nearby alley. His mouth and throat are full of tarnished copper coins. |
| 8 | An attractive, scantily clad lady of the night saunters over to the table and asks if any of the players would like some company. In reality, the woman (Katla [N female human rogue 2]) is a thief merely disguised as a prostitute to facilitate her pick pocketing (at which she is rather skilled [Sleight of Hand +11]). After getting close to her mark, she picks his purse, names an outrageous price for her services and then leaves when her offer is rebuffed. |
| 9 | One of the players is getting very friendly with another man's wife. The two sit close together, cuddle and generally seem smitten with one another. All seems to be going well until the woman's husband turns up at the tavern and see the two canoodling. He storms over to the table and a loud (and potentially) violent argument breaks out. Unless the PCs intervene, the men quickly fall to blows, which upsets the table and could potentially lead to a full-scale brawl! |
| 10 | One of the players has epic delusions of grandeur because he was slightly involved in an adventure many years ago. The man (Lothair of Dol [N male warrior 1]) loves to tell people about it and when he discovers the PCs are adventurers he launches into a long and convoluted story about his own heroics. Sadly, many of the other players have heard the story repeatedly and they beg him to shut up. Undeterred he continues to tell the story as long as the PCs feign interest. |
| 11 | One of the players rolls the dice a little too violently and they bounce off the table onto the floor and under a chair. Sadly, a monkey (which is also the wizard Anhuri of Nekham's familiar) lurks under the chair. It grabs the dice and makes off with it, running away under chairs, over tables and eventually up into the rafters where it sits nibbling on its prize. Anhuri (NE male half-elf wizard [evoker] 6) is very protective of his familiar and does not allow any harm to come to it. The PCs must come up with a nonviolent way of coaxing the monkey down, abandon the game or make a powerful enemy. |
| 12 | The game is proceeding as normal when a small patrol of watchmen burst into the tavern. They are searching for a petty criminal who may (or may not) be in the establishment. Their searching and questioning are rough – the thief in question just mugged a nobleman's son – and PCs resisting or ignoring the watch's attention are detained for further questioning. |

PLAYERS

Along with the PCs, there are bound to be other players enjoying a game of Dragon and the Thief. The GM can invent such folk as necessary or use one or more of the NPCs listed below.

D20

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- 1 **Barita Kildann** (LN female dwarf fighter 2): Desperate to raise funds to pay for her passage home, Barita has resorted to gambling – something she abhors. All the way through the game she makes sarcastic remarks about the dice, other players and the foolishness of humans. If the PCs discuss an upcoming adventure or journey that is in the general direction of her homeland she offers to accompany them. She is trustworthy and brave, but somewhat racist.
-
- 2 **Solalith Evdrearn** (CE male elf fighter 1/wizard 1): Solalith capitalises on the misconception that all elves are good. He is a relentless – and merciless – gambler who delights in creating discourse and rancour. He argues the rules, nudges the board to displace coins and so on.
-
- 3 **Miro Giantbasher** (CG male halfling fighter 4): Cheerful, half-drunk and flush with cash Miro has been carousing and gambling for almost three days. He is exhausted and keeps falling asleep in the middle of the game. Empty mugs litter the table and floor around his chair. He is a ripe target for a pick pocket or mugging.
-
- 4 **Oggor Skull-Splitter** (CN male half-orc barbarian 3): Oggor is not terribly bright and doesn't really understand the rules of Dragon and the Thief. He constantly asks for rules clarifications, gets distracted and ogles any nearby attractive women. Shockingly, he has lost quite a lot of cash and is getting more and more irate.
-
- 5 **Taneli Keto** (N male human expert 2): Obsessed with one of the players at the table (either male or female) Taneli is playing the game simply to be near the object of his lusts. Although he thinks he has hidden his feelings, the object of his desires is very aware of his interest, but sadly does not reciprocate the feelings.
-
- 6 **Kaari Ojanen** (CN female human commoner 1): Attractive and vivacious, Kaari loves the thrill of gambling and thinks the other players enjoy her company. She wears a low-cut top and enjoys the reaction it provokes among the other players. She likes free drinks and is charm personified if she thinks she can get something out of her fellow players.
-
- 7 **Aevar the Flat-Nosed** (NG male human barbarian 1/fighter 1): A stranger in town, Aevar arrived as a caravan guard and has been busily spending his wages for the last few weeks. He's down to his last 10 gp and is looking for a new job. He asks everyone playing (and anyone watching) if they know of any such openings. He is friendly and a good drinking companion.
-
- 8 **Khai Desouk** (N male human wizard [conjurer] 1): Khai is horribly burnt and wears a cowled cloak at all times. He is searching for Anhuri of Nekham (page 7) and has been for almost a year. Several years ago, one of Anhuri's experiments went badly wrong and Khai was horribly burnt as a result. He now seeks revenge and has heard that Anhuri sometimes drinks here. A pleasant man, he is nevertheless bitter and resentful and – where Anhuri is concerned – has an impressive mean streak.
-
- 9 **Ivo Njars** (N male human expert 3): Ivo is an expert gambler and a skilled cardsharp. He only plays Dragon and the Thief to identify talentless idiots with a lot of money to lose. If he spots a likely candidate, he invites him to a private "gambling emporium" where Ivo promises he will be looked after. He drinks little and is only friendly to those he thinks he can fleece. He keeps away from other skilled gamblers and reveals little of his personal life.
-
- 10 **Roza Vagoth** (NG female human expert 1): Roza is at the end of her tether. Several months ago, her husband, Sigdag, was slain while serving in the watch. He left Roza with six children to feed and almost no savings. She sits quietly throughout the game, not making eye contact with her fellow players. In truth, she is worried sick and anyone expressing genuine interest in her plight is easily able to wring the details of her troubles from her. Roza is also a skilled seamstress and has been trying to start up a respectable business – thus far with little success.
-
- 11 **Filimer son of Huml** (LN male human fighter 6): A mercenary warrior from the west, Filimer's one vice is gambling. Now between jobs – but with gold to fritter away – he is considering giving up a mercenary's life and becoming an adventurer. While the risks are much greater, so are the rewards and Filimer dreams of returning to his home village and building a grand house. If the PCs discuss an adventure while playing, he seeks them out later and offers to join their group – for a decent share of the profits of course!
-
- 12 **Pekko Mustonen** (N male half-elf bard 2) Pekko is scheduled to sing later at the tavern and is simply killing time until his performance. He is well groomed but obviously not particularly wealthy. He only gambles with copper and silver, but has a good eye for people. If the PCs are obviously adventurers he makes certain to flatter them and asks to hear about their exploits. Later during his performance, he flatters the PCs and tells the crowd of their adventures – portraying them as his personal friends. Afterwards, he approaches the PCs and waxes lyrical about his "financial difficulties."
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BARROOM BRAWLS

Barroom brawls are one of the quintessential events that occur in taverns, inns and pubs of a certain quality. Alcohol mixed liberally with folk used to solving problems with violence is an explosive combination. The great thing about barroom brawls, though, is that although people get hurt, it's rare that anyone dies. This means the players can let their hair down and try some crazy stuff they'd never try in a "proper" battle. And yet, brawls feature in comparatively few adventures these days. Complicated to run, requiring an understanding of little-used rules such as nonlethal damage and improvised weapons, they can be a GM's worst nightmare!

Barroom Brawls provides the tools to quickly and easily run an exciting, flavoursome brawl. Including useful handouts for the players as well as extensive notes for the GM, *Barroom Brawls* is the perfect excuse to put away your longsword and belt someone over the head with a chair!



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