

DRAGON FANCIERS OF QUIRM

A *Discworld Roleplaying Game* Scenario

Trading Gate Watch House Patrol no.1 get given a lot of special cases in exchange for a couple of extra dollars a month. Well, it's nice to be well regarded by Commander Vimes, and less boring than most police work. But this latest case looks set to be a bit tricky. It's a crime that nobody has reported, and you're definitely not investigating it as a personal favour for the Commander, or Lady Sybil. On top of which, the stolen property – if there is any – is violently dangerous, sometimes explosive, and possibly inbred. The same may go for its owner.

On the other hand, you have a free hand to investigate this however you like. Just so long as you don't break regulations, annoy the Commander, embarrass his wife, burn down the city, or fail to find out what's going on and make someone stop it. Who knows, you might even be able to put in for some overtime.

Running Where: _____

Running When: _____

Being Run By: _____

Please sign up below if you are interested – up to 5 places are available:

①: _____

②: _____

③: _____

④: _____

⑤: _____

Reserve 1: _____

Reserve 2: _____

Reserve 3: _____