

THE RAKE

HOT START

The party is searching the Ash District in the city of Rattle for a red building. A smokeless fire burns in its hearth. A voice from the flame offers a job: Sneak into the Ball celebrating the Prince's son's birthday and assassinate Ambrose Tarlet, unwitnessed.

Should they accept, they are promised 2,00 sp. The fire goes out. Servant's passes and 130 sp are hidden under the cool ash.

SCENES

Before the Ball. In the day before the ball the party is able to sneak in, stake out the building, and gather gossip.

The Ball. The party must spend significant time isolating Ambrose, as he has many friends and well-wishers.

The Meeting. When the party meets Ambrose he is charming and kind—not someone they want to kill.

The Kill. After the kill, the first person to find the body will likely be Deacon Radder, who tries to collect the spilled blood.

The Betrayal. If the party is witnessed killing Ambrose they are ambushed by [party size] +2 thugs at the red house.

SECRETS AND CLUES

Rattle has been independent for 400 years.

Formerly a colony of the Old Amstish Kingdom, then the eastern Bai Empire.

The nobles select the Prince. Favors are constantly traded by potential princes.

The nobles are from the minority Amstish ethnicity. Others, such as the Rattler majority and the Bai and Meadish minorities are second-class citizens.

Rattle is going to invade Mead. Bandits in the borderlands were all Meadish, so after the Guard deals with them they march north to Mead to sack it.

Some priests of the old way want to bring back their sorcerer-god. To do so they need the blood of the last male of royal blood—Ambrose Tarlet.

LOCATIONS

Rattle. An old whaling city in a mountainous, volcanic region on the western coast.

Almost every building is wooden to survive earthquakes. Sometimes the smell of rendered whale drifts over from the island.

The Palace. One of the few stone buildings in Rattle, the Palace is a grand old fortress. The ballroom has a balcony at the second floor, and all manner of rooms and alcoves for servants and meetings surround it.

NPCS

Ambrose Tarlet. The Rake. The most charming man the players have ever met. He is smart, popular, worldly, supports the war, and sleeps with many married women. Interracial Amstish/Rattler.

Deacon Radder. The leader of the resurrectionist priests.

Esme Tarlet. The widow of Lord Tarlet, she took over his enterprise after his death. Second-wealthiest merchant in the city. Ethnic Rattler, though still called "Lady".

General Gorlan. The former commander of the guard. Relieved for opposing invading Mead. Old and wheezing.

Harko the Younger. The inept son of the prince. Knows the noble won't select him while Ambrose lives.

Lady Tor. The Prince's consort/mistress. Much younger than him, she is sleeping with Ambrose Tarlet.

Lord Deln Maviel. Third-wealthiest whaler in the city. Hates Ambrose, who is sleeping with his wife.

Mistress Hong. The leader of the Hong whaling family, the wealthiest in the city. They are Bai and locked out of the nobility. Harko the Younger has sworn to marry Promise, the Hong heir.

Prince Harko the Elder. The Prince of the city. He knows his son is inept, and that Ambrose is sleeping with his mistress.

AUXILIARY STUFF

This section is for dungeons, monster statlines, and any other information

MONSTERS

Name	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Bodyguard	1	13a	+2	1d6+1	3/15	30'	9	4	+1	15+
<i>Defender:</i> The Bodyguard can take the <i>screen an ally</i> action as an on-turn action										
Commoner	1	10	+0	1d6	1/13	30'	7	5	+1	15+
Gentry	1	10	+0	1d4	1/15	30'	7	5	+2	15+
Guard	1	14a	+1	Wpn	Wpn	30'	8	4	+1	15+
		<i>Club:</i>		1d4	-	Tags: <i>LL</i>				
		<i>Musket:</i> range(75/150)		1d12	-	Tags: <i>SR</i>				
		<i>Spear:</i>		1d6	1/13					
Thug	1	13a	+1	1d4	-	30'	8	4	+1	15+

MONSTER DESCRIPTIONS

Bodyguard: Professional guards who protect their employers from harm.

Commoner: Ordinary citizens and servants.

Gentry: Aristocrats, Nobles, and other trained professionals.

Guard: City watchmen and household guards fall into this category.

Thug: Hired killers and other legbreakers.

Who is the Employer?

d8	Employer
1	Deacon Radder
2	General Gorlan
3	Harko the Younger
4	Lord Deln
5	Mistress Hong
6	Prince Harko
7	Promise Hong
8	Roll twice, it is a conspiracy!