Scene 2: The Bar

All the hotel guests are in the hotel bar at the moment. They’re making small talk, mostly about the weather, the spring in Cornwall, the hotel’s amenities, their food, their flights, drives and taxi drivers. The PCs are charged with learning more about them, so here’s an opportunity.

First, let the PCs meet the NPCs. Describe the NPCs to them and let them greet them. They’re all seated separately, except that **Mike** is talking to **Asmir** and **Partridge** in a cluster at the bar talking about their drives in, with Mike describing the Maserati he rented. His American-ness shines like the golden arches at night. **Mattias** is sitting next to **MacGregor** at the other end of the bar talking about the foggy weather Cornwall gets in the spring, and their Germanic and Scottish accents come through clearly. **Elijah** and **Edwina** are each sitting alone. **Edwina** is intently listening to the fog conversation from a bar table, and **Elijah** has the “power seat” in the back corner so he can watch everyone who comes in.

Once they get to prying, here’s the system to use.

Have the players make a list of no more than ten simple yes/no questions. Tell them they’ll be allowed to amend the list a bit as they go along.

For each question, have them describe their approach to NPCs, their topic of conversation, and then roleplay some of it out. Have them all make one check from this list. A handout for the players follows.

* Empathy DC 6 ………… social intuition, interpreting cues, sensing motives
* Relate DC 6 ……………. etiquette, drawing information out, false fronts
* Command DC 8 ……… bragging, bluster, air of authority, competitive alpha behavior
* Occult DC 8 ……………. recognizing signs of supernaturals, identifying occult items
* Stealth DC 8 …………... eavesdropping, peeking over shoulders
* Streetwise DC 8 ……… street etiquette, noticing combat training or concealed weapons

If three of them pass the check, answer their question. If not, cross it off. They can ask follow-up questions, but they can’t ask the same question again – effectively, they’re just not sure.

After they’ve asked about ten questions, or when they’re satisfied, the scene ends. The scene can also go other ways: The PCs may use this as an opportunity to get some bidders out of the contest by goading them into making a scene. Mike and Edwina are the obvious candidates; but Asmir and Partridge may be goaded (with hard social skill checks), and it’s possible to drive MacGregor to desperation as well.

Don’t let Scene 2 go on too long (30 minutes is enough). After all, the PCs can win without even participating in this scene!

*The players may decide this is a good time for tradecraft, as well. If so, go to Scene 3.*

**Question List**

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