

Sir William Saville

Sir William Saville – Ability

Sudden Insight: After talking for two minutes with any person, you realize that they revealed more than they intended. They must show you their “Clue” card.

Four uses: O O O O

Sir William Saville – Ability

A Moment of Passion: Spend two minutes alone with a member of the opposite sex. They must show you a Secret.

Two uses: O O

Sir William Saville – Ability

Success!: If you're asked to do a Scissors-Paper-Stone challenge, you can choose to automatically succeed at it.

Tear up after use.

Sir William Saville – Clue

Earlier today you retrieved the Jade Scarab from a storage crate here at the train station. It was shipped by DR Xambria Meredith from the ziggurat.

Sir William Saville – Secret

You killed Harry Flinders by putting a scorpion in his boot.

Sir William Saville – Secret

You are buying antiquities from ‘Mr Big’.

Ariadne Price-Evans

Ariadne Price-Evans – Ability

Sudden Insight: After talking for two minutes with any person, you realize that they revealed more than they intended. They must show you everything on their “Clue” card. Two uses: O O

Ariadne Price-Evans – Ability

Success!: If you're asked to do a Scissors-Paper-Stone challenge, you can choose to automatically succeed at it.

Tear up after use.

Ariadne Price-Evans – Ability

Gain trust: Spend at least two minutes talking to somebody. Then show them this card: they must show you a Secret. Three uses: O O O

Ariadne Price-Evans – Clue

Carvings on the scarab warn about a sealing of great evil.

Ariadne Price-Evans – Secret

You gave birth to a child with a strawberry birthmark 23 years ago.

Ariadne Price-Evans – Secret

You had a brief affair with Sir William Saville, 24 years ago.

Hugh Carlaw

Hugh Carlaw – Ability

Sudden Insight: After talking for two minutes with any person, you realize that they revealed more than they intended. They must show you everything on their “Clue” card. Two uses: O O

Hugh Carlaw – Ability

It's Just a Flesh Wound: Play this to avoid suffering an injury. Doesn't work on poison.

Two uses: O O

Hugh Carlaw – Ability

Boxing: When you fight someone with your bare hands, you will injure them if you tie or win the Scissors-Paper-Stone trial, instead of just if you win (as is normal).

Permanent ability.

Hugh Carlaw – Ability

Gain trust: Spend at least two minutes talking to somebody. Then show them this card: they must show you a Secret. Two uses: O O

Hugh Carlaw – Ability

Flattery: Spend at least two minutes flattering a member of the opposite sex. Then show this card to your target, who must show you their top goal.

Tear up after use.

Hugh Carlaw – Secret

You woke up with blood on your hands just before dinner.

Hugh Carlaw – Secret

You are very poor.

Hugh Carlaw – Clue

You have no useful information.

Helen Mackinnon

Helen Mackinnon – Ability

A Moment of Passion: Spend two minutes alone with a member of the opposite sex. They must show you a Secret.

Three uses: O O O

Helen Mackinnon – Ability

Success!: If you're asked to do a Scissors-Paper-Stone challenge, you can choose to automatically succeed at it.

Tear up after use.

Helen Mackinnon – Ability

Thorough Appraisal: After talking for two minutes with any person, they must show you all their item cards and money.

Two uses: O O

Helen Mackinnon – Clue

You saw Ariadne Price-Evans gazing over in the direction of the items table, fifteen minutes before dinner started.

Helen Mackinnon – Secret

You have strange, vivid dreams about the King of Risur in the High Bayou 500 years ago...

Helen Mackinnon – Secret

You suspect the Jade Scarab of being a horrid artefact of ancient evil.

Bruce Bueno de Mequista

Bruce Bueno de Mequista – Ability

It's Just a Flesh Wound: Play this to avoid suffering an injury. Does not work on poison.

Two uses: O O

Bruce Bueno de Mequista– Ability

Sudden Insight: After talking for two minutes with any person, you realize that they revealed more than they intended. They must show you everything on their “Clue” card. Two uses: O O

Bruce Bueno de Mequista– Ability

Intimidation: Spend two minutes talking forcefully to another character who must then show you all their goals. Three uses:

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Bruce Bueno de Mequista– Ability

Hypnosis: Spend two minutes gazing into another character's eyes, then show them this card – they must then reveal to you all their Secrets.

Tear up after use.

Bruce Bueno de Mequista – Ability

Evaluation: You are able to judge the exact price that you could sell an object (jewellery or goods) for. See the Servant.

Permanent ability.

Bruce Bueno de Mequista – Secret

You are the High Priest of Re- Harakhty,
sworn to oppose an evil organization known
as The Crimson Sash.

Bruce Bueno de Mequista – Secret

You worked as a digger for Sir William Saville and Harry Flinders, near here, back over 24 years ago.

Bruce Bueno de Mequista– Clue

Harry Flinders was killed about 24 years ago, while he was working with Sir William Saville, by a poisonous scorpion someone had placed in his boot.

Alvy Spanheim

Alvy Spanheim – Ability

Evaluation: You are able to judge the exact price that you could sell an object (jewellery or goods) for. See the Servant.

Permanent ability.

Alvy Spanheim – Ability

Interrogation: Spend two minutes talking forcefully to another character who must then show you a Secret. Two uses: O O

Alvy Spanheim – Ability

Sudden Insight: After talking for two minutes with any person, you realize that they revealed more than they intended. They must show you everything on their “Clue” card. Two uses: O O

Alvy Spanheim – Ability

Flattery: Spend at least two minutes flattering a member of the opposite sex. Then show this card to your target, who must show you their top goal.

Tear up after use.

Alvy Spanheim – Ability

Call Snake: Spend thirty seconds chanting in a low voice. Your wooden snake-stick will transform into a deadly poisonous snake which you can then command.

Tear up after use.

Alvy Spanheim – Ability

Summon the Voice of Rot: If you possess the Agate Mask or Jade Scarab, or possibly even a lesser artefact like the Black Staff, you can call the Voice of Rot into being if you chant for one minute uninterrupted. He will appear in the sky.

Alvy Spanheim – Secret

You are a member of The Brotherhood of the Crimson Sash, devoted to revering an old god known as The Voice of Rot.

Alvy Spanheim – Secret

You are secretly ‘Mr Big’, leader of a gang of artefact smugglers.

Alvy Spanheim – Clue

Sir William Saville has been buying smuggled artefacts to make his own diggings seem more successful.

Eva de Chalons

Eva de Chalons – Ability

A Moment of Passion: Spend two minutes alone with a member of the opposite sex. They must show you a Secret.

Four uses: O O O O

Eva de Chalons – Clue

The ziggurat is very close to where an old god, known as the Voice of Rot, is thought to slumber.

Eva de Chalons – Ability

Thorough Appraisal: After talking for two minutes with any person, they must show you all their item cards and money.

Two uses: O O

Eva de Chalons – Secret

You are a member of The Crimson Sash,
devoted to revering an old god known as the
Voice of Rot.

Eva de Chalons – Secret

You are a secret agent working for the Danorian Government.

Lindsay Wilde

Lindsay Wilde – Ability

Thorough Appraisal: After talking for two minutes with any person, they must show you all their item cards and money.

Two uses: O O

Lindsay Wilde – Ability

A Moment of Passion: Spend two minutes alone with a member of the opposite sex. They must show you a Secret.

Tear up after use.

Lindsay Wilde – Ability

It's Just a Flesh Wound: Play this to avoid suffering an injury. Does not work on poison.

Two uses: O O

Lindsay Wilde – Ability

Pickpocket: Give this card to the Servant when you wish to pick someone's pocket to steal a single item or money card. You may specify what you are stealing (the Servant will get it for you) but if you do not (or if your victim does not have it) the Servant will take something at random.

Tear up after use.

Lindsay Wilde – Ability

Evaluation: You are able to judge the exact price that you could sell an object (jewellery or goods) for. See the Servant.

Permanent ability.

Lindsay Wilde – Secret

You stole the Eye of Dukain from the Pardwright Museum, and have it with you.

Lindsay Wilde – Secret

You have a birthmark the shape and colour of a strawberry.

Lindsay Wilde – Clue

You grew up in an orphanage, and do not know who your parents were.

Inspector Luxen Tenibrus

Luxen Tenibrus – Ability

Thorough Appraisal: After talking for two minutes with any person, they must show you all their item cards and money.

Two uses: O O

Luxen Tenibrus – Ability

Interrogation: Spend two minutes talking forcefully to another character who must then show you a Secret. Two uses: O O

Luxen Tenibrus – Ability

Pickpocket: Give this card to the Servant when you wish to pick someone's pocket to steal a single item or money card. You may specify what you are stealing (the Servant will get it for you) but if you do not (or if your victim does not have it) the Servant will take something at random.

Tear up after use.

Luxen Tenibrus – Ability

Sudden Insight: After talking for two minutes with any person, you realize that they revealed more than they intended. They must show you everything on their “Clue” card. Two uses: O O

Luxen Tenibrus – Secret

You have no secrets to share.

Luxen Tenibrus – Clue

The Brotherhood of the Crimson Sash is a gang of nationalist thugs with terrorist leanings.

Inspector Chaplain Damocles

Damocles – Ability

Interrogation: Spend two minutes talking forcefully to another character who must then show you a Secret. Two uses: O O

Alex McQueen – Ability

Sudden Insight: After talking for two minutes with any person, you realize that they revealed more than they intended. They must show you everything on their “Clue” card. Two uses: O O

Damocles – Secret

You have no secrets.

Damocles – Clue

There is an artefact smuggling ring around Agate, led by someone known as ‘Mr Big’.

Inspector Iravis Zenfros

Iravis Zenfros – Ability

Gossip: After talking for two minutes with any person, show them this card and they must tell you everything they know about another person of your choice.

Two uses: O O O O

Iravis Zenfros – Ability

Flattery: Spend at least two minutes flattering a member of the opposite sex. Then show this card to your target, who must show you their top goal.

Tear up after use.

Iravis Zenfros – Secret

You are addicted to fey pepper and would do a favor to get some.

Iravis Zenfros – Clue

You have had visions of King Dukain
banishing the Voice of Rot 500 years ago.

Thomas Kellion Esq

Thomas Kellion esq – Ability

Oops!: Play this card when someone is doing a Rock-Paper-Scissors trial, and they will automatically lose.

Two uses: O O

Thomas Kellion esq – Ability

Gossip: After talking for two minutes with any person, show them this card and they must tell you everything they know about another person of your choice.

Two uses: O O

Thomas Kellion esq – Ability

Flattery: Spend at least two minutes flattering someone. Then show this card to your target, who must show you their top goal. Two uses: O O

Thomas Kellion esq – Ability

Sudden Insight: After talking for two minutes with any person, you realize that they revealed more than they intended. They must show you everything on their “Clue” card. Two uses: O O

Thomas Kellion esq – Secret

You have an alias.

Thomas Kellion esq – Clue

The Agate Mask is a fake.

The Conservator

The Conservator – Ability

Boxing: When you fight someone with your bare hands, you will injure them if you tie or win the Scissors-Paper-Stone trial, instead of just if you win (as is normal).

Permanent ability.

The Conservator – Ability

Contingency Plan: You can produce any non-magical, non-weapon item from a bag as long as it is less than 10 GP in value, and weighs less than 10 pounds.

See Servant before using this ability.

Tear up after use.

The Conservator – Ability

It's Just a Flesh Wound: Play this to avoid suffering an injury. Doesn't work on poison.

Two uses: O O

The Conservator – Ability

Pickpocket: Give this card to the Servant when you wish to pick someone's pocket to steal a single item or money card. You may specify what you are stealing (the Servant will get it for you) but if you do not (or if your victim does not have it) the Servant will take something at random.

Tear up after use.

The Conservator – Secret

You are wanted for questioning by the police in connection to a murder (The Ragman Serial Killer Case).

The Conservator – Clue

The notorious serial killer known as “The Ragman” has shown a correlation between his victims and cities/towns where there is a train station.

Professor Reginald Mathers

Professor Reginald Mathers – Ability

Sudden Insight: After talking for two minutes with any person, you realize that they revealed more than they intended. They must show you everything on their “Clue” card. Two uses: O O

Professor Reginald Mathers – Ability

Oops!: Play this card when someone is doing a Rock-Paper-Scissors trial, and they will automatically lose.

Two uses: O O

Professor Reginald Mathers – Secret

The Agate Mask is not a genuine artefact,
but a forgery you made yourself.

Professor Reginald Mathers – Clue

Sir William's former partner, Harry Flinders, died while they were on a dig together twenty years ago, not far from here.

Lady Jane Fortescue

Lady Jane Fortescue – Ability

Gain trust: Spend at least two minutes talking to somebody. Then show them this card: they must show you a Secret. Two uses: O O

Lady Jane Fortescue – Ability

Oops!: Play this card when someone is doing a Rock-Paper-Scissors trial, and they will automatically lose.

Two uses: O O

Lady Jane Fortescue – Secret

You are secretly the brains of the Mitchell University team – Reginald would be nothing without you.

Lday Jane Fortescue – Clue

Ariadne was engaged to be married in her youth, and you have an idea she might have fallen pregnant.

Chris Kovacs

Chris Kovacs – Ability

Thorough Appraisal: After talking for two minutes with any person, they must show you all their item cards and money.

Two uses: O O

Chris Kovacs – Ability

Gossip: After talking for two minutes with any person, show them this card and they must tell you everything they know about another person of your choice.

Two uses: O O

Chris Kovacs – Ability

Sense Power: When you study an artefact, holding it in your hands, you can sense whether or not it has magical power. See the Servant if you want to use this.

Permanent ability.

Chris Kovacs – Secret

You have no secrets.

Chris Kovacs – Clue

The Foxes do not act much like a married couple.

Angela Fox

Angela Fox – Ability

Sudden Insight: After talking for two minutes with any person, you realize that they revealed more than they intended. They must show you everything on their “Clue” card. Two uses: O O

Angela Fox – Ability

It's Just a Flesh Wound: Play this to avoid suffering an injury. Doesn't work on poison.

Two uses: O O

Angela Fox – Secret

You are a secret agent working for the
Risurian Government.

Angela Fox – Clue

The Jade Scarab, Agate Mask and other such artefacts could be useful to national governments.

Reverend Godfrey Fox

Reverend Godfrey Fox – Ability

Sudden Insight: After talking for two minutes with any person, you realize that they revealed more than they intended. They must show you everything on their “Clue” card. Two uses: O O

Reverend Godfrey Fox – Ability

It's Just a Flesh Wound: Play this to avoid suffering an injury. Doesn't work on poison.

Two uses: O O

Reverend Godfrey Fox – Secret

You are a secret agent working for the Drakrian government.

Reverend Godfrey Fox – Clue

The Jade Scarab, Agate Mask and other such artefacts could be useful to national governments.

Marie-Claire Guiscard

Marie-Claire Guiscard – Ability

Thorough Appraisal: After talking for two minutes with any person, they must show you all their item cards and money.

Two uses: O O

Marie-Claire Guiscard – Ability

Pickpocket: Give this card to the Servant when you wish to pick someone's pocket to steal a single item or money card. You may specify what you are stealing (the Servant will get it for you) but if you do not (or if your victim does not have it) the Servant will take something at random.

Tear up after use.

Marie-Claire Guiscard – Ability

Flattery: Spend at least two minutes flattering a member of the opposite sex. Then show this card to your target, who must show you their top goal.

Tear up after use.

Marie-Claire Guiscard – Ability

Gossip: After talking for two minutes with any person, show them this card and they must tell you everything they know about another person of your choice.

Two uses: O O

Marie-Claire Guiscard – Clue

The Black Staff that you and Armand found was tied up with a scarlet ribbon.

Marie-Claire Guiscard – Secret

You have been stealing artefacts from your dig and selling them to 'Mr Big'...

King Dukain

King Dukain – Ability

Shield of The King: With ten seconds of chanting you can invoke the power of the land of Risur to defend yourself

(or another person) from the effects of evil magic.

Three uses: O O O

King Dukain – Ability

Power of the Serpent: Chant for one minute and you can summon up a poisonous viper, which you can then use as a weapon. Also has the same effect on an existing snake.

Tear up after use.

King Dukain – Ability

Cleansing Fire of Dukain: By chanting for a minute, you can use the Eye of Dukain (if you have it) to produce a burst of flame which will banish any being of pure evil.

Doesn't work on humans.

Tear up after use.

King Dukain – Ability

Hypnotic Command: By gazing into someone's eyes and muttering words of power, you can enslave them to your will for five minutes. They will have no recollection of the spell or of what they did under hypnosis.

Two uses: O O

King Dukain – Ability

Hood of Shadows: With five seconds of chanting you can cause one person to be blinded for ten seconds.

Three uses: O O O