

Characters

Thurles

Musterer of Wherewithal

Through sheer determination can any obstacle be overcome, as surely as the oceans over billions of years decisively erode a shore. You stick to this credo inerrantly, as it was inscribed to you in your father's journal, moments before he fatally hurled himself into the River Sune.

General Abilities: Appraisal 4, Athletics 8, Concealment 6, Craftsmanship 3, Driving 6, Engineering 1, Etiquette 3, Gambling 2, Imposture 2, Living Rough 4, Pedantry 1, Perception 1, Physician 2, Quick Fingers 2, Riding 3, Scuttlebutt 5, Seamanship 5, Seduction 6, Stealth 2, Stewardship 6, Tracking 1, Wherewithal 6

Prisurp

Individual of Surpassing Merit

Though born of humble circumstance, you have repeatedly risen to positions of loft and exalt. That persons of low character have time and again dislodged you from them is no reflection on your wisdom or tenacity, but merely a regrettable confirmation of the era's ever-degenerating mores.

General Abilities: Appraisal 2, Athletics 7, Concealment 4, Craftsmanship 1, Driving 4, Engineering 5, Etiquette 1, Gambling 4, Imposture 6, Living Rough 2, Pedantry 5, Perception 5, Physician 6, Quick Fingers 4, Riding 1, Scuttlebutt 3, Seamanship 3, Seduction 2, Stealth 6, Stewardship 4, Tracking 3, Wherewithal 6

Fley

Person of Distinction

To enumerate your many signal traits would be less than modest. That you have experienced a series of recent setbacks, and thus been set on a road of vagabondage and adventure, in no way undermines the fundamental superiority of your nature.

General Abilities: Appraisal 6, Athletics 6, Concealment 2, Craftsmanship 5, Driving 2, Engineering 3, Etiquette 5, Gambling 6, Imposture 4, Living Rough 6, Pedantry 3, Perception 3, Physician 4, Quick Fingers 6, Riding 5, Scuttlebutt 1, Seamanship 1, Seduction 4, Stealth 4, Stewardship 2, Tracking 5, Wherewithal 7

Quens

Master of Fortune

Where others complain incessantly of their misfortunes, you recognize that it is better to plot one's next advance than to mourn over prior calamity. Therefore you strictly limit time spent in complaint and cavil to a maximum of three and a half hours per day—except, of course, in the face of current injustice, where bold remonstrance always offers hope of remedy.

General Abilities: Appraisal 3, Athletics 7, Concealment 5, Craftsmanship 2, Driving 5, Engineering 6, Etiquette 2, Gambling 3, Imposture 1, Living Rough 3, Pedantry 6, Perception 6, Physician 1, Quick Fingers 3, Riding 2, Scuttlebutt 4, Seamanship 4, Seduction 1, Stealth 1, Stewardship 5, Tracking 2, Wherewithal 8

Ilber

Feather on the Wings of Fate

Your life to date might be compared to a twisted and knotted skein. As often as you achieve greatness, you see it snatched away from you. Yet you remain confident that the final and settled reward for your dauntless perspicacity waits just around the corner. You pray only that you receive your due before the sun completes its inexorable dwindle.

General Abilities: Appraisal 1, Athletics 6, Concealment 3, Craftsmanship 6, Driving 3, Engineering 4, Etiquette 6, Gambling 5, Imposture 5, Living Rough 1, Pedantry 4, Perception 4, Physician 5, Quick Fingers 5, Riding 6, Scuttlebutt 2, Seamanship 2, Seduction 3, Stealth 5, Stewardship 3, Tracking 4, Wherewithal 7

Venck

Indisputable Worthy

A list of your achievements, not to mention the many latent qualities on which you have yet to overtly draw, would tax the ears of any listener. Yet when others dare to raise the present raggedness of your condition, you may feel sadly obliged to supply a countervailing narrative. In the end, it is better to be thought a bore than to withhold crucial points of edification.

General Abilities: Appraisal 5, Athletics 8, Concealment 1, Craftsmanship 4, Driving 1, Engineering 2, Etiquette 4, Gambling 1, Imposture 3, Living Rough 5, Pedantry 2, Perception 2, Physician 3, Quick Fingers 1, Riding 4, Scuttlebutt 6, Seamanship 6, Seduction 5, Stealth 3, Stewardship 1, Tracking 6, Wherewithal 6

The Hotel Grand Perdusz



The Hotel Grand Perdusz

Persuade

Persuade (Glib) 8

Trumps: Pure-Hearted

Is Trumped By: Obtuse

“Shall we then wave away all nugatory objections?”

“I accept command, as you so implicitly insist.”

Persuade (Eloquent) 7

Trumps: Contrary

Is Trumped By: Wary

“I ask you but one question, sirs: are we men, or are we man-vasps?”

“You are of too elevated a sensibility to utter such a threat, which I therefore impute to ventriloquism.”

Persuade (Obfuscatory) 8

Trumps: Lawyerly

Is Trumped By: Penetrating

“The law of Chorank governs here. Your rights are forfeit.”

“Sadly, I am restrained by attunement with the seventh emanation.”

Persuade (Forthright) 7

Trumps: Penetrating

Is Trumped By: Lawyerly “Quell this outlandishness!”

“Prepare your eardrums for the percussive shock of truth!”

Persuade (Charming) 9

Trumps: Wary

Is Trumped By: Contrary “Never have my cockles been so well heated.” “This discussion would be sharpened by the contents of yon decanter.”

Persuade (Intimidating) 9

Trumps: Obtuse

Is Trumped By: Pure-Hearted “Reverse course, or the slapping will commence.” “Have I yet discoursed on the lethality of my spellcraft?”

The Hotel Grand Perdusz

Rebuff

Rebuff 6 (Pure-Hearted)

Trumps: Intimidating

Is Trumped By: Glib

“Beneath that jaded veneer, a faint pulse of virtue must surely bleat.”

Rebuff 6 (Obtuse)

Trumps: Glib

Is Trumped By: Intimidating

“While you spoke, I briefly dozed.”

Rebuff 6 (Penetrating)

Trumps: Obfuscatory

Is Trumped By: Fortright

“Were you in my slippers, you’d do the same. Wait, are those my slippers?”

Rebuff 6 (Wary)

Trumps: Eloquent

Is Trumped By: Charming

“Though your consonants seem faultless, your vowels move me to profound mistrust.”

Rebuff 6 (Contrary)

Trumps: Charming

Is Trumped By: Eloquent

“Be assured that I reject this on principle alone, taking no heed of petty realities.”

Rebuff 6 (Lawyerly)

Trumps: Fortright

Is Trumped By: Obfuscatory

“Barring a signed agreement, I have no choice but to obstruct.”

The Hotel Grand Perduusz

Attack

Attack 8 (Strength)

Trumps: Parry

Is Trumped By: Vexation

Weapons: cudgel, longbow

Attack 6 (Finesse)

Trumps: Sure-Footedness

Is Trumped By: Cunning

Weapons: rapier, throwing stars

Attack 8 (Caution)

Trumps: Vexation

Is Trumped By: Parry

Weapons: rapier, bow

Attack 7 (Cunning)

Trumps: Intuition

Is Trumped By: Sure-Footedness

Weapons: for close fighting, rely on any found object you can grab; throwing knife

Attack 6 (Speed)

Trumps: Dodge

Is Trumped By: Misdirection

Weapons: Rapier, sling

Attack 7(Ferocity)

Trumps: Misdirection

Is Trumped By: Dodge

Weapons: Axe, rock

The Hotel Grand Perdusz

Defense

Defense 6 (Sure-Footedness)

Trumps: Cunning

Is Trumped By: Finesse

Defense 5 (Parry)

Trumps: Caution

Is Trumped By: Strength

Defense 7 (Dodge)

Trumps: Ferocity

Is Trumped By: Speed

Defense 5 (Intuition)

Trumps: Finesse

Is Trumped By: Cunning

Defense 6 (Misdirection)

Trumps: Speed

Is Trumped By: Ferocity

Defense 7 (Vexation)

Trumps: Strength

Is Trumped By: Caution

The Hotel Grand Perdusz

Relationships

Relationships:

Bluünt, a chug 2

Cha'ast, an imprisoned deodand 4

Kelkibur, a sandestin 3

Relationships:

Bluünt, a chug 2

Kelkibur, a sandestin 4

Moutanc, an imp 3

Relationships:

Kelkibur, a sandestin 3

Releen, a lissome wench 3

Moutanc, an imp 4

Relationships:

Yurbus, an automaton 4

Cha'ast, an imprisoned deodand 3

Moutanc, an imp 3

Relationships:

Bluünt, a chug 2

Yurbus, an automaton 2

Releen, a lissome wench 4

Relationships:

Cha'ast, an imprisoned deodand 3

Releen, a lissome wench 2

Yurbus, an automaton 3

The Hotel Grand Perdusz

Resistances

Key Trait: Arrogant

Resistances: Avarice 4, Gourmandism 2, Indolence 4, Rakishness 7, Pettifoggery 6, Arrogance 1

Personal Goal: To wrest the maximal fame and advantage from your present circumstance, whatever that might be.

Key Trait: Indolent

Resistances: Avarice 4, Gourmandism 6, Indolence 1, Rakishness 4, Pettifoggery 7, Arrogance 2

Personal Goal: To wrest the maximal comfort and advantage from your present circumstance, whatever that might be.

Key Trait: Greedy

Resistances: Avarice 1, Gourmandism 7, Indolence 4, Rakishness 6, Pettifoggery 2, Arrogance 4

Personal Goal: To wrest the maximal wealth and advantage from your present circumstance, whatever that might be.

Key Trait: Rakish

Resistances: Avarice 2, Gourmandism 4, Indolence 7, Rakishness 1, Pettifoggery 4, Arrogance 6

Personal Goal: To wrest the maximal carnal reward and miscellaneous advantage from your present circumstance, whatever that might be.

Key Trait: Gluttonous

Resistances: Avarice 7, Gourmandism 1, Indolence 4, Rakishness 2, Pettifoggery 4, Arrogance 4

Personal Goal: To wrest the maximal intoxicating pleasures and miscellaneous advantage from your present circumstance, whatever that might be.

Key Trait: Pettifoggery

Resistances: Avarice 6, Gourmandism 4, Indolence 2, Rakishness 3, Pettifoggery 1, Arrogance 7

Personal Goal: To wrest the maximal pedantic authority and miscellaneous advantage from your present circumstance, whatever that might be.

The Hotel Grand Perdusz

The Missng Object

The Pandectic

When you checked in to the Hotel Grand Perdusz, you had in your possession an object which, in the grim light of a gray new morning, seems to have gone mysteriously missing.

Description: A curious instrument of copper and brass, resembling the offspring of an astrolabe and a protractor.

Destination: You were hired by the curio merchant Andus of Tustvold to deliver the Pandectic to Balkwarus, a scholar of Kaiin. The penalty clause in your contract contained the phrase "on pain of death." **Why you stopped here:** Upon the recommendation of a curious talking boar.

The Black Prism

When you checked in to the Hotel Grand Perdusz, you had in your possession an object which, in the grim light of a gray new morning, seems to have gone mysteriously missing.

Description: A strange elongated triangle of a chilly crystalline material.

Destination: You recovered this object in a vault in the island city of Pompodouro. A magician resident in the forest of Ascolais once told you he would pay you handsomely for this legendary lost object. You have no idea what it does.

Why you stopped here: on impulse, after inhaling froon pollen

The Fourth Key

When you checked in to the Hotel Grand Perdusz, you had in your possession an object which, in the grim light of a gray new morning, seems to have gone mysteriously missing.

Description: A thin key of tin, covered in brass enamel. You've never found a lock that it fits.

Origin: Your father gave the Fourth Key to you just before he died. He said that it would play a vital role in the salvation of the universe, and that you must hold onto it at all costs. But then your father told you a lot of things.

Why you stopped here: After extracting a discount meal coupon from the pocket of an unsuspecting mountebank.

A Toe Bell

When you checked in to the Hotel Grand Perdusz, you had in your possession an object which, in the grim light of a gray new morning, seems to have gone mysteriously missing.

Description: A small silver bell with an agreeable chiming sound, which you have worn affixed to your left shoe since you found it by a roadside years ago in Erze Damath. You've never regarded it as more than a trinket, rendering your sudden despondency at its absence all the more inexplicable.

Why you stopped here: On recognizing the hotel from a half-remembered dream

An Ioun Stone

When you checked in to the Hotel Grand Perdusz, you had in your possession an object which, in the grim light of a gray new morning, seems to have gone mysteriously missing.

Description: A thumb-sized precious stone of unknown type, rounded and polished smooth.

Destination: You are to deliver this to the arch-magician Ildefonse, who will in turn work magics to avert your otherwise ineluctable destiny, which is to be slowly feasted upon by a pelgrane.

Why you stopped here: On instructions of a person claiming to be an intermediary of Ildefonse, who you now suspect of impersonation

The Sword of Drung

When you checked in to the Hotel Grand Perdusz, you had in your possession an object which, in the grim light of a gray new morning, seems to have gone mysteriously missing.

Description: A curved sword-blade with oversized, ornate hilt of wysoon hide and chased platinum. **Origin:** Ever since you won it during a high-stakes vok game in the gaming dens of Kaiin, this legendary pig-sticker has served as your principal weapon.

Why you stopped here: As a quick dodge, when you thought you spotted its former owner.

The Hotel Grand Perdusz

Your Attire

You wear variegated pantaloons. Your silk hose, embroidered in gilded thread, bears a stylized design in which a family of dragons devours one another. Neither cut nor fabric distinguishes your tastefully ruffled shirt. Upon your head you wear a floppy hat. Its band cycles through the seven colors of the rainbow according to the humidity of the surrounding air, with red at its driest and ultraverge at its wettest.

You affect rustic garb: a cloak made from the hoon-hide, trimmed in the fur of a striped glant. Your doublet is of blackest leather, superbly brought out by bright red lacing. You eschew frivolous headgear in favor of a hard leather cap, incised with a scene of battle between demons and centaurs. Observant souls sometimes point out the extreme height of your boot-heels, a detail you prefer to de-emphasize.

Fringes and taffets dangle from the hems of your voluminous cloak. Around your waist you wear a belt of aquamarine silk, fastened by a massive, square belt buckle. Clay beads of the same color terminate the many braids of your flaxen hair. To direct maximum attention to your splendid mane, you wear only a modest conical hat topped by a miniature ivory weathervane.

Every article of your clothing, from your rakishly undersized tricorn hat to pointed-toe boots, hews studiously to a monochrome aesthetic. You wear no color but puce, as you have been devoutly assured will be the fashion next year in Kaiin.

Though some eyes may drift to your box-like hat, your fur shawl, or bright yellow leggings achieving the appetizing tautness of sausage casings, you are nonetheless sure that the most memorable feature of your garb is the enormous codpiece that juts from between your legs. Made of the highest quality pewter, this impressive groin-emphasizer is exquisitely sculpted in the shape of a rampant boar. The foam flecking from its angry lips are rendered with particular distinction.

Competing fabric prints spar for supremacy across the combat ring that is your wardrobe. Upon your tunic gambol great horned beetles. Your trousers writhe with the charging horses of fierce, striped horses. Eyes of various sizes blink and widen across the folds of your cloak. Your pillbox hat is furred with the spots of a long-extinct forest antelope. Boots fashioned from the horny scales of a predatory river reptile complete the ensemble.

✂ The Hotel Grand Perdusz ✂

Taglines

Admittedly, some regard the surcharge as punitive.	Consider my admiration withdrawn.
You complete your task with less than perfect vigor.	I reject your argument on haberdashic grounds.
As formulator of the strictures, I am naturally exempt.	You remind me of a certain boatswain I once encountered near Saponce.
Let us mull this over sweetmeats.	As a measure of my seriousness, I deign to accept a valuable gift.
My objections were implicit.	Fie on sandestins! Fie on chugs!
Until my hat is recovered, all other business must lie fallow.	Although an occult principle pertains, in layman's terms I chalk this up to stupidity.
Why do you come here, smelling of eel?	Our adversity deepens, but we still have brandy.
I'd like to crawl into her vat, if you know what I mean.	From which of you wafts the fetid reek of pessimism?
All else has failed. Let's go back to sleep.	Life may be likened to the warblings of a demented troubadour.
Oh, how I yearn for a golden age of eternal verities!	Do you want towels with that?
I sigh with thwarted ambition.	Let us set aside picayune issues of guilt and reparation.
Who, other than myself, can honestly say he is not somewhat at fault here?	More importantly, is this nutmeg I taste in these honeyed figs?
I renew my previous insult.	Tell me what you value, so that I may more effectively threaten it.
So you do acknowledge my superiority.	Is there no limit to this grotesquerie?
Were you perchance dropped from the womb?	I reserve my sympathy for orphans and long-tressed maidens.
I feel as if someone just walked over your grave.	I look forward to your later expressions of forgiveness.
I am, at worst, five per cent responsible.	No one will hear us if we talk in here.
I hate to think what I will remember next.	Allow me to shield you from this dangerous indulgence.
Had I a heart, it would now be broken.	Surely you hallucinate.

The Vale of Crypts

Relationships

Relationships:

Glust, a geomancer 2
Jagrid-Ka, a measurer 4
Olgorath, a scribe 3

Goal: Discreetly ensure that Wamadhol never returns from the expedition, and that everyone else does. (Your group's payment from the survey organization is pro-rated according to how many of the survey team members come back alive. However, unknown to the other PCs, a separate client has offered a handsome and more than countervailing sum if you "take care of " Wamadhol.)

Relationships:

Glust, a geomancer 2
Olgorath, a scribe 4
Rolth, a cartographer 3

Goal: Discreetly ensure that Jagrid-Ka never returns from the expedition, and that everyone else does. (Your group's payment from the survey organization is pro-rated according to how many of the survey team members come back alive. However, unknown to the other PCs, a separate client has offered a handsome and more than countervailing sum if you "take care of " Jagrid-Ka.)

Relationships:

Olgorath, a scribe 3
Tantimur, a forager 3
Rolth, a cartographer 4

Goal: Discreetly ensure that Glust never returns from the expedition, and that everyone else does. (Your group's payment from the survey organization is pro-rated according to how many of the survey team members come back alive. However, unknown to the other PCs, a separate client has offered a handsome and more than countervailing sum if you "take care of " Glust.)

Relationships:

Wamadhol, an eminence 4
Jagrid-Ka, a measurer 3
Rolth, a cartographer 3

Goal: Discreetly ensure that Olgorath never returns from the expedition, and that everyone else does. (Your group's payment from the survey organization is pro-rated according to how many of the survey team members come back alive. However, unknown to the other PCs, a separate client has offered a handsome and more than countervailing sum if you "take care of " Olgorath.)

Relationships:

Glust, a geomancer 2
Wamadhol, an eminence 2
Tantimur, a forager 4

Goal: 1) Discreetly ensure that a murderer named Beskar, who is posing as one of the survey team members, never returns from the expedition. 2) ensure that everyone else does return.

(Your group's payment from the survey organization is pro-rated according to how many of the survey team members come back alive. However, unknown to the other PCs, a separate client has offered a handsome and more than countervailing sum if you "take care of " Beskar, ideally by strangling him, as he did to his fiancée.)

Relationships:






















Jagrid-Ka, a measurer 3
Tantimur, a forager 2
Wamadhol, an eminence 3

Goal: Discreetly ensure that Tantimur never returns from the expedition, and that everyone else does.

(Your group's payment from the survey organization is pro-rated according to how many of the survey team members come back alive. However, unknown to the other PCs, a separate client has offered a handsome and more than countervailing sum if you "take care of " Tantimur.)

The Vale of Crypts

Resistances

  Key Trait: Arrogant Resistances: Avarice 4, Gourmandism 2, Indolence 4, Rakishness 7, Pettifoggery 6, Arrogance 1  	  Key Trait: Indolent Resistances: Avarice 4, Gourmandism 6, Indolence 1, Rakishness 4, Pettifoggery 7, Arrogance 2  
  Key Trait: Greedy Resistances: Avarice 1, Gourmandism 7, Indolence 4, Rakishness 6, Pettifoggery 2, Arrogance 4  	  Key Trait: Rakish Resistances: Avarice 2, Gourmandism 4, Indolence 7, Rakishness 1, Pettifoggery 4, Arrogance 6  
  Key Trait: Gluttonous Resistances: Avarice 7, Gourmandism 1, Indolence 4, Rakishness 2, Pettifoggery 4, Arrogance 4  	  Key Trait: Pettifoggery Resistances: Avarice 6, Gourmandism 4, Indolence 2, Rakishness 3, Pettifoggery 1, Arrogance 7  

The Vale of Crypts

Enchanted Items

Cube of True Driving

What It Looks Like: a white cube surfaced in a coarse, granular material

What It Does: Feed to a beast of burden or riding animal. The creature then travels without instruction or intervention from you along a route known to you, avoiding obstacles as specified, for up to six hours of game time. The animal stops when confronted with an obstacle unspecified when you mentally communicated its route to it. The cube may be retrieved when the beast eliminates it, usually in about twenty-four hours.

What It Costs: 1

Talc to Obscure the Visible

What It Looks Like: an off-gray powder

What It Does: Dust this powder onto an object small enough to fit in your palm. For half an hour of real time or a day of game time, it becomes invisible to everyone except for yourself.

What It Costs: 1

Beak of Scrupulous Mimicry

What It Looks Like: the preserved beak of the red-faced Alмеры warbler

What It Does: Accurately mimic the voice of a person or entity you've recently heard. Provides a +1 bonus to all Impersonate rolls for which vocal imitation is a positive factor. Lasts for five minutes of game time.

What It Costs: 1

Deceptive Pulverulence

What It Looks Like: a crumbled chalky substance, in the container of your choice

What It Does: When mixed with a depleted stock of any liquid, semi-liquid, paste-like or stew-like food or drink, the pulverulence increases the mass and/or volume of the consumable to fill its original container. Though the depletion is concealed from visual inspection, a taste test reveals the new mixture as diluted and insipid.

What It Costs: 1

Live Boots

What It Looks Like: a pair of leather boots; on close inspection, can be seen to breathe like a living creature

What It Does: you can run, walk or gallop with the strength and endurance of a horse. Athletics successes may be required to achieve useful feats under these expanded limitations. Unless rested for an hour (game time) after an hour of use, the boots die and this card is discarded.

What It Costs: 1

Mulgarth's Dampening Rune

What It Looks Like: a bracelet or amulet marked with an occult sign

What It Does: For the next ten minutes of game time, it is impossible for any character within 60 ft of you to use an enchanted item with a *What It Costs* value greater than 0.

What It Costs: 1

The Vale of Crypts

Taglines

Your position is humiliating.	Conceive of dampness as your friend.
I am fatigued. Shall we rest for the night?	The journey's rigors have left you peevish.
It is hazardous. You go first.	Do I smell mummy dust?
Whatever the most fabulous treasure is, I reserve it for myself.	I have a mind to renegotiate our arrangement.
By the principle of invasive circumstance, I cannot be blamed.	Do not let my keen-eyed surveillance deter you from your course.
Forgive me while I betray your confidence.	My advice was poorly implemented.
This clamor ill-becomes you.	Pay no mind; it is merely a passing corpse.
The river reeks this time of year. Or is it you?	It was implicit in our unstated contract.
I aim to keep you alive. How alive I have not yet decided.	I was once in a similar strait, which I now struggle to recall.
This must be solved with magic, which is not my forte.	Pardon me. I was thinking of a hat I once owned.
Never trust a beautiful map.	It is scarcely a scrape.
Have you a widow who will desire your personal effects?	I question your eminence.
It will charge only if provoked.	At least it isn't raining.
One day we will look back on this journey with amusement.	You plumb new depths of vacuity.
I am enervated. Pass the brandy.	If you were entombed here, would you object to a little digging?
The term "mudslide" is a well-known misnomer.	Is there still such a thing as river sharks?
To keep this in perspective, the sun is dying.	Never envy another man's grave.
I deny the parallel.	Come over here and touch this.
That's just the whistling wind. I hope.	When I return to Azenomei, I am never again going outside.
One of you knows how to make fire, yes?	It would have been rude not to eavesdrop.
I was raised in a forest, and suckled by a kroon.	Could that be formed into a sausage?
Who volunteers to assess its edibility?	Should the sky be looking at us like that?

Lords of the Village

Relationships

Relationships:

Athab, a town elder 2
Dwellig, a blind haberdasher 4
Jrenthos Bent-Arrow, a part-time bandit 3

Relationships:

Athab, a town elder 2
Jrenthos Bent-Arrow, a part-time bandit 4
Yssl, a lovely taverner 3

Relationships:

Jrenthos Bent-Arrow, a part-time bandit 3
Urb, a gruff taverner 3
Yssl, a lovely taverner 4

Relationships:

Zebela, a painted woman 4
Dwellig, a blind haberdasher 3
Yssl, a lovely taverner 3

Relationships:

Athab, a town elder 2
Zebela, a painted woman 2
Urb, a gruff taverner 4

Relationships:

Dwellig, a blind haberdasher 3
Urb, a gruff taverner 2
Zebela, a painted woman 3

Lords of the Village

Magic Spells

The Excellent Prismatic Spray

Emit a multitude of tiny energy beams. These kill any single living creature smaller than a whale or destroy any single object breakable by a fire-axe.

Mishap Will Result if used on: any PC

Gilgad's Grotesque Intervention

Trade your refresh tokens for those of another player. Usable only if you have at least one refresh token.

Ildefonse's Vexing Whirligig

Look at all Spell cards currently held by other players. Redistribute them so that each player winds up with a new card.

Lugwiler's Dismal Itch

Reduce a single living creature to paroxysms of agonizing itching. The victim can barely perform simple tasks such as walking or riding, but may become spectacularly talented at complaining. Any non-Illustrious Success the victim makes is treated as a Quotidian Failure. Illustrious Successes are treated as Hair's-Breadth Successes.

Spell of the Slow Hour

Create a temporal warp around yourself, so that time passes more slowly for you than for others around you. Use this to take three consecutive actions (for example, an Athletics roll, a Stealth roll, and a Magic roll) before anyone gets a chance to react or interrupt you.

In a fight, you can make three Attack rolls in a row. Your opponent makes Defense rolls in response, as normal.

Xamander's Ruction

Force any other PC to reroll any single die result.

Lords of the Village

Municipal Positions

Mayor

You head the village government. It is your job to supervise the efforts of the sheriff, magistrate, and revenue officer to ensure the efficient running of village affairs. You make local by-laws, subject to the approval of the town elders, representatives of Vlere's oldest families. Your communications with them take place through an intermediary, the blandishman. You see to the punctilious enforcement of current by-laws, whether promulgated by your or your predecessors. In truth, the position requires little of your time, allowing you to enrich yourself at your main business—a lively stable once operated by the previous mayor.

Goal: Solidify your newfound wealth and position.

Sheriff

You enforce public order. The sheriff takes instructions from the mayor and sometimes assist the revenue officer in difficult collections. In truth, Vlere is a sleepy hamlet, whose docile, prosperous inhabitants rarely commit crimes. Unless you count the odd bout of late-night, ale-fueled singing. Now and then you've had to mobilize the local militia against bandits. Even they tend to scatter when confronted in force. This new life of ease and comfort is one to which a road-weary wanderer such as yourself could easily grow accustomed.

Goal: Hang on to your cushy post by any means necessary.

Magistrate

It falls to you to adjudicate the civil and criminal legal affairs of Vlere. Although you report in theory to the Mayor, your authority must remain impartial, your favor divided equally between the governed and their governors. The mayor and sheriff are expected to take your advice when crisis looms—which it rarely does, aside from the odd bandit scare. You earn a commission on every commercial dispute and for this reason have been encouraging the people of Vlere to litigate more. These efforts have been rewarded by patient indulgence and a barely noticeable uptick in cases.

Goal: Still, this is the easiest work you've done in a very long time, and you'd hate to see it end.

Revenue Officer

You collect all taxes and fees needed for the proper administration of Vlere's government. Reporting to the mayor, you sometimes seek the aid of the sheriff in enforcing collections, and of the magistrate in assessing special fines. By a delightful arrangement, you are paid a commission on all revenues you collect. Although your efforts to expand taxation enormously have encountered universal, good-natured resistance, you hope to wear them down over time.

Goal: Keep this job, while squeezing as much cash from it as you can.

Priest

It is your job to tend to the modest spiritual needs of the quiet, well-behaved townsfolk of Vlere. Surprisingly, you acquired the post without significant ecclesiastical experience or, for that matter, religious belief. You are expected, in fact, to keep specific references to the divine to a minimum during brief, infrequent sermons. Vlerians thrive on platitudes, homilies, and soothing generalizations. Officiate at weddings, funerals, and blessings of commercial enterprises, and you are holding up your end of the bargain – of the handsome tithe paid to the temple, you keep everything not needed for operations or upkeep. They don't seem to mind that its roof has lacked repair throughout the entirety of your short tenure.

Goal: Do whatever is necessary to keep this unbelievably cushy position.

Blandishman

Of all the municipal positions currently held by recent arrivals to the village, yours is the most distinctively Vlerian. Although its folk are universally cheerful, immemorial custom requires them to retain an appearance of aloofness from their public officials. This is why they hire on outsiders such as yourself. Your job is to act as intermediary between the mayor and the townsfolk, as represented by a council of elders. Each elder hails from one of the village's ancient families. To supplement this essential but largely ceremonial position, you have been granted the ale franchise in Vlere. All of its four taverns must broker their ale purchases through you.

Goal: This is the easiest living you've ever made. You'll do whatever is necessary to keep it.













Lords of the Village

Taglines

Surely nothing will occur to mar the sublimity of this day.	By the science of numerology I am forbidden to assist you.
I am sorry I beheld that.	Another breakfast will sharpen our will.
But that would be wrong.	Your custom does not bear close scrutiny.
I cannot help but see a metaphor at work here.	I do love a festival.
Let us banish from our minds all ill thoughts.	Innovation is but tradition's handmaiden.
Remain steadfast in your duties!	The possibilities are dizzying.
Our agreement is nullified.	Your beauty renders me speechless. Almost.
I jig to the tootling of your rustic horn.	Behind your smile I sense a troubling inanity.
I shall be as constant as the blueness of the sky.	If there is a guilty party, it is that ale cask.
This would not happen at the tavern I will someday establish.	I'll now subject that hypothesis to the harsh light of day.
My objections were implicit.	Do I sense a secret arrangement?
What, pray tell, is that intoxicating scent?	The strains of a lyre sooth all ructions.
Like the ancients, I hold prostitution sacred.	A pox on so-called elders.
Like a frog in the desert, I find myself parched.	I shall stir myself shortly.
Take any leering as a testament to your youth.	Is it cold in general, or just in my spine?
Scorn not your manly urges.	Gift me, milady, with a lock of your hair.
Heed my scabbard's splendor.	When I dismiss you, have the courtesy to remain dismissed.
My good regards are now withdrawn.	Where might the eponymous loaves be found?
Let us accost them as they sleep.	In your place, I would also be startled.
Surely that is a festive costume you wear.	Forgive my waning attention.
More important than such quibbles is our mutual humanity.	Comfort may be had in ignoring the evidence of our eyes.
I reaffirm my authority.	Do you take me for a milksop?
I hereby institute a tax on varlets.	My mother would disapprove of you.
I envision a range of punishments.	Begone, oak-eared rube!
Would I occupy this post, if I were not wise and good?	Apropos of nothing, live burial is a terrible fate.

MAGIC COMPONENT CARDS

Add this set of cards to an ongoing series featuring freeform magic. Strike out the Magic abilities given in the PCs' main Character card set.

 Magic (Studios) 8 Trumps: Curious Is Trumped By: Daring 	 Magic (Daring) 8 Trumps: Studios Is Trumped By: Insightful 
 Magic (Insightful) 8 Trumps: Daring Is Trumped By: Forceful 	 Magic (Forceful) 8 Trumps: Insightful Is Trumped By: Devious 
 Magic (Devious) 8 Trumps: Forceful Is Trumped By: Curious 	 Magic (Curious) 8 Trumps: Devious Is Trumped By: Studios 

Female Character Cards

