

# introduction

Once the Players have rolled their characters and are satisfied with their starting equipment, we can begin! Remember: Any text in *italics* is meant to be read aloud to the players:

*Our story begins with you anxiously waiting outside the office of Guard Captain Geberic. You each are standing at attention facing the stout oak door awaiting to officially report for duty as new City Guards of Eimgan. Lieutenant Vandil is giving you instructions in an uninterested tone, as though he was bored:*

*"The Great City of Eimgan appreciates your initiative and valor for joining the City Guard. Captain Geberic will take your oaths and officially swear you in, and give you your initial briefing momentarily. You may stand at ease until that door opens."*

*Before you can even relax your stance, the door swings open outward from the room, and in the door stands a man of medium height and athletic build. What little hair he has left is flecked with grey, and his weathered skin creases in a smile as he addresses you in a gravelly voice:*

*"Look at you standing at attention, outstanding discipline! We're going to get along great, I can already tell. Come in, come in." He stands aside and gestures for you to enter.*

*As you enter you see a line drawn on the floor in front of his desk. You instinctively toe the line and stand once more at attention. You hear the thud of the heavy door closing behind you, and footsteps as the man walks around to his desk, eyeing you as he rests his hands on his chair facing you. He speaks:*

*"Good, good. Already kitted out and didn't even have to be told to toe the line. Excellent. Be at ease, relax." He takes his seat as you relax your stance, shrugging off the stiffness of standing inert for so long.*

*"I am Captain Geberic as you're probably already aware, and today you become official protectors of the City of Eimgan. Before I take your oaths, do you have any questions of me?"*

