

Life of the Party

A Warhammer Fantasy Roleplay scenario of murder, intrigue, politics, and a light buffet

Summary

"Life of the Party" is a WFRP scenario for four to six characters of any experience level. It has no set location, and could be located in any mid-sized city throughout the Empire.

The basic plot is as follows: the characters are hired by Gisbert Handel, a local guildmaster and former apothecary, to provide security at a party he is hosting at his estate. When they arrive, they find Handel is the head of the new Assassin's Guild, which is meeting with resistance from a number of prominent citizens. As the party begins, Handel has the doors locked and announces that as a showcase of his Guild's skill, a pre-determined guest will be murdered by midnight. It is therefore the job of the player characters to prevent it from happening.

Rather than have his party become a bloody free-for-all, Handel has a number of rules.

1. Only the target of the assassin will be killed, unless there is a violation of rule 2.
2. Violence may be met with violence.
3. Three hours will be allowed for investigation.

This allows the characters to take any road they desire in preventing the assassination, from attacking likely assassins, to ferreting out the most likely victims and protecting them.

Much of the excitement of Life of the Party comes from the fact that there is no pre-determined assassin or victim. The assassin selected for the job and the target is selected by the GM at the beginning of the game, or may even be selected randomly. That way, both the opposition and potential victims can be tailored to the strengths and weaknesses of the PCs.

A note to GMs

Because of the fluid nature of this adventure, and the fact that there are no pre-determined victims or killers, some GMs may be tempted

to, once the players have determined a course of action, change the target or assassin. Don't. Although difficult, the characters should have a fair chance at figuring out where the danger lies, and by changing the target or assassin in the middle of the adventure, it invalidates everything they've worked for.

Background

Gisbert Handel made a career out of causing others pain. First by accident as a barber-surgeon, and from then on purpose. After more than 15 years, he has finally gathered enough prestige and pull to create his dream: an Assassin's Guild in his hometown.

Handel has seen what random violence can do to a city, and wants to focus that into a more narrow path. Assassin's Guilds, though technically promoting an illegal job, actually reduce the suffering of most towns. Even when someone is killed, there is little residual violence. It is simply a business transaction, which generally removes the burning desire for revenge against the assassin, and prevents the client from becoming common knowledge and, therefore, a target.

Unfortunately, there are a number of influential residents of Handel's town that, for one reason or another, don't want his guild to open.

Getting Started

Ideally, the player characters should be in a small to mid-size city (2000 to 5000 people, the size of Ahlenhof in Middenland or Salkalten in Ostland, for example). The characters should not have a criminal background (not known in the city, at least) and should ideally have a contact who might recommend them for jobs.

At any rate, the characters are contacted by a young boy working as a page for Gisbert Handel. He has included an invitation requesting their presence at his club. If the characters are all illiterate, the boy can tell them the basics (Handel wants to speak to the characters because he has a job for them, and they should approach the back door of the Crow and Hart if they are interested).

The Crow and Hart is one of a few clubs in town. It is decorated in a woodland theme, with numerous paintings of nature and a number of scenes of Taal in woodcarvings. Handel has a private room; if the characters are respectable and presentable, the invitation will invite

them to the main entrance. If they are not, they will only be allowed in from the rear.

Information on Handel isn't hard to come by, although some facts are not discussed much. He is obviously well-off, and is well-known as a former physician and barber-surgeon. His current profession isn't widely known, although the criminal element, local nobility and city watch all know of his involvement in the fledgling Assassin's Guild. To get information on the Assassin's Guild will require a Challenging (-10%) Gossip test.

They are greeted at the back of the club by a steward, who isn't overly disdainful of them. He leads them to Handel's room through the private but still well-adorned back halls. On the way, he tells them that Handel is a well-respected man in town, and that it speaks highly of them that they have come to his attention. An Easy (+20%) Perception roll will indicate that the steward's talk is motivated by equal parts fear and respect.

When they arrive at the room, the steward knocks once, then opens it and ushers the characters in. The room looks like a small study, with a bed in one corner. A desk sits against the wall, with the remains of a meal on a small tray on top of it. Handel is standing near the lone window, overlooking the front entrance.

Handel greets the characters warmly, regardless of their reputation, they may notice. He sits on the side of the bed, crossing his hands on his knees. "Gentlemen, thank you for coming. You have come to my attention as people who are able to accomplish the unusual. That is good, for I have an unusual task.

"I am holding a dinner party tomorrow evening, and while my own guards are usually sufficient, I require extra security."

Handel is reluctant to reveal additional information on the party, and will only do so with a Challenging (-10%) Charm test. Even so, he will only reveal that several of his guests may be targeted by assassins, and that he needs their protection. If pressured, he will reveal the four likely candidates for assassination.

In addition to paying the characters a generous rate as bodyguards (equal to the cost per week of hiring a henchman of equivalent advancement, p. 102 OWA), he may also be willing, at the gamemaster's discretion, to try and provide some difficult-to-find

trappings for a future career, such as setting up a meeting with his tailor or an armorer friend to help them acquire best craftsmanship clothing or armor. If they accept the job, Handel asks them to arrive at his home at sundown, to get the lay of the land.

The Party

When they arrive, they are greeted by Handel's valet, Konrad, who politely leads them to a private study, where a tailor quickly takes their measurements. For the next hour, they are led around Handel's home, where the preparations for a party are in the final phase, with candles being lit, flowers being strategically placed, and food in various stages of preparedness being ferried to and from the kitchens. At the end of the tour, a half hour before guests are due to arrive, Konrad leads them back to the study, where the tailor has several outfits. These are of Common craftsmanship; the quick tailoring prevents them from being Good, although they will appear as Good for the evening. If the characters ask, they will be allowed to keep these; if they do, they will appear as Common by the end of the week.

The main ballroom of the Handel estate is oval-shaped, quite sizable for a non-noble, and well-furnished, with a chandelier overhead and numerous tapestries along the wall. There is a dance floor large enough for 20 people to be on at once, while to the east a five piece band plays. Behind them, an elaborate Dwarven clock is against the wall, its exposed gears attracting numerous curious admirers. On the west side of the room is a large buffet, with mutton, cheeses, fruits and jugs of wine, all replenished by a small army of servants entering the room from a door concealed behind a tapestry depicting symbolic scenes of Shallya providing.

The south side of the room features a large stained glass window, which overlooks the main portion of town. The north side of the room features the door to the main portion of the house, heavy double doors reinforced with steel and guarded by two men in leather armor. Flanking these doors are two curved stairways leading to the second level, a loft-like space which circles the entire room. The second level is even with the chandelier, and although the light from the chandelier nominally lights the second level as well, with the iron railing and support columns, the second level has numerous shadows and areas which can be fairly private.

There are support columns throughout the room, some linked together with stone carvings. These have the dual purpose of providing some

small areas of privacy, and steering wayward guests from wandering into the middle of the dance floor, as they encourage people to walk parallel to the walls.

After they have seen the ballroom, the characters are asked to make themselves comfortable in the ballroom as guests arrive. It's a perfect opportunity for them to rub elbows with the elite, although if they make any of the guests more than slightly uncomfortable, Konrad will appear and guide them away, reminding them that their fee relies on the success of the party, and alienated guests aren't very conducive to that.

After allowing his guests to drink and relax, Gisbert Handel moves to the north side of the room. He calls for silence and raises a glass of wine. "I'd like to thank everyone who was able to be here. It is my great honor to host such illustrious guests, and I hope to provide you all a night to remember.

"I am proud to call so many of you my friends, and those who I do not, I respect deeply. Though we may have had our differences concerning the formation of my guild, I hope tonight will convince you otherwise.

"Tonight I hope to put to rest any misgivings any of you may have about the formation of the Assassin's Guild here. And for those who have no such misgivings, then tonight will function as a showcase... for by midnight, one of you shall be dead."

He pauses, partially for dramatic effect and partially because of various shouts of dismay and incredulousness. One man, a constable in the city's militia by his uniform, steps forward threateningly, only to be halted by the guards behind Handel.

"Calm down, Herr Oberweis, at least until you hear the rules. Then if you care to take your life into your own hands, you're more than welcome to." He pauses to ensure silence, then continues.

"Rule one: only the target of the assassin will be killed. The rest of you, please enjoy yourselves. Indeed, if you think you can solve the mystery and prevent this dastardly deed from occurring, feel free." He flashes a charming smile before he continues.

"Rule two: violence will be met with violence. Anyone who attacks one of my guests will be dealt with harshly. An assassin is not a thug, and

will not treat others as such, nor will I tolerate their treatment as such.”

“Rule three: there will be no danger before midnight. I would not be so crude as to deny anyone dinner, drinks and dancing. One hour after midnight, the doors will be opened and everyone will be allowed to leave.”

He looks about the room, smiling. “Of course, as it stands, this would make it far too easy for the assassin, whoever it may be. That is why I have hired these gentlemen.” He points to the PCs, and encourages everyone in the room to clap for them.

“These individuals have been recommended to me for their multitude of skills. They are the true test of the Guild. It is their job to provide security for this party, which means the safety of my guests is depending on them. Gentlemen, I expect you to do your best to stop my assassins. Granted, I also expect you to fail, but not through lack of effort. Remember, you will be subject to the same rules as everyone else in the room.”

He holds out his hands in an expansive gesture. “So, everyone, please, enjoy yourselves, eat and drink. But watch out!” He walks through the crowd, and takes the hand of a pretty young courtier as the guards close the main door. “Anyone could be the target, even you, mi’lady.” She smiles and looks at a group of her friends, almost happy to think that she could be so important.

During the Party

The remainder of the adventure is fairly free-flowing. The characters are given a free hand in stopping the assassination, according to the rules provided by Handel. This allows them to take action as they see fit, and gives the GM an opportunity to weave his own subplots in. The party is an excellent opportunity to use the expanded social conflict rules from the *WFRP Companion*.

Some potential complications:

-Katarine von Kalb is not willing to wait to be killed. She is willing to double what Handel is paying them to go on the offensive and kill Handel, hoping his assassins will back down. If they take her up on the offer, they have broken the rules, and all the assassins and guards will be allowed to fight them.

-Escape is also a possibility, trying to herd out those they believe may be targets, although the guards will attempt to stop them if their attempt is too obvious. In addition, the assassin may move up the timetable, trying to accomplish their mission before their target can evade them.

-If the characters can remove the correct assassin first, no one else will attempt to kill their target. However, if they choose the wrong target, Handel's guards will intervene on their behalf, as they would for any other accosted guest. Similarly, they may attempt to attack Handel himself, hoping to use him as a hostage or bargaining chip, with similar results.

At midnight, the Dwarven clock will chime, and a stylized clockwork reenactment of the Battle at Blackfire Pass will emerge. If the victim remains alive, and appears to remain so for the foreseeable future (i.e. is not in their death throes), Handel will begin to applaud. He is surprised, but is a man of his word.

"Ladies and gentlemen, please give our group of special protectors a round of applause. Against all odds, they have protected their target, preventing my guild from fulfilling its first assignment. While I am disappointed, they have done their jobs well."

If they fail, Handel will wait for the clamor to die down, using his guards to settle things down if necessary, before he addresses the crowd. "As promised, you all have been the witness to a new era in guild history. We are open for business, and as you can see, we do quality work."

The GM is encouraged to work his own subplots into this adventure, and regardless of the results of the assassination plot, the party offers many opportunities for future contacts, assuming, of course, they remain alive at the end of the evening! Katarine von Kalb is an ideal starting point for future adventures involving the nobility, politics and even, if something were to happen to Helmut von Kalb, a potential marriage farce. Lanric Macholt is a powerful businessman in the city, and is likely to hire adventurers for any variety of jobs. And Oberweis and Nimblefoot offer contacts on both sides of the law for players inclined to get further involved in the city's underbelly.

Finally, although the system of the Assassin's Guild is designed to prevent retaliation and minor crime, if the characters are unsuccessful, they may themselves be the target of reprisals from the families,

friends and compatriots of anyone they failed to protect. They could even end up targeted by one of the assassins they ran across at this very party.

Possible Assassins

Bertold Mohr

Race: Human

Career: Assassin (ex-Apothecary, ex-Merchant, ex-Spy)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	42	34	45	61	56	72	45
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	4	0	2	3

Skills: Academic Knowledge (Science), Charm, Common Knowledge (the Empire), Common Knowledge (Brettonia), Concealment, Disguise, Drive, Evaluate, Gossip +10%, Haggle, Lip Reading, Performer (Actor), Pick Lock, Prepare Poison +10%, Perception, Read/Write, Ride, Secret Language (Guild Tongue), Shadowing, Sleight of Hand, Secret Language (Guild Tongue), Silent Move, Speak Language (Breton), Speak Language (Classical), Speak Language (Reikspiel), Trade (Apothecary), Trade (Merchant)

Talents: Coolheaded, Excellent Vision, Flee!, Lightning Reflexes, Linguistics, Resistance to Poison, Schemer, Sixth Sense, Streetwise, Super Numerate, Very Resilient

Armour: None

Armour Points: None

Weapons: Dagger

Trappings: Disguise Kit, Trade Tools (Apothecary's Kit), poison antidote

Insanities: Mandrake Man

Description

Berthold is a nondescript man who dresses in drab colors so as to not stand out. However, because of the nature of the party, this may work against him. He is balding, with a combover, and speaks slowly, enunciating each word; precision is very important for a poisoner.

Method

If Bertold is the assassin, he will have actually poisoned his target before the announcement, using a slow-acting poison made from Heartkill. He has timed his dosing so that his target will not die until the three-hour time limit is over, giving the characters time to get an antidote.

Red Herrings

If Berthold is not the assassin, the characters may see him surreptitiously pour powder (crushed mandrake root) from a small envelope in his cloak into a drink he is holding. It is for him; if he is the actual assassin, he will abstain for the evening to ensure his job is done correctly.

Telltale Signs

As he has the antidote on him, Berthold is nervous about being accosted; a good kill, in his mind, allows him to be in no physical danger. Handel is forcing him to have the antidote on his person in order for it to be a fair display. Therefore, Berthold is eager for the party to end. Anyone who specifically asks if anyone is watching the clock with unusual interest will notice Berthold on an Average Perception test. Anyone watching the clock themselves will notice Berthold on a Hard (-10%) Perception test.

Martin Biagio

Race: Human

Career: Assassin (ex-Estalian Diestro, ex-Duellist)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
63	51	43	48	65	54	46	46
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	14	4	4	4	0	0	3

Skills: Academic Knowledge (Science), Charm, Common Knowledge (the Empire), Common Knowledge (Estalia), Dodge Blow +10%, Gamble, Gossip, Intimidate, Perception, Read/Write, Sleight of Hand, Speak Language (Estalian), Speak Language (Reikspiel)

Talents: Ambidextrous, Disarm, Etiquette, Lightning Parry, Lightning Reflexes, Master Gunner, Mighty Shot, Quick Draw, Sharpshooter, Specialist Weapon Group (Fencing), Specialist Weapon Group (Gunpowder), Specialist Weapon Group (Parrying) Strike Mighty Blow, Strike to Injure, Swashbuckler, Warrior Born

Armour: None

Armour Points: None

Weapons: Rapier, Main Gauche, Pistol w/ powder & ammunition for 10 shots, 2 Throwing Knives

Trappings: Best Craftsmanship Clothes, Cologne

Description

Flamboyant and melodramatic, Martin plays up the stereotype of the Estallia Diestro that has been seen on stages throughout the Empire. Despite his profession, he is a gentle man when not working, and genuinely enjoys meeting people. His gregarious nature is likely to shine through whether he is the assassin or not.

Method

Martin is the least clandestine of the potential assassins, making his job one of the most difficult. He is the best choice if the group tends towards overt action. If he is the assassin, he will avoid all contact with his target until five minutes before the deadline is up, at which point he will make an elaborate entrance and attack his target and their protectors, if any. The chandelier is looking especially destructible this evening.

Red Herrings

If not the assassin, Martin has vowed to himself to enjoy the party, and will spend a significant portion of the night attempting to seduce Katarine von Kalb and any female PCs. He is not particularly tactful, and grows less so as the night goes on. However, female PCs who succeed an opposed Charm test against him may actually convince him to side with them if they decide to fight the actual assassin.

Telltale Signs

If Martin is the assassin, he will do whatever he can to make himself appear unthreatening. First, he will attempt to avoid all contact with the target. He will also offer to help the characters find the assassin, claiming it's in his best interest, as he has not been greeted with much friendliness in the town and believes he may be the target.

Gisbert Handel

Race: Human

Career: Guild Master (ex-Barber-Surgeon, ex-Interrogator, ex-Physician)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	25	49	39	42	61	52	67
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	4	3	4	0	6	2

Skills: Academic Knowledge (Science), Charm +20%, Common Knowledge (the Empire), Drive, Gossip +10%, Haggle, Heal +20%, Intimidate, Perception +20%, Prepare Poison, Read/Write, Speak Language (Classical), Speak Language (Reikspiel), Speak Language (Estallian), Torture, Trade (Apothecary)

Talents: Etiquette, Lightning Reflexes, Menacing, Resistance to Disease, Resistance to Poison, Savvy, Specialist Weapon Group (Flail), Strike to Stun, Sturdy, Suave, Surgery, Wrestling

Armour: None

Armour Points: None

Weapons: 5 Knives coated with Chimera Spittle, Hand Weapon,

Trappings: Trade Tools (Barber-Surgeon), 2 doses of Chimera Spittle

Description

Gisbert is a fit man, dressed in well-tailored clothing with a minimum of ornamentation. His hands are those of a surgeon, long fingers and precise movements. He is quick to smile, but it rarely reaches his

eyes. His is known as a local lad who traveled to Nuln to learn a trade, and returned with a variety of talents decades later.

Method

As a physician, Gisbert relies on his knowledge of the human body to be an effective assassin. He will therefore use a dagger to strike such a sensitive spot that the blow is undetected by the target, which will then bleed out and kill them up to a half hour later.

Red Herrings

The simple fact that it is his party makes Handel a suspect.

Telltale Signs

Anyone succeeding in a Challenging (-10%) Gossip test while at the party looking for information on Handel will have their attention called to the fact that his normally well-tailored clothing seems ill-fitting. He has a dagger in a sheathe in his sleeve.

Clora Bauer

Race: Human

Career: Master Thief (ex-Entertainer, ex-Thief, ex-Cat Burglar)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38	47	23	29	41	35	35	43
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	2	2	4	0	2	3

Skills: Animal Training, Charm +20%, Common Knowledge (the Empire) +10%, Concealment +10%, Disguise, Evaluate, Gamble, Gossip +20%, Haggle, Perception +20%, Performer (Actor) +10%, Pick Lock, Read/Write, Scale Sheer Surface, Search +10%, Secret Language (Thieves' Tongue), Secret Signs (Thief) +10%, Silent Move +10%, Speak Language (Reikspiel) +10%, Swim

Talents: Alley Cat, Hardy, Luck, Public Speaking, Quick Draw, Street Fighting, Streetwise, Suave, Trapfinder

Armour: None

Armour Points: None

Weapons: Dagger coated with Manticore Spoor

Trappings: Best Craftsmanship Clothes, Perfume

Description

Clora is dressed as a young courtier, with a dress designed to emphasize her physical attributes to those appreciating a healthy lung capacity. She has dyed her hair blond for the evening, hoping that her appearance will make the possibility that she is an assassin more unlikely.

Method

Clora is a regular fixture at these parties, and is considered a somewhat popular hanger-on to the powerful. She will therefore attempt to remain close to her target. She will, at the stroke of midnight, slide a dagger directly into the heart of her victim.

Red Herrings

If not chosen as the assassin, Clora will spend much of her time examining the Dwarven clock and the tapestries. She is casing it for a theoretical burglary, mostly just to keep in practice. She can be noticed using the same modifiers as Berthold.

Telltale Signs

Clora will spend her evening as close to her target as possible, be it through attempted seduction, flattery, or simple false friendship. If forced away from the target, she will attempt to remain close.

Potential Targets

Katarine von Kalb

Race: Human

Career: Politician (ex-Noble, ex-Courtier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	31	30	29	49	56	52	57
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP

1	15	3	2	4	0	0	3
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Skills: Academic Knowledge (History), Blather, Charm +10%, Command +20%, Common Knowledge (Bretonnia), Common Knowledge (the Empire) +10%, Consume Alcohol, Evaluate, Gossip +20%, Perception, Read/Write, Ride, Speak Language (Bretonnian), Speak Language (Reikspiel) +10%

Talents: Coolheaded, Etiquette, Master Orator, Public Speaking, Suave, Savvy, Schemer

Trappings: Noble Garb, dagger

Description

Katarine is a middle-aged woman, attractive for her age, tall and haughty. She is wearing a very elegant dress, and draws so much attention that people often think she is attending events alone, even if her husband is right next to her.

Targeted

Katarine is the wife of Helmut von Kalb, Baron of much of the surrounding lands of the city. He is a fairly milquetoast individual, and it's clear to anyone who knows that what Katarine tells him becomes his official position, and she has been telling him that the Guild is detrimental to the city's health, mostly because she's made a number of enemies through below-the-board political machinations who would not mind taking a shot at her.

Connections

Katarine has worked with Altmar Oberweis in his role as constable, including some off-the-books work harassing her political enemies. She knows Clora from various parties, and is somewhat friendly with her, although she believes Clora is simply a young, somewhat bubble-headed noblewoman.

Lanric Macholt

Race: Human

Career: Guild Master (ex-Apothecary, ex-Physician)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
28	33	41	34	48	58	43	46

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	2	4	0	0	3

Skills: Academic Knowledge (Science), Charm, Command, Common Knowledge (Empire), Gossip +10%, Haggle, Heal, Prepare Poison +10%, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Classical), Speak Language (Reikspiel), Trade (Apothecary)

Talents: Dealmaker, Resistance to Disease, Resistance to Poison, Strike to Stun, Surgery, Very Resilient

Trappings: Best craftsmanship clothes, 20 gp

Description

Lanric is the most wealthy apothecary in town, and head of the apothecary's guild. He is a short man, but rotund; in another few years, he may actually be a perfect sphere. He wears fine clothes, cut no tailoring can possibly make him less obnoxious. He is loud, crude, and constantly berating anyone around him.

Targeted

Although anyone around Lanric for more than 10 minutes will most likely want to kill him, this particular evening it is all business. As the head of the Apothecary's Guild, he sees the Assassin's Guild as competition to a small but notable portion of his guild's job: poisons. The fact that Gisbert's guild fees are significantly lower than Lanric's is making a number of apothecaries consider joining the Assassin's Guild, simply to save on fees while maintaining the protection of a guild.

Connections

Berthold Mohr is a member of the Apothecary's Guild as cover for his more active role as an assassin, and so knows Lanric on a professional basis. He has provided medicines to many of the guests in attendance, including Clora Bauer and Katarine von Kalb.

Altmar Oberweis

Race: Human

Career: Captain (ex-Watchman, ex-Sergeant)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
52	42	43	37	42	46	45	57
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	3	2	4	0	0	3

Skills: Academic Knowledge (Law), Academic Knowledge (Tactics), Command, Common Knowledge (the Empire) +20%, Common Knowledge (the city) +10%, Dodge Blow, Follow Trail, Gossip +20%, Intimidate +10%, Perception, Read/Write, Ride, Search, Speak Language (Battle Tongue), Speak Language (Reikspiel), Speak Language (Tilean)

Talents: Disarm, Menacing, Savvy, Street Fighting, Strike Mighty Blow, Strike to Stun

Trappings: Hand Weapon, Uniform

Description

Altmar Oberweis has been in the city watch since he was 12, and has risen through the ranks through dedication, toughness and a network of blackmail material. He is ruthless and brutal against anyone he feels is a disruption to his city. Physically, he is tall and barrel-chested, bald and with a patch over his right eye, emblazoned with the scales of Verena.

Targeted

While most Assassin's Guilds rely on at least an unofficial peace with the local constabulary, Oberweis refuses to give in to what he sees as chaos. He has vowed that if he believes a killing to be affiliated with the Assassin's Guild, he will go after anyone he can find in the guild, including Handel, but until a crime is committed, his hands are tied. Handel has an agreement with Oberweis' second-in-command, so the death of Oberweis would remove a major impediment to the guild.

Connections

Oberweis suspects Martin Biagio of being up to no good (he's right of course, but not because of any great police work; he's simply suspicious of anyone from outside the Empire). He loathes Gisbert Handel, but is making an appearance at this party as a reminder that he will be watching every move Handel and his guild make. He knows

Talbriodoc Nimblefoot professionally, both as an adversary and occasional ally when petty crime gets out of hand.

Talbriodoc Nimblefoot

Race: Halfling

Career: Crime Lord (ex-Thug, ex-Racketeer, ex-Politician)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	53	36	29	54	51	45	64
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	2	1	4	0	0	2

Skills: Academic Knowledge (Geneology/Herladry), Academic Knowledge (Law), Blather, Charm, Command +10%, Common Knowledge (the Empire), Common Knowledge (Halflings), Consume Alcohol, Dodge Blow, Evaluate, Gamble, Gossip, Haggle +20%, Intimidate +10%, Perception, Performer (Actor), Read/Write, Secret Language (Thieves' Tongue), Shadowing, Speak Language (Halfling), Speak Language (Reikspiel), Trade (Cook)

Talents: Luck, Master Orator, Menacing, Night Vision, Public Speaking, Resistance to Chaos, Schemer, Specialist Weapon Group (Sling), Street Fighting, Streetwise, Strike Mighty Blow, Strike to Stun

Trappings: Best craftsmanship clothes, sling, dagger

Description

Talbriodoc worked his way off the streets by shaking down business owners. He earned a reputation for brutality, compensating for the lack of respect his small stature would sometimes receive. He is short tempered in personal matters, but is patient and thoughtful when it comes to his organization, although more than willing to act quickly if necessary.

Targeted

Talbriodoc believes the field of assassinations should be under the umbrella of his organization, and thinks Handel is out to take over his organization. He's not, but that doesn't preclude Talbriodoc's mafia from being a thorn in his side.

Connections

Talbridoc knows Oberweis very well, having been staying somewhat respectable and one step ahead of the watchman for almost five years. He also knows Clora is a thief and not the noble she is posing as, but he thinks she is here to actually rob Handel's home.