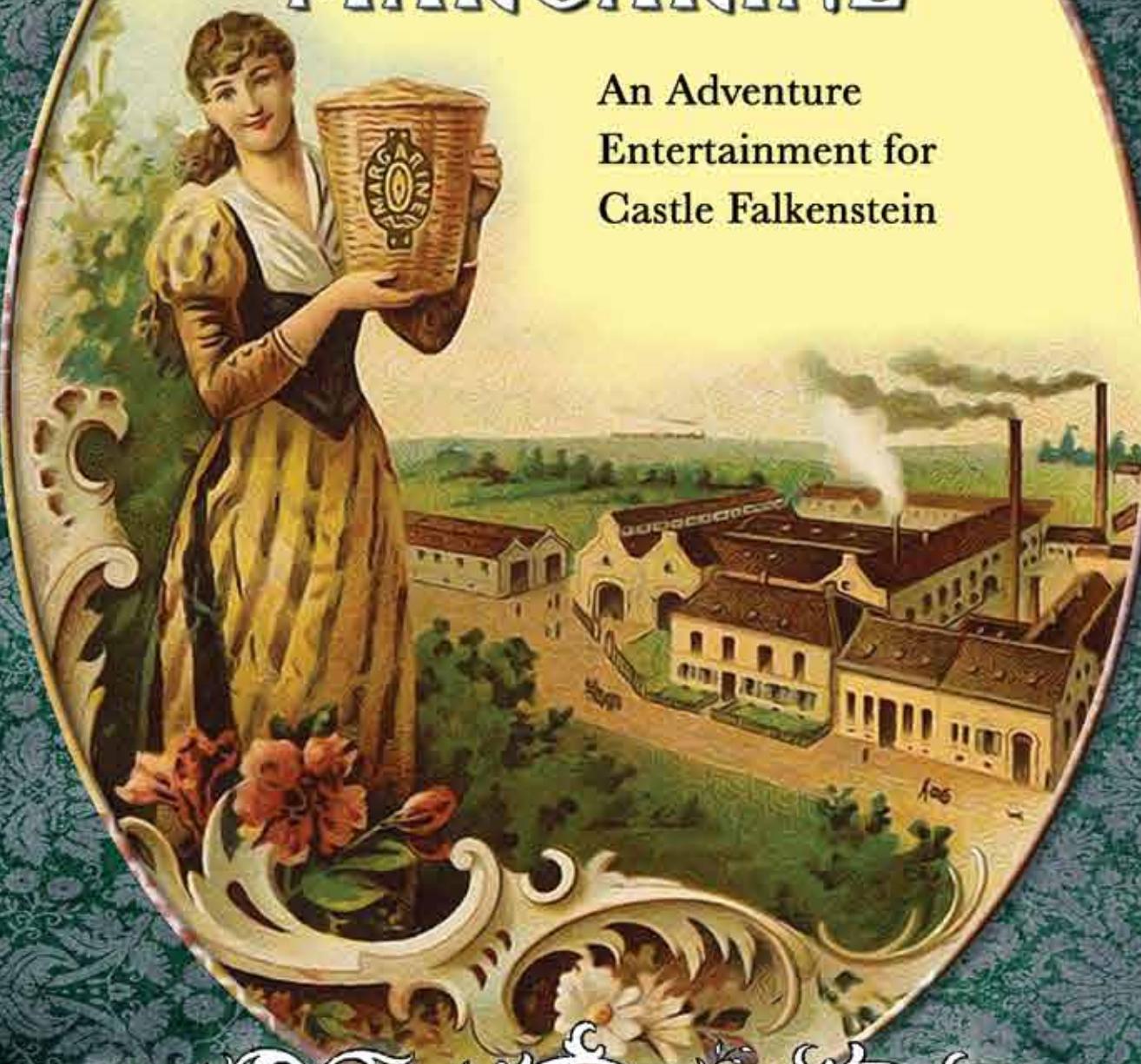


Castle
Falkenstein

FIREARMS & MARGARINE

An Adventure
Entertainment for
Castle Falkenstein



Murder in the City of Lights!
Thomas Olam ~ J Gray



FIREARMS & MARGARINE

DRAMATIS PERSONAE

Written by Captain Thomas Olam

Transcription Performed by Mister J Gray

With Gratitude to Captain Michael Alyn Pondsmith

Editorial Insight by Lord Lucus Palosaari and Captain Troy E. Daniels

Illustration and Layout Beautifully Rendered by Admiral Rick Hershey

The Members of the Gaming Society of the Fat Goblin are Ben Dowell, Eric Hindley, Ismael Alvarez, J Gray, Jason Owen Black, Jeffrey Swank, John Bennett, Justice Mora, Kalyna Conrad, Kiel Howell, Kim Frandsen, Matt Roth, Michael Ritter, Rodney Sloan, Lucus Palosaari, Rick Hershey, and Troy Daniels

Grateful Appreciation is Given to the Allies of the Second Compact, who include Docteur Julien Pirou (Scholar of Paris), Lady Roxanne Silver (Mistress of the Babbage Engine), Captain Tanya Evans (Lady Pirate Extraordinaire), Miss Jennifer R. Povey (World Famous Author), Lady Tempest (Faerie Enchantress), Lady Stephanie Gray (Official Muse of Falkenstein), and the Most Honorable Raquel Gutierrez (Marchioness of Santos).

The Developer of the Line is Mister J Gray

The Publisher of this Fine Work is Rick Hershey of Fat Goblin Games

Firearms & Margarine: An Adventure Entertainment for Castle Falkenstein © 2017 Fat Goblin Games

CONTENTS

Prologue:			
Dark Doings In The City Of Lights	4	The Préfet De Police	17
Dramatis Personae	5	Other Suspects	19
What Has Gone Before	5		
How One Might Become Involved	6		
Chapter 1:	7		
The Scene Of The Crime	7	Chapter 3:	20
The Sniper's Perch	7	Closing In On A Killer	20
The Body On The Stage	8	The Gunsmith	20
Magick And Murder	9	The Museum	21
		The Banks	21
Chapter Two:	11	The Mesmerist	21
Questioning The Suspects	11	The Commune Leader	22
The Factory Owner	11	Assaulted By Rogues	23
The Guards	12	La Morgue	23
The Commune	14	The Denouement	24
The Protest Leader	14	Red Herrings, Assumptions, & Accusations	25
History Gone Askew	15		
		Aftermath	26
		Host Characters	27
		A New Type Of Brownie	30
		Sample Dramatic Characters	32

Dedicated to Those Who Made this Possible, Mister Maximum Mike and Lady Lisa Pondsmith

ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Greetings from Beyond the Faerie Veil!

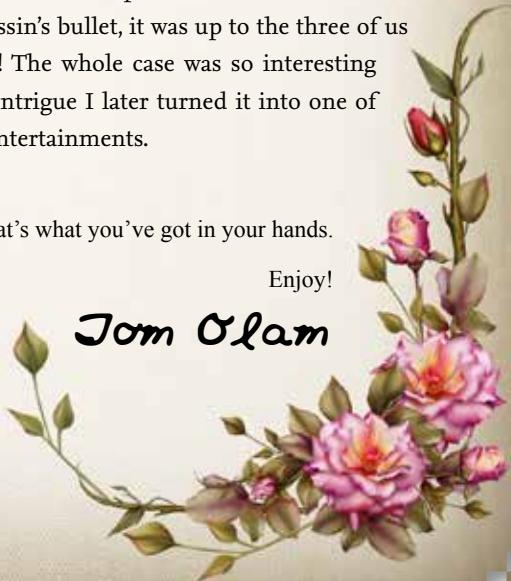
Back home, any discussion of the Victorian period inevitably turned to murder mysteries. After all, Sherlock Holmes is as much a symbol of the time as Her Majesty herself! Of course, he's not the only one. The science of solving crimes has grown by leaps and bounds in the last few decades here in New Europa. In the late 1820s and early 1830s, organized police forces like Scotland Yard began replacing local constables. In 1833, the first private detective agency was founded by Eugène François Vidocq, a career criminal turned criminalist, who would later go on to found and head France's national police force, the *Sûreté Nationale*. By the time I was spellnapped and brought to Castle Falkenstein, professional police forces were the norm and consulting detectives were everywhere. In London we've got Sherlock Holmes and Ignatius Paul Pollaky. In the United States, there's the Pinkertons and the original girl detective, Violet Strange. C. Auguste Dupin, though elderly, still solves the occasional crime in Paris and even Prussia has a famous detective, in the form of Doctor Franz Xaver Windmüller. If I left out your favorite Victorian detective, fictional or historical, don't worry. They're probably over here in New Europa, sleuthing up a storm.

Heck, even I've had a chance to solve a murder mystery or two! Not too long after the Battle of Königseig, Marianne, Morrolan, and I were dispatched to Paris to investigate a protest movement being led by a charismatic French Brownie and look for possible Unseelie involvement. When the protest leader's assistant was murdered by an assassin's bullet, it was up to the three of us to solve the mystery! The whole case was so interesting and full of unusual intrigue I later turned it into one of my first Adventure Entertainments.

And that's what you've got in your hands.

Enjoy!

Tom Olam



PROLOGUE: DARK DOINGS IN THE CITY OF LIGHTS

Chaos reigned in the great city of Paris as hundreds of humans and Brownies blocked the streets of the Fifteenth Arrondissement. As one, the protesters raised both their signs and their voices to protest the opening of a factory which threatened their traditions and their livelihoods. Officers of the *préfecture de police de Paris* watched from the sidelines, forbidden to interfere as the protest dragged traffic, industry, and commerce in the fifteenth arrondissement of the City of Lights to a grinding halt.

Meanwhile, three stories above the streets of the arrondissement, a sniper slowly adjusted the rifle's scope. Each turn of the knob was worked out with painstaking precision and part of a careful calculation. A calculation where the only possible solution...

... was murder!

DRAMATIS PERSONAE IN ALPHABETICAL ORDER BY SURNAME

Monsieur Michel, Brownie and Devoted Assistant of Mademoiselle Bendit

Mademoiselle Danielle Bendit, Brownie Leader of the Protest Movement

Monsieur Martin Hoog, Factory Owner

Madame Anne Jaclard, Newspaper Owner and Commune Sympathizer

Docteur Jean Alexandre Le Mat, Physician and Firearms Inventor

Monsieur Eugène Varlin, leader of the Paris Commune

Docteur Auguste Voisin, Psychiatrist and Mesmerist

Préfet Félix Voisin, Prefect of the Paris Police Prefecture

WHAT HAS GONE BEFORE

Progress marches ever onward, caring little for who or what it crushes beneath its feet. In Paris, industrialist Martin Hoog nears the opening day of his factory. Once completed, the factory will become France's premiere producer of margarine, a butter substitute made with refined vegetable oil instead of cow's or goat's milk. Monsieur Hoog touts his achievement as a victory for industrialization and a symbol of mankind's conquest over the seasonal vagaries of nature.

Not everyone, however, sees Hoog's factory in a positive light. Dairy farmers in the countryside worry factory-produced margarine will displace

Two decades ago Tom Olam was spellnapped by a sorcerer and a Faerie King. He traveled through time and space to an alternate, Victorian world where fact, fiction, and fantasy co-existed. A gamer at heart, Tom turned his adventures in this new world into a roleplaying game which he arranged to have delivered to an old friend back home by "Faerie Express". The legendary Mike Pondsmith and his company, **R. Talsorian**, published Tom's game in our world as *Castle Falkenstein*. Seven books, including the core rules, were published before the line went silent for a time. The thing is, though, not everything Tom Olam sent to our world was published. Plenty of material was carefully stored away, awaiting transcription. **Fat Goblin Games** was happy to volunteer for the job. Thank you for joining us.

Your humble servant.

Mister J Gray

their hand-churned butter in city markets. They are joined in their worries by Brownies. These hard-working Faeries look at factories like the one being built by Hoog and see a world in which their ability to do the work of ten men in a single night will fall by the wayside. When machines can work as quickly as Brownies, what need is there for Faerie labor, especially when they cannot stand to work in factories stuffed to the brim with iron and steel?

One Brownie in particular, known by humans as Danielle Bendit, has declared war on industrialization. This charismatic Faerie woman has gathered together hundreds of her fellow Fae, as well as a number of human dairy farmers and laborers, and marched them right up to the doorstep of Hoog's factory to protest the march of progress. She seeks to slow it down or halt it before it steps on the neck of the common man and Faerie.

HOW ONE MIGHT BECOME INVOLVED

A party of Dramatic Characters might find themselves investigating the murder in any number of ways. Most obviously, they might be Agents of the Second Compact or the French government, sent to investigate the protests and charged with finding a way to defuse the situation without giving the Unseelie the excuse they need to start a war.

Of course, not everyone works for such organizations. Another way to involve Dramatic Characters might be through their professions. Anarchists, Brownies, or laborers could be sympathetic members of the protest movement. Journalists might be covering it for their newspaper. Diplomats, gentlepeople, or nobles could be engaged by local merchants to negotiate a cessation of hostilities. Consulting detectives might have been hired to investigate the protesters for a third party.

If these options don't suffice, never underestimate the power of happenstance. Many a murder mystery was solved by an amateur detective who happened to be at the right place at the wrong time!



At the behest of the Emperor, the police have not yet acted to quell or disperse the protests. Napoleon the Third worries Mademoiselle Bendit's organization represents a large enough number of Faeries that to attack it will be considered a breach of the First Compact, which prohibits humans, the Seelie, and Unseelie Courts from openly warring with one another. The Emperor is concerned action taken by the police today may result in a war between humans and the Fae tomorrow.

The third day of Mademoiselle Bendit's protest finds the members of her movement gathered together in a plaza outside of Hoog's factory. A makeshift stage has been built from pallets, barrels, and crates. Mademoiselle Bendit has just begun her speech when a shot rings out, loud even above the chants of the crowd. On the makeshift stage, a body falls and the protesters begin running blindly and in panic.



CHAPTER 1:

THE SCENE OF THE CRIME

In which a Brownie is murdered by sniper shot during a protest rally and panic ensues.

Were it not for the din of the protesters and the angry cries of onlookers, this would be a beautiful summer's day in the City of Lights. The sun has risen high in the sky, boiling off the fog which had marked the morning.

Going on its third day, the protest against Monsieur Hoog's margarine factory has occupied all of the plaza in front of the factory and overflowed into the streets, blocking traffic through the arrondissement. The protesters are a mix of human dairy farmers and Brownies, who have used their shapeshifting abilities to make themselves taller and more noticeable. They carry signs angrily decrying Hoog, margarine, and the industrialization they feel is destroying their livelihood while chanting slogans in anger and solidarity. Along the edges of the protesting crowd are close to a hundred police officers, armed with thick clubs wrapped in iron bands. Thus far, the authorities have been content to watch the protest and not interfere.

A makeshift stage constructed haphazardly from scrap wood, old pallets, and barrels has been set up on one edge of the plaza. The crowd grows silent as Danielle Bendit, a Brownie and the movement's leader, takes the stage. Behind Mademoiselle Bendit stands her faithful assistant, the Brownie Michel. Mademoiselle Bendit begins her speech, using a bit of Glamour to amplify

her voice so all can hear. She promises the age of industrialization will not arrive only to break the backs and the wills of the laborers and farmers. Those who work in the fields and in the barns will not allow their way of life to be destroyed by iron and machines. She begins to outline plans for the movement's future when the unmistakable sound of a rifle shot echoes across the plaza. On the stage, both Mademoiselle Bendit and Michel seem to fall. A silent, stunned moment passes and then the crowd begins to panic, screaming and running in every direction. Further complicating the chaos of the scene, a fog begins to fill the air, obscuring vision.

Assuming they are neither panicking nor trying to flee the scene, the Dramatic Characters have two possible paths to follow: they can attempt to ascertain where the shot came from and find the assassin; or they can attempt to fight their way to the stage and the fallen protest leaders.

THE SNIPER'S PERCH

Due to the size of the plaza and the noise of the crowd, pinpointing the shooter's position won't be an easy task. Dramatic Characters attempting to locate the origin of the gunshot can do so in multiple ways.

- An Exceptional Perception Feat reveals the glint of a possible rifle scope behind an open window.
- A Great Education or Tinkering Feat allows a Dramatic Character to calculate the most likely location based on mathematical calculations involving trajectory.
- A skilled shooter can intuit the most favorable shooting position based on years of experience with a Great Marksmanship Feat.

The shot was fired from the third floor of a nearby office building which faces the plaza. Reaching the building is relatively easy despite the nearby chaos. The natural flow of the crowd allows the Dramatic Characters to move with it until they reach the door of the building, which is currently unlocked. Inside, the building has been abandoned. Even if the streets were not stuffed up, few professionals are interested in braving the protesting crowds just to go to work.

There are three offices which face the plaza on the third floor. One belongs to a *conseiller en propriété industrielle* (a lawyer specializing in patent law), one belongs to a *comptable* (an accountant), and one is currently vacant. All three are locked. Picking the locks requires the skills of a thief and can be done with a Good Stealth Feat, though a mechanically inclined Dramatic Character can take apart the lock with a Great Tinkering Feat. The doors can be forced open using muscle with a Great Physique Feat. Faerie characters can mist through the wooden door with only an Average Ethereality Feat.

The offices of the lawyer and the accountant are in good order and exactly what they appear to be. In the unclaimed middle office, the Dramatic Characters will find the room empty of everything except the murder weapon. A rifle, equipped with a scope, has been set upon a stand and aimed out the open window at the stage below. A clockwork device has been built into the rifle. The Dramatic Characters can search the scene for clues.

- With a Great Perception Feat, a Dramatic Character can notice the floor around the rifle is slightly damp. It rained in the early hours of the morning, before sunrise, which indicates the window was open the night before the murder.

- A Good Marksmanship Feat allows anyone to recognize the rifle as a Whitworth rifle. Whitworths are a single-shot, muzzle-loaded weapon which shoots .451 caliber bullets. They are known for their exceptional long range accuracy and were a favorite of Confederate sharpshooters during the American Civil War. They are also common in the French army. Based on the smell of powder residue on the barrel, this particular rifle was just fired.
- Dramatic Characters who succeed a Great Tinkering Feat can puzzle out the purpose of the clockwork device attached to the rifle. It is designed to automatically pull the trigger when certain conditions are met. A strange, reflective white disk attached to the device by copper wire and mounted to the front (so the disk faces the stage) seems to be the triggering mechanism.
- It will require an Exceptional Education Feat to identify the disk as a photovoltaic cell, first invented by French physicist Edmond Becquerel in 1839 and further expanded on only recently by English inventor Willoughby Smith. It would seem the firing mechanism involves light but just how and why remains a mystery, especially since the rifle did not fire the moment the sun's rays hit the disk when the fog lifted.

THE BODY ON THE STAGE

Making a path through the crowd and reaching the stage won't be a simple matter. The panicking protesters aren't in the mood to make way and the rising fog, which anyone with significant experience with Faeries will realize is the result of hundreds of Brownies turning Ethereal at once, only complicates matters.

- Shoving one's way through the crowd requires a Great Physique Feat. Increase the Requirement to Exceptional if the Dramatic Character doing the shoving is attempting to open a path for their fellows. If the Dramatic Character fails the Feat they still reach the stage but suffer two Blows for their trouble, as does anyone following them.
- More nimble Dramatic Characters can attempt a Great Athletics Feat to duck and weave through the crowd. They, too, will reach the stage even if they fail but will suffer three Blows as a result. Dramatic Characters attempting to reach the stage in this way cannot make a path for their companions.
- Faeries attempting to simply pass through the crowd will find it difficult due to the vast number of Brownies doing the exact same thing. Reaching the stage in this manner requires an Exceptional Ethereallness Feat.

Once they reach the stage, the Dramatic Characters will find a heartrending scene. Danielle Bendit sobs as she holds the dead Michel in her arms, refusing to move even as two of her human followers try to convince her to flee to safety. Any Faerie character who approaches within a few feet of the stage will feel a sense of nausea in the core of their being; a sure sign Cold Iron is present. If they move to within one foot of the corpse they will suffer two Wounds per minute.

Neither Mademoiselle Bendit nor her followers will protest if a Dramatic Character attempts to examine Michel's corpse. She is too distraught (and slowly dying from exposure to the Cold Iron bullet inside the body) to care and they are too focused on protecting their leader from further sniper fire. None of those present are in the mood to answer questions, no matter how they are asked. An Average Physician Feat is all that is required

MAGICK AND MURDER

The ability of a Dramatic Character to perform magic has the potential of making a murder too easy to solve. The lorebooks of the Grand Chamber of the Eleusinian Mysteries, a sorcerous order of detectives first introduced in *Book of Sigils*, are especially suited to taking shortcuts when it comes to following clues and puzzling out the truth. Hosts are perfectly within their rights to ban such Dramatic Characters if they feel the need. Even if an Eleusinian or similar character is allowed, there are limits to what magic can do. **Enhance Clue** can only follow tracks so far (and they would be impossible to follow beyond the office building, considering the amount of traffic currently in the plaza). **Heartsblood** can link a weapon to the wounds it made but so can a good set of eyes in this case. Creative thinking can allow the Host to give clues to spellcasting sleuths without giving away the who and the why of the crime.

Even more restricting, there is only so much Thaumaturgic Energy available at the scene of the murder. Some of the protesters are hedge witches and country magicians and are drawing from the available pool of Magickal power. When a Sorcerer is attempting to cast a spell, the Host should feel free to draw two or even three cards from the Sorcery Deck for every one the Player draws to represent the tug of these other wielders of Magick. If it takes too long to build up the Power needed, the police might arrive and then the Dramatic Characters will need to explain just what it is they are doing at the scene of the crime!

to realize Michel was shot through the chest by a high caliber bullet. A Great Physician or Good Marksmanship Feat will deduce it was most likely a .451 caliber bullet based on the entry wound.

Shortly after any examination of the body is completed, Michel dissipates into a sparkling mist as he suffers the Final Death. He will not return to the Faerie Veil to be reformed and live again. Without a body to hold it, the bullet which killed Michel clinks onto the stage. A Great Education Feat allows a Dramatic Character to identify the bullet as being made from Cold Iron, the bane of the Fae. Faerie and Sorcerous Dramatic Characters recognize the material instantly.

With Michel's body gone, the two human protesters are able to drag Mademoiselle Bendit off the stage and the three retreat from the scene. Following them through the screaming crowd, now thick with police officers attempting to keep order, is impossible.

A NOTE ON THE TWO PATHS

Two paths of investigation are open to the Dramatic Characters in this scene: the sniper's perch and the body on the stage. Unless the party splits apart to tackle each location separately they cannot investigate both. During the time it takes to reach and inspect the sniper's perch, Michel's body dissipates and Danielle Bendit is spirited away by her followers. The Cold Iron bullet is lost as the crowd tramples the stage, breaking the flimsy construction apart. It likely ends up in the sewers below the street. Likewise, during the time it takes to reach the stage and inspect the body an enterprising police officer works out the location of the shooter. By the time Mademoiselle is spirited away, the police have secured the scene and are unlikely to allow civilians to inspect the evidence at this time. Any missed clues gained from each path of investigation will be available to the Dramatic Characters later in the Adventure Entertainment.



CHAPTER TWO:

QUESTIONING THE SUSPECTS

In which those who might wish to have seen Michel dead are identified and questioned.

Thus far, there are few actual clues pointing to the identity of the killer. No telltale cigarette butts or cigar wrappers were left at the scene and even if the party were to think about dusting for fingermarks, no database exists with which to compare them. The setup of the sniper rifle suggests technical knowledge but such skills can be purchased. Cold Iron is rare and expensive, but it can be found on the black market.

Since the clues at the crime scene don't point to a suspect, the Dramatic Characters will be better off approaching the situation from the angle of motive. Who had cause to shoot Michel or disrupt the protest? Parties working for the French government or the Second Compact can ask their handler and receive a list of names and motivations. Otherwise, a Successful Good Connections or Exchequer Feat will allow a Dramatic Character to know who the most likely suspects might be. If all else fails, news of the murder will be on the lips of everyone in Paris and simply sitting in one place and succeeding at an Average Perception Feat will allow an investigator to pick out the names of suspects from the gossip buzzing around the city.

THE FACTORY OWNER

As the owner of the factory being protested against, Martin Hoog would seem the most likely suspect. Not only is he unable to bring in supplies and workers to make margarine but anyone who owns a building full of machines such as Monsieur Hoog's margarine factory likely knows engineers capable of creating the sniper rifle's triggering mechanism.

Mere hours after the riot began, the plaza in front of Monsieur Hoog's margarine factory is quiet and nearly empty. The protesters have returned to their camp to mourn while local businesses remain closed as it is too late to arrange for workers to come in or supplies to be delivered. While a few police officers mill about keeping an eye on the situation, security mostly rests on the shoulders of a dozen ruffians employed by Monsieur Hoog to keep intruders out of his factory.

The factory owner is present and in his office inside but has given instructions to turn away any visitors. Getting past Monsieur Hoog's security will require status, guile, violence, or social acumen. Encourage the Players to work out their own way into the factory. Possible methods include:

- Monsieur Hoog responds well to both the wealthy and the elite. Success at a Great Connections or Exchequer Feat is enough to convince him to meet with the investigators.
- The security guards can be flattered or bullied into letting the Dramatic Characters inside by succeeding at a Good Charisma or Courage Feat.
- Sneaking inside can be done by pitting a Dramatic Character's Stealth Ability against the Perception of any guards who might be in a position to spot or hear them. This is easier done at night when the number of

guards present is reduced from a full dozen to a mere six.

- Of course, the Dramatic Characters could engage in fisticuffs and push their way inside. This would require combat against the security guards, who are armed with cudgels. The police officers in the plaza won't respond unless the fight spills out past the factory or unless deadly weapons, such as firearms or blades, are employed. A brawl can be ignored but more murder today is something the police cannot abide. If force is to be employed, Dramatic Characters might be advised to wait until nightfall when the number of guards decreases.

THE GUARDS

Martin Hoog has employed hooligans and thugs to guard his factory. He is more interested in their ability to intimidate and to break heads than in their sterling reputation. During the day he has a full twelve men guarding the factory. Six are located in the front of the factory and guard the entrance. Six more are inside spread out to keep an eye on other possible entrances. If a brawl breaks out the guards inside will move quickly to provide support for their fellows outside. At night the number of guards is reduced to six, with two at the front door, one patrolling the perimeter of the building, and three more inside. All the guards are armed with stout cudgels.

MARGARINE FACTORY GUARDS

Abilities: Fisticuffs [GD] • Perception [GD]

- Physique [GD]

Health: 6

Weapon: Cudgel 1 (P) / 2 (F) / 3 (H) / Harm Rank A

Once inside the factory, the following clues can be found through interaction or observation.

- A Dramatic Character with a Poor Connections, Education, or Social Graces recognizes the demeanor of the factory guards to be that of criminals. If the Dramatic Character is from Paris it is possible they might be acquainted with one or more of the thugs. Characters of higher social standing might believe the guards to be criminals but it can be hard to tell one sort of riff-raff from another without a scorecard.
- A Successful Good Perception Feat shows a lack of large vats, which one might expect in a factory making margarine. Mechanically inclined Dramatic Characters can pursue the matter further with a Good Tinkering Feat. Success will reveal the factory seems to be in the middle of some sort of conversion from one type of manufacturing to another. A Successful Great Tinkering Feat identifies at least some of the machines present as the sort used in large scale firearms manufacture.
- Dramatic Characters breaking into the factory at night or who arrange to be alone in Monsieur Hoog's office might be tempted by the floor safe in the corner. While hardly a gentleperson's hobby, cracking the safe can be accomplished by succeeding at an Exceptional Stealth or Tinkering Feat. Reaching through the walls of the iron safe requires an Extraordinary Ethereal Feat. As an option, the Host may allow the safe to be forced open with a High Success on an Extraordinary Physique Feat. Inside the safe can be found a few important documents, including the deed to the factory, an insurance policy for the property which would fetch a tidy sum if cashed in, a letter from the Winchester Repeating Arms Company of the United States promising Monsieur Hoog manufacturing rights to their famous rifle

should he prove the capability of his factory to meet a previously specified production quota, and several notices from local banks refusing Monsieur Hoog's requests for a loan.

- Monsieur Hoog will do his best to be polite with those with social influence or financial means but he is a short-tempered man made moreso by recent events. No matter the topic of conversation he always returns to complaining about the delays caused by the protests and the small fortune he is losing because he cannot begin production. He vehemently denies having anything to do with the murder but isn't sorry it happened. If anything, he wishes the bullet had struck Mademoiselle Bendit and not her assistant. Monsieur Hoog can be bullied into divulging information with a Successful Extraordinary Courage Feat or flattered or tricked into it with an Extraordinary Charisma or Social Graces Feat. Reduce the Requirement of the Feat to Exceptional if the Dramatic Characters can confront Monsieur Hoog with the half-finished conversion of the factory from margarine production to firearms production or with the contents of his safe. Reduce the Requirement to Great if both pieces of information can be brought to bear. With a Successful Feat, the factory owner reveals the truth: shortly after building his margarine factory, Monsieur Hoog negotiated a promise of exclusive rights to manufacture the famous Winchester rifle on the continent but ran out of money in the middle of converting the facility. Unable to get a loan, Monsieur Hoog finds himself at a loss. The truth is, he does not hate the protesters because they are keeping him from opening the factory. Indeed, he wants the protests to continue for as long as possible as it will give him an excuse not to pay the contractors to whom he owes money. With a High Success on the Feat used to make Monsieur Hoog talk, the investigators learn

a dark secret: secretly, Monsieur Hoog hopes the protests will turn into full blown riots and destroy the factory, so he can claim the insurance money and start over. No matter what he reveals, the factory owner insists he did not orchestrate Michel's murder and cannot be tricked or coerced into confessing.



THE COMMUNE

Many in Paris, especially those among the haute bourgeoisie (the upper middle class of France) and the comme il faut (the most stylish members of society) believe Michel's murder to be the work of the Commune, an underground anarchist operation which operates in Paris.

Because it is an illegal organization, making contact with the Commune won't be easy. The simplest method will be to visit Anne Jaclard, who edits and publishes a small journal known as the Women's Union, which argues for female suffrage in France. She regularly runs articles in the Journal about the Commune and is suspected of knowing many of the membership.

Madame Jaclard runs her journal out of a small, dingy storefront in the seventeenth arrondissement and can be found there most days. She will be suspicious of the investigators, especially if they have any ties to the upper class, the aristocracy, or capitalist institutions. Known anarchists or female Dramatic Characters better known for their deeds instead of their birthrights or who actively campaign for female suffrage will receive a less guarded reception.

When questioned about the murder, Madame Jaclard will insist the Commune could not be behind such a deed. The organization believes in supporting the rights of workers, both inside Paris and in the fields and farms of France. Assassinating one of the protest movement's leaders would go against everything for which the Commune stands.

Dramatic Characters who succeed at a Great Charisma Feat will convince Madame Jaclard to be more open with her thoughts. She will admit

there is a faction of the Commune, known as the Blanquists, who agitate for a return to more direct and violent methods of social revolution but she truly believes they are all talk and would not perform such an evil deed as assassination. If the investigators build on that worry, a second Great Charisma Feat will convince Madame Jaclard to set up a meeting with the Commune's leader, Eugène Varlin, the next day.

THE PROTEST LEADER

In addition to speaking to suspects, the investigators might wish to speak to the chief witness of the murder, Danielle Bendit. The protest movement has set up camp in a large, abandoned warehouse in the fifteenth arrondissement, not far from the margarine factory. Roughly half the protesters have set up billets inside the warehouse but it is too small to host all their numbers. Thus, a small tent city has sprung up outside the building in a weed-infested work yard. The mood in the camp is solemn as the movement mourns the death of Michel but life continues. Members of the movement gather in groups to talk, volunteers cook meals, and children run through the tents playing tag, unaware of the gravity of the day.



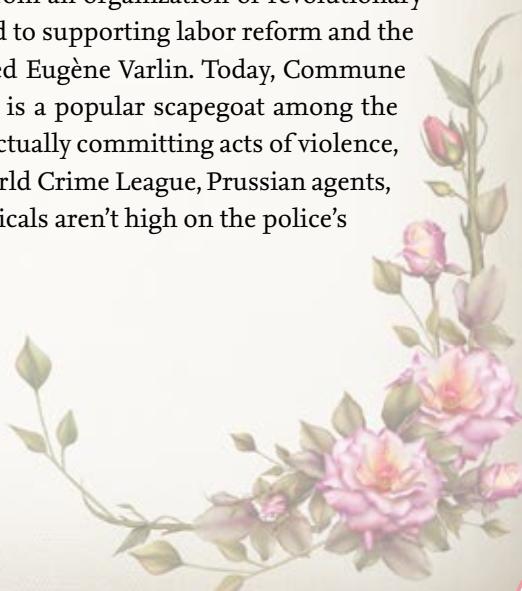
HISTORY GONE ASKEW

Tom Olam here. Sorry to interrupt your mystery but one piece of the puzzle might require some context. Back home, where you are, the Commune played an interesting part in French history. If you've already played *Castle Falkenstein*, you know the Battle of Königseig effectively ended Prussia's overt imperialistic ambitions thanks to Bavaria's brand new aeronavy. With von Bismarck boxed in, Napoleon the Third had no pretext to push for war with Prussia and the Franco-Prussian War was avoided.

Back home, the Franco-Prussian War ended with France getting trounced. The Second Empire died and the Third Republic was born. In the chaos of the transition, a group of revolutionaries inspired by a man named Louis Auguste Blanqui and his book, *Instructions for an Armed Uprising*, staged a coup in the National Guard in Paris and, long story short, took control of the city. A new government was formed in the city, based on socialist principles, and became known as the Paris Commune. Their rule over Paris only lasted a few months before the army of the new French government marched in and defeated the Commune's military forces in what is now known as la Semaine sanglante (the bloody week). At least 20,000 of the Commune's people and 750 of the government's soldiers died in the fighting.

Like I said, though, things went different here. There was no Franco-Prussian War which meant the French army wasn't weakened and no coup of the National Guard took place. Blanqui's followers instead worked in small cells and attempted to bring down the government through covert acts of terrorism. They struck in a series of coordinated attacks in 1871 when bombs blew up several targets including the gunpowder stores in the Pantheon, the headquarters of the Ministry of Justice, the Hôtel de Ville, and one of the city's Verne canons. The authorities acted swiftly and within weeks had managed to track down what they deemed to be most of the movement's leadership, including Blanqui himself. As you can imagine, the trials were swift and led to executions. After that, what remained of the movement went underground and transformed itself from an organization of revolutionary terrorists into the Commune, a socialist group dedicated to supporting labor reform and the rights of the poor under the leadership of a man named Eugène Varlin. Today, Commune membership is technically illegal and the organization is a popular scapegoat among the upper crust and media. However, so long as they aren't actually committing acts of violence, the authorities leave them alone. With Fantômas, the World Crime League, Prussian agents, and real anarchists all on the loose, a group of social radicals aren't high on the police's list of priorities.

Honestly, this is just one of the ripples in the history of New Europa caused by the Second Compact's victory at the Battle of Königseig. I'm still trying to figure out the rest.



The investigators will be met with attitudes of suspicion as they enter the camp but will be escorted to Mademoiselle Bendit's makeshift office inside the warehouse by several stoutly built fellows. The office is simply a corner of the warehouse partitioned off by old bedsheets. Mademoiselle Bendit, currently three feet tall, sits at a battered old desk covered in papers. Except for her size and her pointed ears, the stout, straw blonde protest leader could easily be mistaken for a middle-aged farm maid.

Despite her grief, Mademoiselle Bendit attempts to be forthright with the investigators and proceeds straight to business. The following clues can be found through interaction or observation.

- A Successful Good Education Feat identifies Mademoiselle Bendit as a Teuz, a form of Brownie native to France. Teuz are better shapeshifters than most Brownies and can take many forms, although there is always a telltale mark, such as a single hair color, common to all their shapes. Many of the Brownies in the protest movement are also

Note that alternative methods of entering the warehouse, including stealth and violence, will be difficult due to the sheer number of protesters packed together in the walls. With hundreds of protesters present, there's always someone to replace any opponent the Dramatic Characters knock down. A brawl near the warehouse could quickly turn into a full-scale riot. Sneaking into a building jammed full of people is equally difficult, requiring a High Success on an Extraordinary Stealth Feat, even at night. Remember, many of the protesters are Brownies and these Fey do their best work while humans are asleep.

Teuz, though other subspecies are also represented. Fey automatically succeed at this Feat (For more information on the Teuz, see their entry at the end of this volume).

- With a Successful Good Perception Feat, a Dramatic Character notices Mademoiselle Bendit is wearing actual cotton gloves and not just the seeming of them via Shapeshifting or Glamour. With a Successful Exceptional Perception Feat, a Dramatic Character can detect the scent of lavender about the gloves. With a Successful Great Physician or Exceptional Education Feat, the investigators will remember lavender is often used as part of a cream to treat burns.
- Should the investigators be able to check the office without being observed, they won't find much out of the ordinary. The desk's surface is covered with plans for the protest and the drawers are home to a variety of supplies. If they think to look in the small wood stove in the corner of the office, or if an investigator succeeds at a Great Perception Feat, they will find a mostly burned, crumpled remnant of paper which possesses a faint metallic scent. A Successful Great Education Feat reveals the paper to be of the sort used for blueprints. The metallic scent comes from the ferric (iron) compounds used in the duplication process. Unfortunately, there is no way to tell what was printed on the paper.
- A High Success on an Extraordinary Stealth Feat will allow a Dramatic Character to pick Mademoiselle Bendit's pocket and find a small, circular hand mirror.
- Interviewing Mademoiselle Bendit will prove difficult. Like a politician, she sticks to her talking points, always returning to the dangers of industrialization and the right of farm workers to make an honest wage in an increasingly mechanized world. When speaking of Michel she shows genuine grief

but insists he would have wanted the protests to continue. If asked about the murder, Mademoiselle insists Michel had no enemies and that no one inside the protest movement would have done such a thing. She suspects either Monsieur Hoog or the government in the assassination. She will not suggest she was the actual target but will admit the thought crossed her mind. A Successful Great Charisma Feat will press her for more details. Mademoiselle Bendit was in the middle of giving a speech when Michel noticed what he believed to be members of the crowd carrying a crate of rotting fruit. Afraid they were going to target her with the fruit, Michel stepped forward to protect Mademoiselle Bendit, which is when he was shot. Increase the Requirement of this Feat to Exceptional if the investigator asking the questions is a member of the aristocracy, a dragon, or a Faerie Lord or Lady. Decrease the Requirement of this Feat to Good if the investigator asking the questions is a fellow Brownie. Should the delicate topic of relationships be broached, Mademoiselle Bendit will explain she and Michel have been the best of friends for centuries, having worked on many of the same farms together. However, they have never been lovers. Currently, she has no lover and believes Michel was without one as well.



THE PRÉFET DE POLICE

Though it is said in whispers, some wonder if the préfet de police, Félix Voisin, might have something to do with the murder. He has been the subject of derision in the Paris papers because of his inability to quell the protests and has been known to take revenge on those who have wronged him in the past.

Catching up with Préfet Voisin will not be a simple task. He is on the move, constantly, as he tries to deal with the troubles which have followed the murder. It isn't just the riot which broke out in front of the margarine factory but the endless number of officials who demand an accounting from the top law enforcement officer in Paris. As the investigators attempt to meet with Préfet Voisin it will soon become apparent that their best chance at questioning the man will be at a dinner being hosted in the Hôtel Carnavalet (located in Le Marais, an area which straddles the third and fourth arrondissements) to benefit the Académie des sciences that evening. The Préfet, along with many of the city's elite, will be attending.

Of course, obtaining an invitation to such a prestigious event just before it begins is no easy task, especially for an entire group. Doing so will require a Successful Great Connections or Exchequer Feat. Dramatic Characters unable to obtain legitimate invitations must attempt an alternative method of entry. Sneaking into the party requires a Successful Great Stealth Feat to enter unobserved while bluffing past the doorman requires succeeding at an Exceptional Charisma or Great Social Graces Feat. Of course, creative Dramatic Characters might attempt all sorts of schemes, ranging from the use of Magick to teleport inside to disguising one's self as a member of the serving staff. The Host should be prepared to play out any number of possible scenarios.

Once inside, the investigators will find themselves among the *comme il faut* of Parisian society. In addition to Préfet Voisin, a number of famous and accomplished persons are present. Allow the Dramatic Characters a chance to hobnob with society, enjoy exceptionally good wine and hors d'oeuvres, and to dance with elegant and perfectly coiffed partners. If the Host has been waiting for a chance to introduce dignitaries into the campaign now is a perfect time. Possible attendees of the party include Minister of Science Jules Verne, calculation engineer Charles Babbage, the divine Sarah Bernhardt, famed female scholar Clémence Royer, marine biologist Jeanne Villepreux-Power, engineer and architect Gustave Eiffel, the great writer Émile Zola, and the gentleman-thief Arsène Lupin. The party is the perfect place to introduce subplots and future plot hooks as covert operations by secret agents are held in side rooms and assignations between lovers are arranged during dances.

The party is also the perfect place to hear the latest gossip. Michel's murder dominates the wagging tongues of the social elite and thoughts range from the simple ("It was most obviously the Commune's doing.") to the complex ("It is all a plot by Bismarck's agents to destabilize France!"). Two rumors, especially, are promising and might open new avenues of investigation for the party.

- Two police officers, looking sharp in their uniforms, gossip by the buffet table. The police believe the triggering mechanism attached to the murder weapon is the key to catching the killer but none of the local gunsmiths or tinkerers are being forthcoming. It seems everyone is worried about the possible reprisals which might be taken if anyone is suspected of having helped with the assassination, even without foreknowledge.
- In one corner of the room a patron of the arts describes a painting in the Musée du Louvre

done by British artist and madman, Richard Dadd. The woman insists the painting, entitled "Fall of the Fairy," looks uncannily like the day's murder!

At some point, the investigators will need to speak with Préfet Voisin. As the evening wears on he is most likely to be found by the wall, sipping wine and staring blankly off into the distance. Occasionally others stop to speak with him but depart after only a few minutes. For the most part, the Préfet stands alone.

The investigators will find Préfet Voisin disinterested in speaking about the case. As the conversation continues, it becomes apparent the chief law enforcement officer of Paris is acting oddly. He often looks past people instead of at them and has a habit of trailing off in the middle of sentences. Should the murder or protest be mentioned, Préfet Voisin will show a brief moment of passion, exclaiming the entire thing to be a nuisance designed to make him look foolish, but quickly returns to listlessness afterwards. If one of the Dramatic Characters suggests he might have ordered the murder or mentions his odd behavior, Préfet Voisin will remove his glove, slap one of the investigators across the face, and challenge them to a Duel. As the challenger, the Préfet chooses the conditions of the Duel and selects to first blood. As the challenged, the Dramatic Character chooses the weapons to be used, though French convention suggests swords to be the most honorable choice. Préfet Voisin will draw a sword from his cane and one will be offered to the Dramatic Character if they aren't currently in possession of one.

Once the conditions are set, a space is opened in the middle of the room as the party guests gather around in a circle to watch the unexpected

performance. The Duel should then commence using the rules outlined in *Castle Falkenstein*. Should Préfet Voisin win the Duel, he will demand an apology and, once he has received it, wander back to his spot by the wall and resume staring blankly and nothing. Should Préfet Voisin be defeated he immediately sits down on the ground and becomes unresponsive to attempts at communication. Eventually, the police officers on duty at the party will drag the Préfet away to rest. With a Successful Exceptional Education or Sorcery Feat, a Great Physician Feat, or a Good Mesmerism Feat the Dramatic Characters will recognize Préfet Voisin's odd behavior throughout the evening as side effects resulting from heavy and repeated hypnosis. By succeeding at a Good Connections Feat they can learn the identity of the Préfet's brother, Auguste Voisin, a psychiatrist who experiments with mesmerism as a therapeutic tool.

OTHER SUSPECTS

While compiling a list of suspects other names besides the ones mentioned above might come to light. Rumors of a government conspiracy are especially common among the proletariat (the wage-earning class) of Paris but the investigators can hardly approach the Emperor for questioning. More fantastical speculation suggests either the gentleman-thief Arsène Lupin or the serial killer Fantômas. However, neither suspect is viable. Lupin is a thief, not a murderer, and prides himself on his elegance. Fantômas is a killer but prefers complex and improbable techniques such as drowning a man in a room filled with sand or arranging for him to be devoured alive by a basilisk. Simply shooting a victim, even using an odd triggering mechanism, is simply not Fantômas' style.



CHAPTER 3:

CLOSING IN ON A KILLER

In which vital clues are found and the identity of the killer is discovered.

THE GUNSMITH

While the police are having poor luck in questioning local gunsmiths and tinkerers, the investigators will have an easier time of it. It turns out inventors and smiths are much more willing to talk to people who can't arrest them on suspicion of aiding in murder. All it takes is a Successful Good Charisma or Connections Feat to learn the identity of the man who most likely invented the strange clockwork device attached to the rifle.

Jean Alexandre Le Mat is a physician and inventor who focused heavily on firearms after inventing the successful LeMat percussion cap revolver in the United States. After returning to France, Docteur Le Mat opened a gunsmithing workshop where he focuses on the next generation of firearms. The shop is located in a warehouse in the fifteenth arrondissement, roughly half a mile from the margarine factory.

Docteur Le Mat is a gruff and busy man with little patience for fools. Like many inventors in New Europa, he is fascinated by Engine Magick and hopes to be the first to harness it for use in a firearm carriable by a single man. However, a Successful Good Charisma or Social Graces Feat convinces the Docteur to give some of his time to the investigators. When the clockwork device

is described to him, the gunsmith admits he did invent it but only in theory. Several months ago he sketched out a design for a clockwork solar trigger which, when attached to a firearm, would allow for remote firing by exposing the photovoltaic cell at the front of the trigger to a specific series of flashes. The Docteur intended to build the device but never got around to it because of a fire which broke out in his workshop. The original plans for the trigger were destroyed but he filed away a blueprint copy so that he might work on it later. If the investigators ask to see the copy, Docteur Le Mat will grudgingly open his filing cabinet and look for it, only to discover the blueprint is missing. Frustrated, Docteur Le Mat will exclaim the blueprint was there just two days ago. He saw it himself when he was searching for the schematics of another invention.

Wily investigators will be able to gather more information from the Docteur by asking the right questions. If the Dramatic Characters seem to be at a loss, a Successful Great Education or Good Tinkering Feat will give them a clue as to which questions to ask. Among the answers which can be gleaned from Docteur Le Mat:

- There is only one copy of the blueprint. It has not been removed from the cabinet since Docteur Le Mat filed it away.
- The filing cabinet only has one key and Docteur Le Mat carries it with him, along with the rest of his keys, on a key ring at all times. He insists he would know if it went missing or was borrowed.
- Someone else besides the investigators has shown interest in the trigger mechanism. Three days ago a tall, blonde woman came into the workshop and asked about ways to fire a rifle remotely. Docteur Le Mat will, blushingly, admit he was rather taken by the woman and described the mechanism but he

insists he neither showed her the blueprint nor gave her a copy.

- Docteur Le Mat estimates it would take a craftsman at least five days to properly construct, attach, and calibrate the trigger mechanism. The delicacy of the work and gearwork involved makes it a one man job so additional labor would not shave down the time. Since the blueprint was stolen only two days ago at most, he does not see how the trigger mechanism could have been built in time to murder Michel.

THE MUSEUM

Visiting the Musée du Louvre should be an easy enough task for the investigators as the museum is open to the public during the day from ten in the morning until four in the afternoon. In one small gallery the Dramatic Characters can find a single painting by the mad artist, Richard Dadd. Entitled "Fall of the Fairy," the painting seems to show the exact moment of the bullet striking the victim in remarkable detail. Both Michel and Danielle Bendit are present and identifiable in the painting. Careful examination of the image, and a Successful Great Perception Feat, reveals a shining disk held in Mademoiselle Bendit's left hand. The whole thing is made more remarkable by the date attached to the painting. According to the wall placard, "Fall of the Fairy" was painted in 1862! While it does not constitute proof, "Fall of the Fairy" might well fill in a few blanks for the investigators.

THE BANKS

Investigators might decide to look into Martin Hoog's finances by visiting with local banks, especially if they were able to examine the contents of his office safe. Convincing a bank clerk or manager to reveal Monsieur Hoog's records will require intimidation in the form of an Exceptional Courage or Physique Feat, charm in the form of an Exceptional Charisma or Social Graces Feat, or bribery in the form of a Great Exchequer Feat. What the Dramatic Characters find in examining Monsieur Hoog's records confirms anything learned from their previous investigation. The factory owner is, indeed, woefully short on funds and the banks are unwilling to extend a loan to him despite his assurances of manufacturing rights to a "well known American brand of rifle."

THE MESMERIST

Auguste Viosin, a psychiatrist, mesmerist, and brother of the Préfet de police has an office near the Parc de la Villette in the nineteenth arrondissement of Paris. An affable man, Docteur Viosin is happy to answer questions so long as they do not pry too deeply into the secrets of his patients. He will readily admit to using mesmerism on his brother to cure what he refers to as an occasional but embarrassing stutter but to nothing more. He is quite saddened by the side effects of the treatment but notes mesmerism as therapy is a new topic, still being explored, and there are bound to be stumbles along the road to perfection.

If the investigators continue to press the issue, Docteur Viosin will lock eyes with the investigator he feels has the weakest will and attempt to mesmerize them. The rules for mesmerism are outlined in *The Book of Sigils* (essentially a Contested Feat pitting the Docteur's Mesmerism Ability against the investigator's Courage Ability)

but Hosts looking to add a little flair can make the contest a Duel using Mesmerism and Courage in place of the normal combat Abilities. If Docteur Voisin wins, the Dramatic Character is convinced he had nothing to do with the murder and urges the party to leave immediately. If the investigator wins, Docteur Voisin's attempt at mesmerism becomes obvious and his entire house of cards comes crashing down.

Once exposed, Docteur Voisin will admit he has been mesmerizing his brother into providing him with police officers upon which to experiment, something the Préfet would normally not even consider doing. The repeated mesmerism sessions have had the unfortunate side effect of temporary addling the Préfet's brain. Docteur Voisin's research involves planting suggestions into the minds of men of virtue, such as police officers, in the hope of making them more violent and willing to use lethal force. It is the Docteur's hope that he can perfect this technique to use on French soldiers to help them overcome cowardice and the aversion to killing experienced by some during times of war. Docteur Voisin will insist none of his work has anything to do with the murder as he has little interest in what a group of farmers and Faeries are doing.

If the investigators choose less forthright measures to look into Docteur Voisin's doings they can still discover his schemes. As a proper scientist, the Docteur keeps detailed notes of his experiments in journals which are locked in a cabinet in his office. Infiltrating the office during the day will require a distraction and a Successful Great Stealth Feat to sneak inside and pick the lock of the cabinet. At night, only the Stealth Feat is needed. Docteur Voisin's journals confirm the truth of his story.

THE COMMUNE LEADER

If the investigators convinced Madame Jaclard to set up a meeting with Eugène Varlin, the leader of the Commune, they will receive word to go to La Morgue at one o'clock that afternoon.

Unless they arrive at La Morgue at least an hour early, Monsieur Varlin will already be present and will find the investigators in the crowd. Quietly, he will get immediately down to business and insist the Commune had nothing to do with the murder. He will admit there are a few Blanquists in the organization who agitate for a more direct solution to the world's ills, but he believes them to be all talk. He does not think they have either the will or the ability to carry out such an assassination.

Nothing short of physical violence will persuade Monsieur Varlin to give up the names of the Blanquists in the Commune. If he is treated well, however, or if the Dramatic Characters display sympathy for his cause, he will admit the Commune has ears in many places and can provide the investigators with a clue they might otherwise be missing. For instance, Monsieur Varlin might be able to point the party toward Docteur Le Mat as the possible inventor of the murder weapon, or he might explain that Commune members noticed a tall, blonde woman visiting several gunsmiths looking for a Whitworth rifle. Hosts can use this interview as an opportunity to fill some blanks for the investigators and as a way to move the party in a desired direction.

ASSAULTED BY ROGUES

Hosts looking to add spice to the investigation can throw a little intrigue into the mix by sending a group of thugs to confront the investigators. This event can happen at any point after the party visits the Musée du Louvre. A Successful Great Perception Feat will cause the investigators to realize they are being followed by a group of large, criminal-looking individuals. The rogues seem willing to bide their time until the party is away from prying eyes, at which point they strike. There should be at least one rogue for each Dramatic Character present, though Hosts are free to adjust the number up or down depending on the combat prowess of the party. The rogues aren't interested in killing the investigators. Instead, they have orders to beat the Dramatic Characters into the ground and deliver a message: "Stop looking into the Brownie's murder!" If things turn south for the rogues they will attempt to retreat, scrambling up to the rooftops if possible. This can turn into a daring chase above the city, pitting the Athletics Ability of the Dramatic Characters against that of the rogues. Hosts can even adapt the Dueling system for this purpose, with each Success representing either closing the gap (on the part of the Dramatic Character) or widening it (on the part of the rogues). Once captured, the rogues have little information to give. They can only report that they were hired by a tall blonde woman who paid them in crumpled French banque notes to do the job.

ROGUES

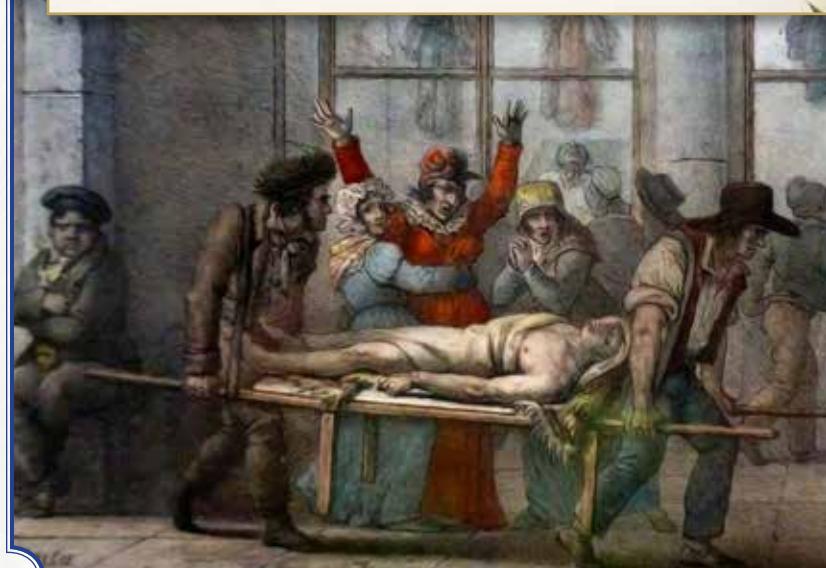
Abilities: Athletics [GR] • Fisticuffs [GD] • Physique [GD]

Health: 6

Weapon: Cudgel 1 (P) / 2 (F) / 3 (H) / Harm Rank A

LA MORGUE

Hey there. Tom Olam again. The Victorian era was a macabre time in our world, folks, and it is no different in New Europa. Executions are public spectacles, people pose their dead relatives for one last photo and make jewelry of their hair, and autopsies are not only open to the public but often a way to make money through ticket sales. Still, the Morgue of Paris is one of the most delightfully ghoulish inventions of them all. You see, the Parisian authorities had a problem. They kept finding bodies that couldn't be identified, especially washed up on the banks of the Seine. To help identify the bodies, they decided to centralize identification and built La Morgue on an island just behind Notre Dame. Unidentified corpses were propped up on slanted marble slabs behind glass so friends and relatives looking for their loved ones could come in and identify them. Of course, since La Morgue was open to the public, it wasn't long before the joint became a source of entertainment. Locals and tourists came by the boatloads to gawk at the dead and gossip about who the corpses might be and how they died. As many as forty thousand people move through La Morgue a day, making it the perfect place for clandestine meetings or even assignations for the really ghoulish. I've been there a few times now and it is about as amazing and disturbing as you might expect. Which makes it the perfect location for a scene in an Adventure Entertainment.



THE DENOUEMENT

By this point in the investigation, the Dramatic Characters should have enough information to formally accuse Danielle Bendit of the assassination of Michel. While her motive might be unclear, the clues all point to Mademoiselle Bendit as the murderer.

- The tall, blonde woman mentioned by the Docteur Le Mat, the rogues, and possibly Monsieur Varlin was Mademoiselle Bendit, using the superior shapeshifting skills possessed by her subspecies of Brownie. She used this shape to buy the rifle used in the murder, steal the plans for the trigger device from Docteur Le Mat's workshop, and to hire the rogues she set on the investigators, hoping to dissuade them from looking further into the matter.
- Only a Brownie, using their Great Works Ability could possibly assemble the trigger mechanism in such a short period of time. However, handling so much iron, as well as the Cold Iron bullet, burned Mademoiselle Bendit's hands, which is why she was wearing cotton gloves coated in lavender cream.
- As Richard Dadd's oddly prophetic painting showed, Mademoiselle Bendit used a mirror to flash the trigger sequence, causing the sniper rifle to fire.
- A search of the wood stove in Mademoiselle Bendit's office, if it hasn't already occurred, will reveal the burnt remains of the blueprint stolen from Docteur Le Mat. A search of Mademoiselle Benfit herself will turn up the mirror she used to activate the rifle.

Investigators can go to the authorities with their findings, or they can confront Danielle Bendit themselves. In either case, they will be present when Mademoiselle Bendit is accused of Michel's murder. Already under incredible strain because of the guilt of Michel's death, the protest leader crumbles in the face of evidence and admits to everything. She did steal Docteur Le Mat's plans and set up the sniper rifle. However, she insists the target was never meant to be Michel. Mademoiselle Bendit had come to realize, as she led the protest movement, that a single victory would not be enough. To stop the tide of industrialization from ruining the world, this one protest would need to become a full movement. Unfortunately, she knows most of the farmers would eventually return home to tend their land and livestock and Brownies dislike staying in the spotlight for long without good cause. One way or the other, without a catalyst the protest movement Mademoiselle Bendit started would fizzle and die. She intended her own death to be that catalyst. Mademoiselle Bendit was her own target on the day of Michel's death. She wanted to become a martyr, dead at the hands of an unknown assassin, to galvanize the protesters and create a world-wide movement of humans and Faeries working together to save their way of life. It might have worked, too, had Michel not spotted the men with the crate of rotten fruit and stepped out to protect Danielle just as she was triggering the rifle with her mirror. Breaking down in tears, she fully admits to the murder and submits to being arrested.

RED HERRINGS, ASSUMPTIONS, AND ACCUSATIONS

A mystery wouldn't be a mystery without false leads and misleading clues. For example, in *Firearms & Margarine*, Martin Hoog's money troubles and Félix Voisin's mesmerism are designed to make them credible suspects and to make solving the mystery more interesting and challenging. Players being Players, however, assumptions might be made and the wrong person might be accused of the crime based on the clues found. In that situation, Hosts have a few options.

- **The Players are Right:** Some Hosts subscribe to the philosophy that a roleplaying game isn't so much about "if the party wins" but the story of "how they win." It might require some tapdancing and adjustment on the part of the Host, but the evidence can be adjusted to implicate any of the suspects. Perhaps a letter is found promising Martin Hoog funding from a Prussian source if "the protest problem is taken care of." Adjust the date of when the blueprints were stolen from Le Mat and Hoog could easily be the murderer. Or perhaps the blueprints for Le Mat's solar trigger device are found in the home of Auguste Viosin along with diaries which prove the psychiatrist not only mesmerized his brother into setting up the assassination but mesmerized a tinkerer to build the device, all part of an experiment to see if a good man can be reprogrammed to be a murderer. It could be the Blanquists arranged for the murder as a false flag operation in hopes of triggering a full-scale riot by the proletariat which would allow them to overthrow the government. Ambitious Hosts can even tie this mystery into an existing plotline by making the murderer an existing nemesis of the Dramatic Characters! Long story short, Hosts aren't obligated to follow the script. They can change it however they want.
- **The Players are Wrong, but Everyone Thinks they are Right:** The investigators might very well end up sending the wrong person to the chopping block. If that's the case, the

real murderer gets away scot free to cause more trouble in the future. This can make great fodder for future adventures. Maybe the accused murderer escapes from jail and goes on the run, intending to get payback, or maybe they just want to clear their name and need the help of the people who got them locked up in the first place...

- **The Players are Wrong and they're Told So:** This works especially well if the investigators are working for an organization such as the Second Compact or the French Government. Their handler will look at their findings, tell them bluntly that it will not stand up in court, and then send them back out to find more evidence with perhaps a few words of wisdom to help them focus their efforts.



AFTERMATH

The murder of a single Brownie sends ripples throughout Paris. Assuming Mademoiselle Bendit is arrested, the French government deliberates on possible punishment. In the end, because the victim and the murderer were both Faeries, Mademoiselle Bendit will be turned over to Lord Auberon, leader of the Seelie. After that the protest leader vanishes and no one, Auberon included, among the Faeries will comment on her fate. Sadly, her movement dies with her as the leaderless farmers and Brownies drift away from Paris and back to their country homes.

Martin Hoog will never open his factory to produce margarine or rifles. In debt and unable to secure loans, Monsieur Hoog is forced to sell the factory. Penniless, he moves back to his hometown on the eastern French border.

One way or another, Félix Voisin's time as the préfet de police is soon over. If his brother's scheme is not uncovered, his odd behaviors render him unfit for command. If Auguste's experiments are brought into the light, Félix resigns in disgrace as his brother is arrested and imprisoned. Either way, Voisin is replaced in the position by the engineer Albert Gigot.

What happens to the other suspects and actors in this murder mystery depends upon the Host. The seeds laid and contacts made in this Adventure Entertainment can certainly bear fruit down the road. For example, Docteur Le Mat might ask the party to test his new Engine Magick powered sidearm. Dramatic Characters who made a friend of Madame Jaclard and Monsieur Varlin might find themselves caught in a civil war as the Blanquists within their ranks maneuver to

take control of the organization. Docteur Voisin's experiment might turn out to be more sinister than anyone realizes. The investigators might be called in to act should police officers suddenly turn into serial killers because of his mesmerism. And what of the English artist, Richard Dadd? How did he know to paint the murder scene years before it happened, and might there be more prophetic art tucked away somewhere? If the Dramatic Characters are agents of the Second Compact or the French Government they might well be asked to visit Mister Dadd in Broadmoor Hospital, just outside of London, where he was committed after killing his father, who he believed to be the Devil in disguise. And who knows, perhaps the man was. After all, anything is possible in *Castle Falkenstein*.



HOST CHARACTERS

Being an assortment of Personages introduced within the pages of *Firearms & Margarine*, presented in alphabetical order by surname. Please note, the listings below follow the conventions established in *The Memoirs of Auberon of Faerie* by dividing Etherealness into two skills (Etherealness, which governs intangibility and flight, and Shapeshift, which governs the changing from one form to another) and by specifically naming the Kindred Powers of individual Faerie types.

MICHEL

Even for a Brownie, Michel the Teuz is a quiet and unassuming individual, Michel isn't interested in the spotlight or fame or, truly, even the cause for which he campaigns. He is, however, a loyal and steadfast friend and so, while he would prefer to be on the farm milking cows, he intends to remain by Danielle Bendit's side no matter where her quest to champion the rights of the rural worker leads her.

Abilities: Animal Handling [GR] • Athletics [GD] • Fisticuffs [PR] • Glamour [PR] • Great Work [GD] Perception [GR] • Shapeshift [EXC] • Stealth [GD]

Health: 5

DANIELLE BENDIT

Danielle Bendit has always been different from other Brownies, even those of the Teuz subtype. More willing to interact with humans, she has become fascinated with reading their literature over the centuries. In recent years, she has become enamored with the works of William Lovett, a founder of the Chartist movement, and Charles

Fourier, the French socialist philosopher. In their writing and actions, Danielle Bendit saw the natural Brownie way of life extended to humans and the entire world. When the owner of a dairy farm she worked expressed dismay at the opening of a margarine factory in Paris, Mademoiselle Bendit was spurred to action. Stepping out of the shadows, the charismatic leader united humans and Brownies alike to march upon Paris in an effort to stop the factory from opening.

Abilities: Animal Handling [GD] • Athletics [GR] • Charisma [GR] • Courage [GR] • Education [GD] • Fisticuffs [PR] • Great Work [GR] • Perception [GR] • Shapeshift [EXC] • Stealth [GD]

Health: 7

MARTIN HOOG

Martin Hoog has always been a bit of a glad-hander and opportunist. He learned the skills of ingratiating himself with the right people early and succeeded more through ambition and cronyism than through actual talent. As he grew older, he managed to fritter from success to success, always leaping from the metaphorical ship



before it sank. Seeing an opportunity, Monsieur Hoog scraped together the funds he needed to open a factory dedicated to producing margarine, intending to compete with companies producing it in the Netherlands. However, halfway through the construction of his factory (and most of the way through his funds), he happened upon a representative of the Winchester Repeating Arms Company. Hoog's true nature took over and, before he knew it, he had ingratiated himself with the man and secured a promise for the manufacture of Winchester rifles in France... so long as he could prove his factory capable of the deed. Unable to secure the capital he needs to fully convert his existing but unopened margarine factory into one which could produce rifles, Monsieur Hoog now finds himself at the edge of ruin.

Abilities: Charisma [GD] • Connections [GD] • Education [GD] • Perception [GR] • Physique [PR] • Social Graces [GD]

Health: 4

ANNE JACLARD

Born to a respectable military family in Russia, Anna Vasilyevna Korvin-Krukovskaya was raised to think for herself and express her opinions. She met Fyodor Dostoyevsky after publishing two stories in his literary journal and the two became engaged for a brief time before splitting apart over ideological differences. Anna eventually moved to Geneva, where she became increasingly involved in socialist organizations such as the International Workingmen's Association under the leadership of Karl Marx. In Switzerland, Anna met and married fellow radical Victor Jaclard. The two eventually moved to Paris in hopes of helping to create change for the people. Victor became involved in the Commune, an underground socialist organization, while Anna decided to focus on the issues of women and founded a journal entitled the Women's Union.

Abilities: Connections [GR] • Courage [GR] • Education [GR] • Perception [GD]

Health: 7

JEAN ALEXANDER LE MAT

As a young man, Jean Alexander Le Mat studied to enter the priesthood but soon changed his mind and instead claimed the title of doctor. French by birth, Le Mat emmigrated to the Free State of Orleans in 1843 where he quickly became involved in local politics and took up an interest in invention. His most famous creation, the LeMat revolver, is a nine-shot cylinder cap and ball black powder revolver which featured a secondary 20 gauge smooth-bore barrel that functions like a shotgun. LeMat produced roughly three thousand of these revolvers for the Confederate army during the American Civil War before eventually returning to France. There he set up shop as a gunsmith and began working on new designs, including a pinfire cartridge version and a carbine. Currently, Docteur Le Mat is researching the possibility of making an Engine Magick driven firearm. For Dramatic Characters and Hosts who are interested in the LeMat revolver, two variations, listed as the LeMat Horse Pistol and LeMat Dragoon, can be found in the firearms table in *Comme il Faut*.

Abilities: Education [GD] • Exchequer [GD] • Marksmanship [GR] • Tinkering [EXC]

Health: 5

EUGÈNE VARLIN

Born to a poor family, Eugène Varlin was never satisfied with the status quo. At a young age he moved to Paris and became a bookbinder by profession, educating himself with whatever he could read. Heavily influenced by the writings of one of the first anarchists, Pierre-Joseph

Proudhon, Eugène embarked on a series of socialist experiments, helping to organize strikes, create credit associations, found co-operatives, and promote gender equality. Eventually, Eugène Varlin joined the Commune, though he argued the organization's mission could be accomplished through activism and not violence. After the leadership of the Commune was gutted following the failed 1871 uprising, Monsieur Varlin moved up in the ranks and molded the underground organization into its present form.

Abilities: Charisma [EXC] • Connections [GR] • Courage [GR] • Education [GR]

Health: 7

AUGUSTE VOISIN

The son of famed publisher Jean-Baptiste Marie Baillière, Auguste inherited his interest in psychiatry from his uncle Felix, an alienist and prominent phrenologist. Auguste completed his doctoral thesis in 1858 and went on to become director of the Bouillaud clinic and eventually took a position at the Pitié-Salpêtrière Hospital, where he developed an interest in mesmerism as a therapeutic tool. Fearing all-out war between France and Prussia would be inevitable, Docteur Voisin recently began experimenting with using mesmerism to drive out moral compunctions against killing in order to better prepare French soldiers for battle. To this end he has been mesmerizing his brother, Félix, into providing him with test subjects in the form of Parisian police officers.

Abilities: Charisma [GR] • Connections [GD] • Education [GR] • Exchequer [GD] • Fisticuffs [PR] • Mesmerism [EXC] • Perception [GR] • Physician [GD] • Stealth [PR]

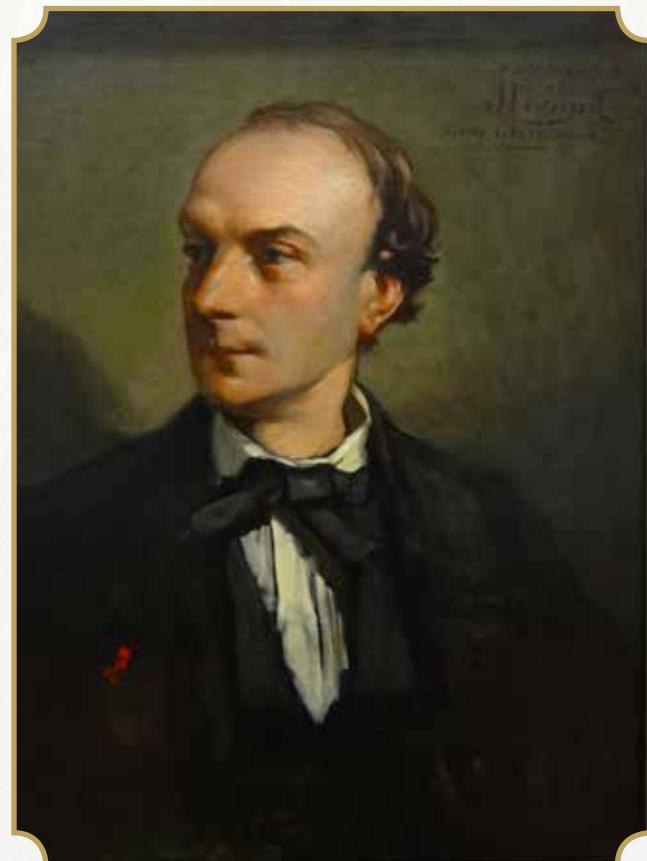
Health: 5

FÉLIX VOISIN

Like his brother, Auguste, Félix Voisin proved from a young age to be something of a scholar. Unlike his brother, Félix's chosen path was law and by the age of thirty he was a lawyer and substitute judge in Versailles. Félix was made a public prosecutor in Melun in 1870. His work as a prosecutor, as well as his many papers on reports ranging from police supervision to the education of young prisoners landed him the position of préfet de police in Paris. A stalwart fellow and dedicated public servant, Félix is completely unaware his brother is using him for nefarious purposes.

Abilities: Charisma [GD] • Connections [EXC] • Education [GD] • Fencing [GD] • Perception [GR] • Tinkering [PR]

Health: 5



TEUZ

A NEW TYPE OF BROWNIE

The Teuz are a form of Brownie most commonly encountered in the Brittany region of France, though some have migrated over time to other parts of the country and beyond. Like Piskies, to whom they bear some resemblance, Teuz are farmyard Brownies who perform chores around a farmstead such as milking cows and churning butter. As with all Brownies, Teuz prefer to perform their Great Works at night when the mortal farmers are sound asleep. Unlike other Brownies, however, Teuz can be extremely sensitive to ingratitude. If a mortal openly shows contempt for their work or demands more labor

from a Teuz, these industrious little workers can consider the unspoken contract between farmer and Faerie broken and are free to leave and move on to another farm.

As a race, Teuz show a superior knack for shapeshifting when compared to other Brownies, though with one odd foible. Every form a Teuz takes will share some specific characteristic. This usually takes the form of hair/fur color being the same from one form to another but occasionally it involves a startling eye color or a particularly noticeable birthmark. Teuz delight in changing form and will do so whenever possible. Some have even resolved never to appear to a single mortal in the same form twice, though this is rare. Perhaps because they are so attached to the land, or perhaps as a result of their reliance on shapeshifting abilities to perform tasks, Teuz generally have poor skills when it comes to weaving Glamours.



Physically, Teuz bear some resemblance to Piskies or even Dwarves. They are humanoid in shape but stocky, with pointed ears and bulbous noses. Teuz appear in both male and female shape. Males are fond of their beards while the females tend towards shorter, more practical hairstyles. They are naturally less than a foot tall but often use their superior shapeshifting abilities to grow taller in order to better finish their chores. Most Teuz prefer simple clothing, sewn together from patches of whatever cloth can be found littering a farmstead.



TEUZ IN THE GREAT GAME

Ability	Rank
Animal Handling	GD
Athletics	GD
Etherealness	AV
Fisticuffs	PR
Glamour	PR
Great Work	GD
Perception	GD
Physique	AV
Shapeshift	EXC
Stealth	GD
Poor Skills	+1

This table follows the rules for creating Faerie Dramatic Characters as established in *The Memoirs of Auberon of Faerie*. Players looking to create a Teuz using the basic rules as presented in *Castle Falkenstein* can do so by using the Brownie Dramatic Character template and focusing on the Etherealness Ability. The Animal Handling Ability here was first presented in *Curious Creatures*, the definitive bestiary for *Castle Falkenstein*.

Like most Brownie races, Teuz have a specialty when it comes to Great Works. They are considered one level higher (Good instead of Average) in their Great Work Ability when performing farm chores.

SAMPLE DRAMATIC CHARACTERS

The following six Dramatic Characters are provided for the convenience of groups who wish to proceed right to playing the Great Game. They were built using the standard rules as presented in *Castle Falkenstein* unless otherwise noted.

JÉRÉMIE BELPOIS

Jérémie Belpois grew up admiring the great feats of C. Auguste Dupin, the master detective, but he could never match his idol in sheer intellect. Despite this, he did not give up and joined the Préfecture de police de Paris at a young age. He quickly learned the department was rife with corruption and even those among the police force who truly desired to fight crime were unable to make a difference, hampered as they were by regulations and laws. Jérémie quit the police and set up shop as a consulting detective. The murder of Michel might well be his biggest case yet.

A few tips on playing Jérémie Belpois: Sherlock Holmes can have his cool, calculated intellect. You are a French detective and you lead with your heart. You understand crimes can be solved by following the connections between people as well as by sniffing out clues. Never be afraid to take action and make mistakes. When solving a crime, the only thing worse than a misstep is not taking a step at all.

Working with the Others: Holmes mostly works alone, but that's because he's too much of a boring stiff to make friends. As a good detective, you know the key to solving a case isn't knowing everything but relying on the expertise of others to guide you.

Abilities: Connections [GD] • Courage [GR] • Exchequer [PR] • Fisticuffs [GD] • Perception [GR] • Physique [GD] • Tinkering [PR]

Health: 8

Notable Possessions: Cudgel (1 (P) / 2 (F) / 3 (H) / Harm Rank A), magnifying glass, notebook.

JANET BLACK

The men all laughed when Janet Black showed up in California with her pickaxe and her panning gear but damned if she didn't show them a thing or three. The blacksmith's daughter struck her claim, worked it, and came up with enough gold to make her rich for life. Tired of working for a living, the newly wealthy Janet set off from San Francisco aboard an aeroship, intending to see the world. Her first stop? Paris!

A few tips on playing Janet Black: You grew up rough but you grew up loved. You believe in speaking plain and not holding back. Luckily, people in Paris seem to expect that kind of behavior from Americans so your attitude, plus your money, have won you a few friends in the City of Lights. Just remember, there's not much honesty and a good think can't solve and if a problem gets too ornery, you've always got your Colt to back you up.

Working with the Others: Maybe you've taken a fancy to one of the others or maybe you're just bored. You left home looking for adventure and romance and this murder's giving you a chance for both. Never shy, you're happy to insert yourself into anyone's investigation as long as it is exciting.

Abilities: Charisma [GR] • Courage [GD] • Exchequer [EXC] • Fencing [PR] • Marksmanship [GD] • Physique [GD] • Social Graces [PR] • Sorcery [PR]

Health: 7

Notable Possessions: .44 Colt (Range 50/300 / Load 6 / 4 (P) / 5 (F) / 6 (H) / Harm Rank D), bank book, passport.

M. BLANQUE

As a secret agent for the Imperial Crown of France, M. Blanque travels the world, performing daring acts both of espionage and romance. Just back from a mission in the Americas, she has been asked to look into this bothersome protest in hopes of finding a way to defuse the situation. With her charisma, mastery of stealth, and gadget-filled cane, M. Blanque is the perfect choice to solve this murder before it grows into warfare between humans and Faeries or, worse, embarrasses the Emperor!

A Few Tips of Playing M. Blanque: You are a French, female super spy. You have a gadget for every situation, ranging from lockpicks cleverly concealed in your cane to a small cache of explosive liquid tucked away in a hidden compartment in your watch. When it comes to social situations be suave. Be droll. Be ironic. Flirt with those you find attractive, no matter the gender, but always remember your first duty is to Emperor Napoleon the Third and to France.

Working with the Others: As a representative of the French government, you are aware of your duty to lead a small and elite team in the solution of this crime. Some members were hand picked but others joined the mission by happenstance. A secret agent knows how to make the best of any situation.

Abilities: Comeliness [GD] • Courage [GD] • Fencing [GD] • Social Graces [GD] • Sorcery [PR] • Stealth [GR]

Health: 7

Notable Possessions: Sword cane with assorted gadgets (3 (P) / 4 (F) / 5 (H) / Harm Rank C), pocket watch with assorted gadgets.

MARQUESS MARIE-CHRISTINE BOURDON

Though she was born to the aristocracy of France, Marie-Christine Bourdon has always been a tinkerer at heart, much to the exasperation of her parents. In her youth, Marie-Christine's governess often found her taking apart some device or another as she attempted to discover how it worked. As the young aristocrat grew older, Marie-Christine made something of a truce with her parents. She would act more properly like a lady if they would arrange for her to learn engineering from experts. Recently, inspired by Lady Ada Lovelace, Marie-Christine has become interested in the functioning and programming of Babbage Engines.

A few tips on playing the Marquess Marie-Christine Bourdon: To please your parents, you have learned how to act like a proper lady but, at heart, you are a tinkerer. Any chance to talk shop with another inventor should be leapt upon, and any new device must be examined and documented thoroughly. You are, in many ways, the original geek girl even if you were born to wealth.

Working with the Others: Certainly, the taking of a life is a dreadful thing but the way in which the murder was committed was simply amazing! A clockwork device triggered from afar? You simply must

know more and if your expertise can help the others solve this dastardly crime in the process, so much the better!

Abilities: Athletics [PR] • Connections [GD] • Education [GD] • Fencing [PR] • Fisticuffs [PR] • Marksmanship [GD] • Performance [PR] • Social Graces [GR] • Tinkering [EXC]

Health: 5

Notable Possessions: .22 Derringer (Range 10/25 / Load 2 / 1 (P) / 2 (F) / 3 (H) / Harm Rank A), a selection of useful tools.

WILFRIED

Wilfried is a Brownie of the Teuz variety. He has always been a Teuz and he always will be. He loves life in the country and hard work and could live that life forever. When he heard Danielle Bendit's plan to protest the human factory in Paris, Wilfried wasn't sure it was a smart move but he soon became swept up by her passion. Or, perhaps, he was swept up by his passion for her assistant, Michel. With Michel dead, Wilfried has done a most unBrownie like thing and declared his intention to get revenge.

A few tips on playing Wilfried: You personify down home country wisdom. The ways of city folk, especially human city folk, are a mystery to you but you know hard work, good food, and remembering your roots will carry you through any troubles.

Working with the Others: You want to avenge Michel but you sure as hell don't know your way around Paris. Finding the murderer will mean working with humans who do know the ins and outs of the city. They might not be the most commonsensical of people but right now, you'll do whatever you have to in order to solve this crime.

Abilities: Animal Handling [GD] • Athletics [GD] • Etherealness [PR] • Fisticuffs [PR] • Glamour [PR] • Great Work [GD] • Perception [GD] • Shapeshift [EXC] • Stealth [GD]

Health: 5

Notable Possessions: Homespun clothing, portrait of Michel.

Please note, Wilfried was built using the template as presented in the Teuz section on page 31. To make him conform with standard *Castle Falkenstein* rules, remove the Shapeshift Ability and change Etherealness to EXC

SIR PETER WINDHELM

Though he was born in England, Sir Peter Windhelm moved to Paris years ago to be with the love of his life, Corinne. A Sorcerer and member of the Order of the Temple of Jerusalem, he takes advantage of his relative wealth and the leisure time it produces to act as did the knights of old, righting wrongs and aiding those in need. A relic in an ever changing world, Sir Peter stands by his belief that it is the duty of the fortunate to give aid to the less fortunate whenever possible.

A few tips on playing Sir Peter Windhelm: You are an English knight of the noblest sort, through and through. You live by a strict code, helping those in need and bringing to justice those who have committed crimes. You are, technically speaking, a Sorcerer but you are no scholar. Magick, to you, is as much a tool as a hammer or a sword. At the end of the night, when you have done all you can to help the

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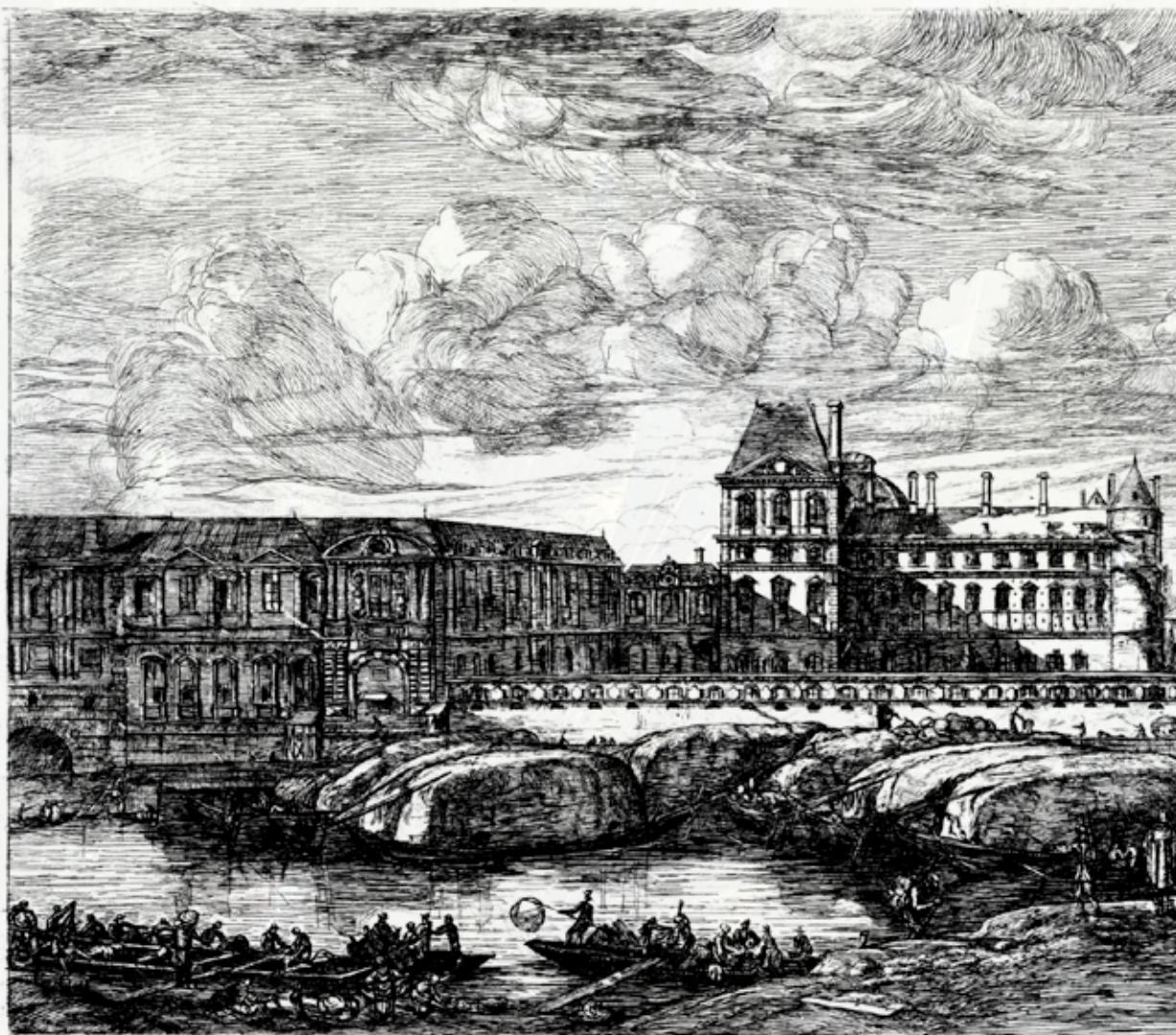
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Abilities: Athletics [GD] • Courage [GR] • Exchequer [GD] • Fencing [GR] • Physician [PR] • Sorcery [GD]
• Stealth [PR]

Health: 7

Notable Possessions: Court sword (4 (P) / 5 (F) / 6 (H) / Harm Rank C), wallet with bank notes.

Spells: As a Templar, Sir Peter can cast from the **Libram of Mystic Transformation** and **Osman's Tome of Physical Movement**. For more information on lorebooks and Sorcery in general, see the appropriate section of the *Castle Falkenstein* rulebook.



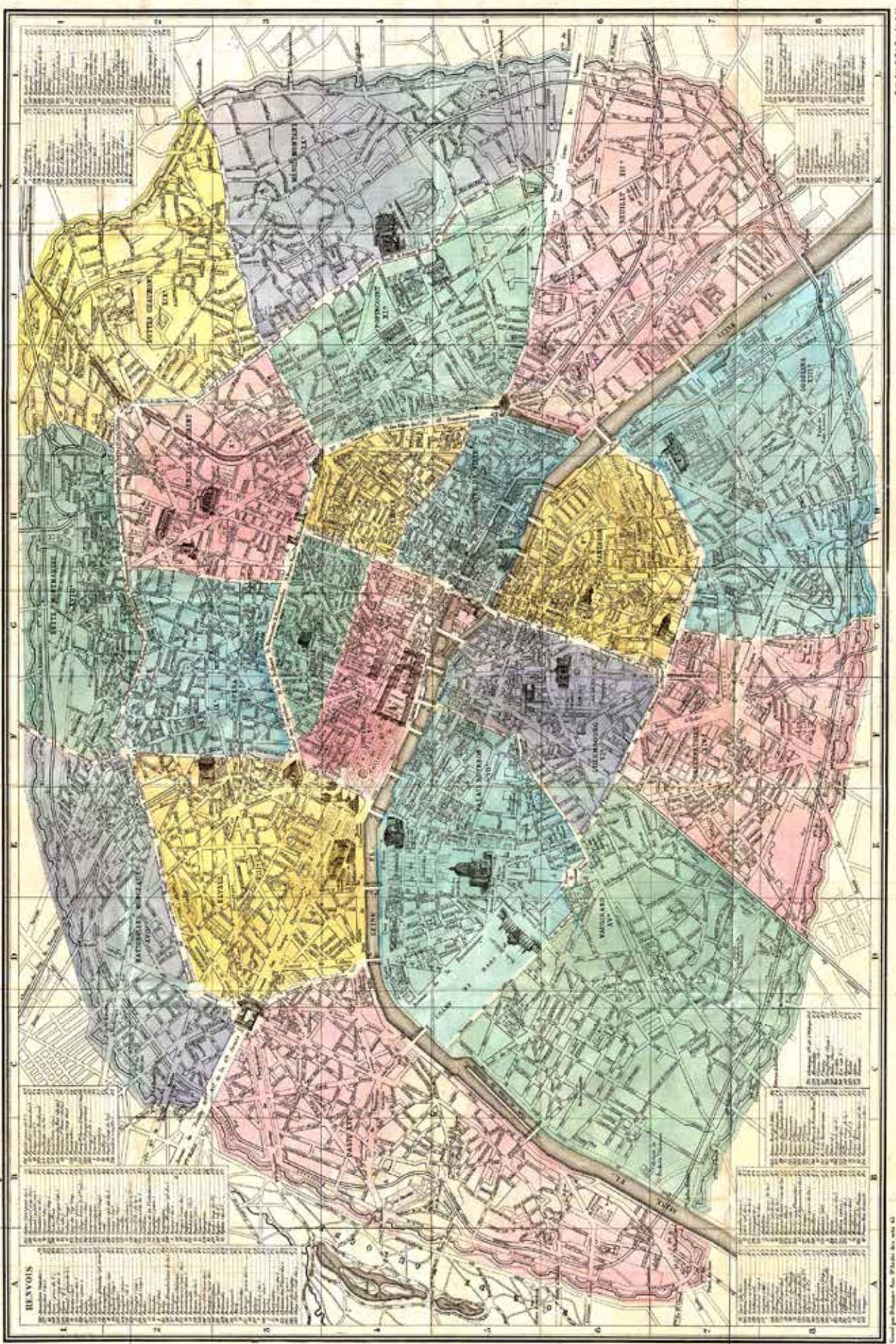


Map of Paris

Docteur Wilson's Office



Map of Paris



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Health: 8

Notable Possessions: Cudgel (1 (P) / 2 (F) / 3 (H) / Harm Rank A), magnifying glass, notebook.



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Health: 7

Notable Possessions: .44 Colt (Range 50/300 / Load 6 / 4 (P) / 5 (F) / 6 (H) / Harm Rank D), bank book, passport.



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Health: 7

Notable Possessions: Swo



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Health: 5

Notable Possessions: .22 Derringer (Range 10/25 / Load 2 / 1 (P) / 2 (F) / 3 (H) / Harm Rank A), a selection of useful tools.



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Abilities: Animal Handling [GD] • Athletics [GD] • Etherealness [PR] • Fisticuffs [PR] • Glamour [PR] • Great Work [GD] • Perception [GD] • Shapeshift [EXC] • Stealth [GD]

Health: 5

Notable Possessions: Homespun clothing, portrait of Michel.

Please note, Wilfried was built using the template as presented in the Teuz section on page 31. To make him conform with standard *Castle Falkenstein* rules, remove the Shapeshift Ability and change Etherealness to EXC



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Working with the Others: No knight is an island! If others wish to help the cause of justice, so be it. You will work with them, no matter how odd their ways. And if their motives are less than pure, well, you will just have to help them see the light now, won't you?

Abilities: Athletics [GD] • Courage [GR] • Exchequer [GD] • Fencing [GR] • Physician [PR] • Sorcery [GD] • Stealth [PR]

Health: 7

Notable Possessions: Court sword (4 (P) / 5 (F) / 6 (H)) / Harm Rank C), wallet with bank notes.

Spells: As a Templar, Sir Peter can cast from the **Libram of Mystic Transformation** and **Osman's**

Tome of Physical Movement. For more information on lorebooks and Sorcery in general, see the appropriate section of the *Castle Falkenstein* rulebook.





FIREARMS & MARGARINE

MURDER IN THE CITY OF LIGHTS!

When a prominent leader in the Faerie labor movement is struck down by an assassin's Cold Iron bullet it falls to the Dramatic Characters to find the culprit. Who could possibly have committed such a dastardly crime?

Was it the owner of the margarine factory the labor movement was protesting? Or perhaps the underground anarchist organization known as the Commune? Or might it have been a head of police, frustrated at his inability to quell the demonstrations?

The investigators must work quickly to solve the case before chaos erupts upon the streets of Paris or, worse, a war between human and Faeries spreads like wildfire across New Europa.

Firearms & Margarine is an Adventure Entertainment in the form of a mystery and suitable for any Castle Falkenstein game. Also included are a new subspecies of Brownie, known as the Teuz, who are native to France and pre-created Dramatic Characters for those Hosts who wish to skip character creation and move onto solving the mystery.

Requires the use of Castle Falkenstein™ published by
R. Talsorian Games, Inc.

