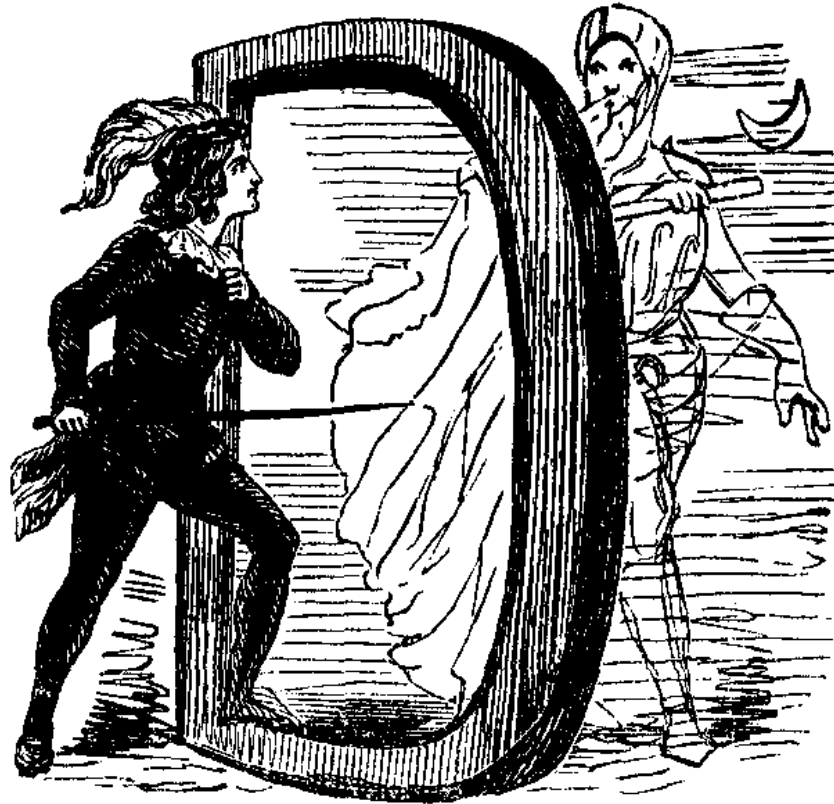


FIRST IMPRESSIONS

by Mike Carniello



First Things First

“First Impressions” is a one-session adventure, designed to be played in between campaigns of the longer sort. It’s divided into a Prologue and three Acts.

For the GameMaster, this adventure requires some quick-thinking and a fun attitude – as detailed below, it turns out that every Non Player Character (NPC) the Players encounter – from the lowliest footman to literally the Lord of the Castle – is a liar.

Nothing that is said by them is true – the GameMaster (GM) has to be careful giving too much voice to the NPCs, lest the truth be told!

Contents

An Overview	: Page 2
Prologue	: Page 4
Act I	: Page 6
Act II	: Page 9
Act III	: Page 12
Epilogue	: Page 14

Dramatis Personae (Page 14)

[Non-Player Character stat blocks]

An Overview

In the Prologue, the Player Characters (PCs) are on the road, fresh from finishing their last grand campaign. They encounter a coach off to one side of the road, suffering from a broken axle.

This van carries “party people” - on their way to Castle Redamach, near a small village called Molkenberg. The PCs (hopefully!) choose to help the travelers; in return, the grateful partiers invite the PCs to the Tipteerer Ball, held at the castle.

The Players are lured to the event by promises of adventure quests and easy marks in games of chance.

The PCs accept the invitation [the first handout] and enter Molkenberg – and so ends the Prologue.

With the Players in town; they must procure a place to stay and some food. A careful reading of the invitation reveals that certain attire is necessary, and PCs must obtain that also.

These activities allow the Players to wander the town, and meet various merchants and other NPCs. A few ne'er-do-wells will try to roll the PCs for a few coins [a town map is the second handout].

As Act I ends, the players have made their way to the castle [a castle map is the third and final handout].

Once inside, various NPCs come up to meet them. Some promise adventure – quests of

the most ridiculous kind. Others talk about jewels and gold buried in the most unexpected and improbable locations.

Still others engage the PCs in betting games - simple guessing contests.

All the guests are acting very strangely, though, and eventually contradictory stories appear. A friendly sort of NPC establishes “eye contact” and tries to write down a note to the Players - but faints and dies in the process – and so ends Act II.

During Act III, the lord of the Castle demands the NPC body be taken away and pretends all is well. Other guests start to babble nonsense, and the Players must take some action and seek out the lord.

It turns out that everyone they’ve met is a liar – a compulsive liar. The GameMaster can push this if needed by having the NPC lord introduce the Liar’s Paradox: “Everything I say is a lie; also, everything they say are lies. We are all liars.”

In fact, the castle’s lord is the so-called “Lord of Lies” - a demon who has counted on the avarice of the castle folk to feed his soul. The PCs must face the demon, or consider discretion as the better part of valor.

Prologue

As stated earlier, this adventure is designed to be used in between longer campaigns. It is expected that the GM has initiated or otherwise guided the Players to be traveling on to some destination (in which their arrival is not terribly urgent).

The GM sets the scene.

It's raining.

But then again, it's always raining, it seems, near the village of Molkenberg. The long dirty road was dusty at some point, but that was long ago. Now, it's a mud-caked mess. Through the drizzle, in the distance, the few spires of Molkenberg can be seen above the rooftops. Religion used to be popular in Molkenberg; then again, the sun used to shine there, too.

Though it's foggy out, a gray castle can be seen west of the village; it's so drab and dreary that it nearly blends in with the low-hanging clouds. Its blocked walls seem to be patched with wood; it looks old, but also oddly ... tidy. It's unusual for such a manse to be located so near a village; however, the village sports no walls so it appears that the owner of the castle has taken protection unto himself.

On first impression, this does NOT look a fun place to go.

Up ahead a few hundred feet, there looks to be a vehicle of some sort wedged into a ditch off to the side of the road.

If the Players choose not to investigate the vehicle, the GameMaster should pretty much override that choice and direct that they go to the thing.

A **routine perception test** reveals the nature of the vehicle – it's a coach, relatively fancy for these parts

The driver calls out to the Players:

Hey there, old mates! I seem to have had a spot of trouble – this old beast – the coach - not the horses! – isn't quite what she used to be.

Can you lend us a hand, friend?

The driver and horseman is **Skoot Nadool**. Unbeknown to the PCs, he's in service to **Lord Kassmann** of the castle (more about him later). Nadool is in his early 20s, fair-haired with a wispy mustache and beard. His blue eyes express a certain amount of friendliness, but there's something hard about his expression. It doesn't look like he's had regular meals of late.

The Players will hopefully help the driver pull the coach out of the muddy ditch. While going about that task, the GM offers an **easy charm animal test** to calm the horses.

Of course, during this activity, the players will encounter the coach's passengers.

They'll meet:

Markus Wilkon, a priest who has strayed from the Light

Zoloo Hertel, an alchemist

Veja Polmussen, a high-born lady who has a strong desire to remain that way

Some background on these NPCs will help the GM better play the "liar" when the Players chat with them.

Some, none, or all of this information may be brought up explicitly during the adventure; it depends on how chatty and curious the Players are.

The GM should be bring out that these NPCs are not together merely by chance.

Markus was the head priest at a church out West. He is 52 years old, losing his hair, and gaining a paunch. A life of service – to the poor and sick, the rich and the fat - has begun to wear on him. He wasn't finding any satisfaction any more in trying to save souls.

Among the souls he's tried to save is Lady Polmussen – who as the daughter of a rich lord and lady thought that grand life was guaranteed. And so it was grand, until her husband Lord Polmussen died and left not wealth but debts. She's 38 years old, and the good looks of her youth have left along with her husband. The chances of remarrying are slim, and she was turning to Faith to solve her problems.

Among those owed coin by the Polmussens is Hertel – who was working on ancient ritual research at Lord Polmussen's request and who was never paid for his efforts. Hertel is old, very old – he's forgotten his age and no one really cares to know. This body is bent, his hair is gone, and his speaking skills – never much to begin with – have deteriorated to basically grunts and sniffles.

These three encountered Lord Kassmann just yesterday (game time) while the latter was out for a country, searching for new "subjects" to serve in his castle. He happened upon the three at a church courtyard.

Lady Polmussen was there feeling sorry for herself; wanting the youth and the money which had left her. Revered Wilkon was listening to her, but not paying attention. And Hertel was in the yard at the same time, walking in circles, grunting to himself and waiting again for the chance to press the Lady for his owed coin.

The Lord listened to the characters for some time before introducing himself and inviting that bunch to his Ball. When they accepted, the Lord' chaos magic began to work on them – turning them into pure liars.

As the Lord was departing, he indicated that Nadool would come around the next day and drive them to the castle. At the Lord's request, it was Nadool who brought the extra invitation.

Nadool passes the invitation (see Handout 1) to the Players.

Nadool should say the following.

It's lots of fun – for everyone who goes! And mind you – there will be plenty of easy pickings, if you know what I mean and I think you do.

The dice players are too distracted to play well. And some of these rich types – they always seem to be looking to have someone do some dirty job for them. Tomorrow night ... could be profitable ...

It is expected that the Players accept the invitation, and join the NPCs on the coach – once again, on the muddy road to Molkenberg.

Act I

Once inside the town proper, Nadool turns cold and brushes the player off.

I think this is a far we'll go with you today. I'd say be safe, but I bet you already have that in mind. See you tomorrow at the Ball, then.

The Players are at this point in town, with the remainder of the day to kill (or be killed, as it turns out). For the next several minute of real time (game time = approximately 24 hours), the GameMaster and Players can “walk” through the town and prepare for the Tipteerer Ball.

(see the town map as Handout 2)

Among the tasks the players must complete are:

- getting a place to stay for the night
- getting something to eat
- getting something “proper” to wear at the Ball.

It is expected that the Players will wander the town. It is also expected that the GM will gently guide (or forcibly demand if needed) the Players to encounter:

- The Flagstaff Inn

The Flagstaff is a relatively new addition to Molkenberg, it being built in the past six months. As such, it has none of the dreariness that’s associated with the rest of the village. The first floor consists of a common room (with 20 benches), a kitchen (serving hot and cold meals) and an open workshop (quite unusual in an inn). The second and third floors consist of sleeping rooms (12 units on each floor, and a water closet on each floor as well).

- **Routine gossip tests** reveal:
 - information about the ball – the lure of free food and drink lures the townspeople to the ball
 - information about Lord Kassmann – the truth about him - he’s just a marvelous man who just so kind to the locals

- The Cooked Goose and Pickled Liver

Just about every village as one tavern that is the “old man’s” saloon. These establishments seem to be magnets for old-timers (men and women) who start their drinking in the morning and finish it ... when they’re done. Men and women whose goal these days is simple: Get drunk. Quick.

- **Routine gossip tests** reveal:
 - information about the ball – it costs so much to go to the ball
 - information about Lord Kassmann – the nicest man you’ll ever want to meet
 - information about Nadool – always looking for new recruits

- The Gentlepersons’ Garments Shoppe

Even a depressing place like Molkenberg can be home to the oddest sort of shop – in this case, a tailor/haberdashery which has the most marvelous pret-a-port available for procurement. There are outfits for every form of man and woman – and handful of “interesting” non-human types as well.

- **Routine gossip tests** reveal:
 - information about the ball – it’s held annually
 - information about Lord Kassmann – his generosity knows no bounds

Just to keep the PCs fresh and on their toes, the GM should also make sure that they encounter a couple of the lower-class types of Molkenberg, who will attempt to roll the Players for their coins (independently).

These scoundrels are:

- Jeeter Nogenheim

Nogenheim is someone who should know better. From a family of clerics, young Jeeter was expected to follow in their footsteps, but the lure of easy money and easy women led him astray. Jeeter is 25 years old, small but packed tightly into the petite frame.

- Frederick Garvensen

Frederick Garvensen isn't sure if that's his real name. His earliest memories are living in the back alleys of Middleheim, eating old food and drinking foul water that others wouldn't touch. Eventually he found his way to Molkenberg, which in his eyes – is paradise. Even paradise charges for food though, and Garvensen knows only one way to get coins – take them from someone else.

Assuming that the Players do find a bed at the Flagstaff Inn, they get a good night's rest and are ready for the Ball.

They walk from the town's entrance to the Castle Redamach.

The road is short but just as muddy as the one leading to town. The castle looks smaller than it did before.

The Entrance is through a gatehouse. A Great Tower is the imposing structure first noticed. And a moat surrounds it. The gatehouse, leads to a court, to the west of which is the Hall, the location of the Tipteerer Ball.

Gay music can be heard streaming through the windows; the gentle murmur of conversation, punctuated by occasional peals of laughter.

Maybe the gray of Molkenberg can be erased by levity and the soft-sporting banter of an evening at such a fine castle. Maybe this place of the world isn't really so bad; it just needed a chance to be explored a bit ...

(Handout 3 is the castle map)

Act II

The Hall is decorated with all colors of the rainbow – blue walls, a white-painted ceiling, and mosaic of yellow, orange and red rugs cover the floor. It seems just the opposite of the rest of Molkenberg area ...

And ... The Tipteerer Ball has already started! Much merry-making is going on. Music can be heard from a string quartet on a small bandstand at the hall's rear.

Some of the very nice looking men and women are dancing; others are grazing the feast table, filled to its edges with all manner of foods – plump roasted chickens, meat pies, and creamy pastries.

The GM should make sure that the Players encounter these fellow guests.

Johann Van Bann

Van Bann is 45 years old; clean-shaven, spectacles framing a long thin face with a full head of graying hair. He is old Molkenberg – comes from a family of medics. He didn't follow that path, though – went into the fascinating field of bookkeeping. He seems a bit out of place amongst the finer looking men and women at the Ball.

Ephraim Bass

Bass is an outsider among outsiders. He's 35 years old, short, with wild hair and always seems to have a beard stubble. His wardrobe is mismatched – amazing he was able to pass the “proper attire required” mandate. He tends to speak in rhymes, not very good ones.

Petroff Molov

Molov hails from the East – no one is quite too sure where. The dominant feature of Molov is his rooster-like black hair – starting high on his neck, reaching over the back of his head and protruding a good foot out in front of his face. He smiles a lot, seemingly at the most inappropriate of times.

Gertude Honpine

Honpine is a lady who really loves being a lady. Frilly dresses, friller underdresses, and and a flirty face which fans find ... just fine. She's just 25 years old, and is looking for a man – or two, or three.

Warner Beetlebag

Beetlebag lives up his name; fat, short and hunched over, this young man sure does seem older than he is. His bulging eyes and protruding upper jaw give a very inhuman-like appearance. Sometimes appearance are deceiving – sometimes, they are not.

And the GM should remember: THESE NPC'S NEVER THE TELL THE TRUTH. NEVER. No matter how silly the responses may have to be, these guests always lie. With their names, careers, everything. The lying doesn't have to be fanciful – when in doubt, the GameMaster can always turn them contradictory – for example, if a Player says that the Ball is fun, the guest can reply: “No, it isn't.”

Oddly enough, of the four NPCs that the Players met on the road, they only one they will NOT see this night is Nadool.

It's up to the GM which guest offers what ridiculous promise to the players.

Among the choices are:

- *a quest to gather farm eggs*
- *a mission to rescue in a cat in a tree*
- *a request to find Ephraim Bass (from Ephraim Bass!)*
- *a mission to escort a halfling to an orc dinner party*
- *a request to break into the Hall and steal the fabulous punch*
- *a requests to commit vengeance on wife's husband (himself!)*

It's at the GM's discretion which of these NPCs can be “re-used” to play Riddles with the Players. In this game, the opponents ask a riddle and the other tries to answer; wagers are typically around 20 gp.

Typical NPC questions are:

- *guess the number between 1 and 3*
- *if you were running a race, and you passed the person in 2nd place, what place would you be in now? You would be in 2nd. You thought first place, right? Well, you passed the guy in second place, not first.*

And the tree that is nearest the sea;

As I was going to the fair, I saw a man with golden hair. He had 3 sons each with another one. How many people were going to the fair? What's the answer? 2. A queen bee was buzzing, a worker bee was buzzing, a honey bee was buzzing, and a killer bee was buzzing. How many bees were in buzzing? Answer-

NPC answers are always in a non-sequitur. For example, the Player may ask: “What's 50

+ 50?" And the NPC would answer something like: "*Apples.*"

The GM should do everything possible to impress upon the Players that all the guests are acting very strangely.

Moreover, it's up to the GM that some contradictory statements do appear.

For example:

"Lord Kassman has a party like this one every month!"

"Lord Kassman has never had a party in this old castle."

"The first rule is that there are no rules."

"I wish that this wish doesn't come true."

"I have given much thought to the fact that I'm not introspective."

When the GM, and Players, have had enough of this nonsense, the GM should make sure that NPC Johann van Bann establishes "eye contact" with one or more of the Players.

The Players acknowledges this action by van Bann:

an **easy perception test** allows them to note van Vann looking at them

and failing that, perhaps this:

an **easy perception test** – they detect activity by van Bann

or this:

an **average lip reading test** – they make out van Bann asking them to meet privately

the GM should state something like:

van Bann reaches into his pockets and reveals what looks to be a writing instrument; he walks to the musician's tableau. He grabs a piece of sheet music from the conductor, and turns it over, revealing a clean space to write. He starts to scratch something onto the paper – one mark, then a second – and then the pen drops from his limp hand.

His eyes begin to bleed and his mouth contorts into a rather large O. He looks at the Players as best he can before crumbling to the ground, spiraling down into a heap.

Several guests rush to him and shake him, trying to revive him in their simple ways. He doesn't wake up. Ever again.

Act III

The Players may choose to rush to the fallen van Bann, and attempt to heal the man or otherwise address the situation.

- a **challenging heal test** to help van Bann
- a **hard command test** to establish control ?

Lord Kassmann, though, re-establishes his dominance and loudly takes charge:

Please, dear ladies and gentlemen - remain calm; all is well!

It seems that our dear friend has taken ill. I'm sure it's nothing! Barthoon – please help me gather up van Bann and take him to to the well room.

Kassmann and Barthoon (apparently a footman) remove van Bann and leave the Hall.

At this point, all hell basically starts to break loose! van Bann's actions and the absence of Kassman has seemingly let the NPCs relax a bit.

The NPCs that the Players have met start to speak the phrases below, in any order chosen by the GM.

Of course, the GM should feel free to his or her own words of “wisdom” to the Players.

Ephraim Bass

I hear it's going to be bright and sunny tomorrow.

Petroff Molov

I really love these parties at the Castle.

Gertude Honpine

I expected something like this.

Warner Beetlebag

I wish this evening would last forever!

Markus Wilkon

I'm glad that we decided to come.

Zoloo Hertel

Where's that waiter? I need some more ale!

Veja Polmussen

You know, Herr van Bann and I were betrothed.

Hopefully, the GameMaster has by now confused the Players totally. It is expected that the Players are in a state of bewilderment. The more confusing the GM is, the more fun this adventure is!

After all the NPCs have had their say, it's time for Lord Kassmann to return from disposing of van Bann.

I'm sorry for the ... interruption. Perhaps you've guessed this already.

My guests might truly best considered my slaves.

Everything I say is a lie; also everything they say are lies. We are all liars.

The Players have a chance to react to this. If they choose to attack Kassmann or any NPC, allow Kassmann to speak first.

I am indeed Lord Kassmann – but also ... the Lord of Lies! The avarice of these fools feeds my soul. I hunger for that which is evil in you all. Feed me!

Kassmann steps forward to the Players. His human facade dissolves and his true nature is revealed – a demon! No more lies at this point from Kassmann – just conquest of the Players. He attacks first ... and the Players must respond.

Epilogue

If the Players choose to stay and battle Kassmann, they'll find that he's a pretty easy match for them. He “talks the talk” but doesn't “walk the walk” as the peasants say. After handily defeating Kassmann, the demon's spell over the NPCs is broken and they embarrassingly return to their lives. The Players receive 50 XPs each, and continue on to whatever the GM has in store for them next.

If the Players decide that discretion is the better part of valor, they'll get 5 XPs for sticking around this far. As they flee the castle and take once more to the muddy roads outside of Molkenberg, they hear gales of laughter – and some screams – coming from the castle.

The GameMaster can end with this phrase:

Sometimes, first impressions are the ones that count ...

Dramatis Personae

Skoot Nadool

Career: Coachman

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38 %	28 %	43 %	37 %	28 %	31 %	29 %	33 %
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills

- Common Knowledge
 - The Empire
- Gossip
- Speak Language
 - Reikspiel
- Animal Care
- Drive
- Gossip
- Haggle
- Heal
- Navigation
- Perception
- Ride
- Secret Signs
 - Ranger
- Speak Language
 - Breton
 - Kislevian
 - Tilean

Talents

- Very Resilient
- Very Strong
- Quick Draw
- Seasoned Traveller
- Specialist Weapon
 - Gunpowder

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: None

Markus Wilkon**Career:** Zealot**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38 %	28 %	43 %	37 %	28 %	31 %	29 %	33 %
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	4	3	4	0	0	0

Skills

Common Knowledge

- The Empire
- Gossip
- Speak Language
 - Reikspiel
- Academic Knowledge
 - Theology
- Charm
- Common Knowledge
 - The Empire
- Intimidate
- Read/Write
 - Reikspiel

Talents

- Acute Hearing
- Lightning Reflexes
- Coolheaded
- Hardy
- Public Speaking
- Specialist Weapon
 - Flail
- Suave
- Very Strong

Armour: None**Armour Points:** Head 0, Arms 0, Body 0, Legs 0**Weapons:** None**Trappings:** None

Zoloo Hertel**Career:** Apprentice Wizard**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
24 %	38 %	34 %	22 %	30 %	32 %	24 %	32 %
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	2	4	0	0	0

Skills

- Common Knowledge
 - The Empire
- Gossip
- Speak Language
 - Reikspiel
- Academic Knowledge
 - Magic
- Arcane Language
 - Magick
- Channeling
- Magical Sense
- Perception
- Read/Write
 - Reikspiel
- Search
- Speak Language
 - Classical

Talents

- Acute Hearing
- Lightning Reflexes
- Aethyric Attunement
- Fast Hands
- Petty Magic - Arcane
- Savvy
- Very Resilient

Armour: None**Armour Points:** Head 0, Arms 0, Body 0, Legs 0**Weapons:** None**Trappings:** None

Veja Polmussen**Career:** Noble**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
24 %	38 %	34 %	22 %	30 %	32 %	24 %	32 %
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills

- Common Knowledge
 - The Empire
- Gossip
- Speak Language
 - Reikspiel
- Blather
- Charm
- Command
- Common Knowledge
 - The Empire
- Consume Alcohol
- Gamble
- Gossip
- Performer
 - Musician
- Read/Write
 - Reikspiel
- Ride
- Speak Language
 - Reikspiel

Talents

- Lightning Reflexes
- Sixth Sense
- Etiquette
- Luck
- Public Speaking
- Savvy
- Schemer
- Specialist Weapon
 - Fencing
 - Parrying

Armour: None**Armour Points:** Head 0, Arms 0, Body 0, Legs 0**Weapons:** None**Trappings:** None

Jeeter Nogenheim**Career:** Outlaw**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29 %	27 %	28 %	30 %	35 %	28 %	36 %	26 %
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills

- Common Knowledge
 - The Empire
- Gossip
- Speak Language
 - Reikspiel
- Animal Care
- Common Knowledge
 - The Empire
- Concealment
- Dodge Blow
- Drive
- Gossip
- Perception
- Ride
- Scale Sheer Surface
- Secret Signs
 - Thieves
- Set Trap
- Silent Move
- Swim

Talents

- Lightning Reflexes
- Sixth Sense
- Rover
- Sharpshooter
- Streetwise
- Strike to Stun

Armour: None**Armour Points:** Head 0, Arms 0, Body 0, Legs 0**Weapons:** None**Trappings:** None

Frederick Garvensen**Career:** Thug**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29 %	27 %	28 %	30 %	35 %	28 %	36 %	26 %
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills

- Common Knowledge
 - The Empire
- Gossip
- Speak Language
 - Reikspiel
- Consume Alcohol
- Dodge Blow
- Gamble
- Intimidate
- Secret Language
 - Thieves Tongue

Talents

- Lightning Reflexes
- Sixth Sense
- Coolheaded
- Disarm
- Lightning Reflexes
- Quick Draw
- Resistance to Poison
- Strike to Injure
- Strike to Stun
- Wrestling

Armour: None**Armour Points:** Head 0, Arms 0, Body 0, Legs 0**Weapons:** None**Trappings:** None

Johann van Bann**Career:** Scribe**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29 %	27 %	28 %	30 %	35 %	28 %	36 %	26 %
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills

- Common Knowledge
 - The Empire
- Gossip
- Speak Language
 - Reikspiel
- Academic Knowledge (any 1)
- Common Knowledge
 - The Empire
- Gossip
- Read/Write
 - Reikspiel
- Secret Language
 - Guild Tongue
- Speak Language
 - Breton
 - Classical
 - Reikspiel
 - Tilean
- Trade
 - Calligrapher

Talents

- Lightning Reflexes
- Sixth Sense
- Linguistics

Armour: None**Armour Points:** Head 0, Arms 0, Body 0, Legs 0**Weapons:** None**Trappings:** None

Ephraim Bass**Career:** Burgher**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29 %	27 %	28 %	30 %	35 %	28 %	36 %	26 %
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills

- Common Knowledge
 - The Empire
- Gossip
- Speak Language
 - Reikspiel
- Common Knowledge
 - The Empire
- Consume Alcohol
- Drive
- Evaluate
- Gossip
- Haggle
- Perception
- Read/Write
 - Reikspiel
- Search
- Speak Language
 - Breton
 - Reikspiel
 - Tilean

Talents

- Lightning Reflexes
- Sixth Sense
- Dealmaker
- Savvy
- Suave

Armour: None**Armour Points:** Head 0, Arms 0, Body 0, Legs 0**Weapons:** None**Trappings:** None

Petroff Molov**Career:** Barber Surgeon**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29 %	27 %	28 %	30 %	35 %	28 %	36 %	26 %
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills

- Common Knowledge
 - The Empire
- Gossip
- Speak Language
 - Reikspiel
- Charm
- Drive
- Haggle
- Heal
- Perception
- Read/Write
 - Reikspiel
- Speak Language
 - Breton
 - Reikspiel
 - Tilean
- Swim
- Trade
 - Apothecary

Talents

- Lightning Reflexes
- Sixth Sense
- Resistance to Disease
- Savvy
- Suave
- Surgery
- Very Resilient

Armour: None**Armour Points:** Head 0, Arms 0, Body 0, Legs 0**Weapons:** None**Trappings:** None

Gertrude Honpine**Career:** Student**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29 %	27 %	28 %	30 %	35 %	28 %	36 %	26 %
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills

- Common Knowledge
 - The Empire
- Gossip
- Speak Language
 - Reikspiel
- Academic Knowledge (any 2)
- Charm
- Consume Alcohol
- Gossip
- Heal
- Perception
- Read/Write
 - Reikspiel
- Search
- Speak Language
 - Classical
 - Reikspiel

Talents

- Lightning Reflexes
- Sixth Sense
- Etiquette
- Linguistics
- Savvy
- Seasoned Traveller
- Suave
- Super Numerate

Armour: None**Armour Points:** Head 0, Arms 0, Body 0, Legs 0**Weapons:** None**Trappings:** None

Warner Beetlebag**Career:** Sneak**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29 %	27 %	28 %	30 %	35 %	28 %	36 %	26 %
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills

- Common Knowledge
 - The Empire
- Gossip
- Speak Language
 - Reikspiel
- Command
- Concealment
- Dodge Blow
- Follow Trail
- Navigation
- Outdoor Survival
- Perception
- Prepare Poison
- Ride
- Scale Sheer Surface
- Shadowing
- Silent Move

Talents

- Lightning Reflexes
- Sixth Sense
- Mighty Shot
- Orientation
- Rapid Reload
- Rover
- Sharpshooter
- Specialist Weapon
 - Entangling
 - Throwing
- Strike Mighty Blow
- Strike to Injure
- Sure Shot
- Tunnel Rat

Armour: None**Armour Points:** Head 0, Arms 0, Body 0, Legs 0**Weapons:** None**Trappings:** None

Lord Kassmann**Career:** Sorcerer**Race:** Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
22 %	35 %	28 %	33 %	36 %	29 %	37 %	29 %
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	2	3	4	0	0	0

Skills

- Common Knowledge
 - The Empire
- Gossip
- Speak Language
 - Reikspiel
- Academic Knowledge
 - Magic
 - Theology
- Arcane Language
 - Daemonic
 - Magick
- Channeling
- Magical Sense
- Perception
- Read/Write
 - Reikspiel
- Search

Talents

- Acute Hearing
- Excellent Vision
- Aethyric Attunement
- Petty Magic - Chaos
- Very Resilient

Armour: None**Armour Points:** Head 0, Arms 0, Body 0, Legs 0**Weapons:** None**Trappings:** None

Handout 1



YOU'RE INVITED !!!

To Whom It May Concern:

Please consider the holders of this note to be honored guests of Lord Kassmann at the Tipteerer Ball.

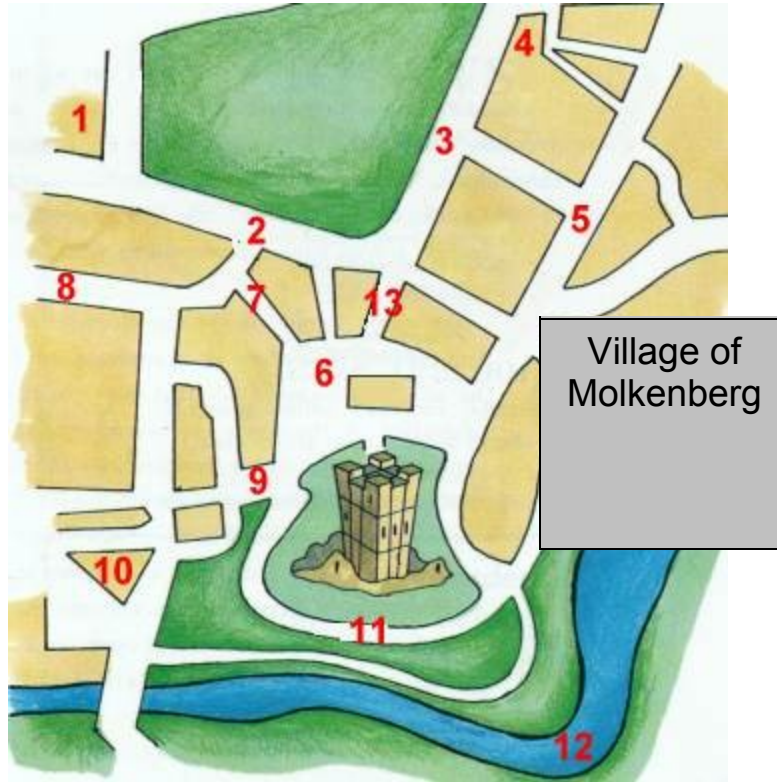
Proper evening attire is required.

Kassman

L. Kassmann



Handout 2



- 1: The Flagstaff Inn
- 2: North Street
- 3: Extended North Street
- 4: The Cooked Goose and Pickled Liver
- 5: East Street
- 6: The Plaza
- 7: Side Street
- 8: West Street
- 9: The Lofte
- 10: The Gentlepersons' Garments Shoppe
- 11: Circle Center
- 12: South Bend River
- 13: Theives' Way

Handout 3

