

DUKE OF ARBONNE

You are:

- A Suranni noble, with all that entails
- The host of this auction and social gathering
- As you have previously played this NPC, I will leave the specific characterisation to you.

You know:

- This auction must be scrupulously fair, because of the foreign policy implications of bias.
- The Imperials hate the Grendel and the Asaveans, so there's a bit of a risk here.
- You are on shaky legal ground, as the fleet is made of weirwood. It's illegal to trade to foreigners, but your advisors have assured you that since this project would not -impede- your access to a strategic resource, and you are not trading away weirwood you already -have-, it is technically permissible.
- The Suranni delegation from Bestel seem weirdly keen to meet the Imperials.
- The Suranni delegation from the hinterlands, Baron de Soline's delegation, are making some kind of power-play. They probably don't have the cash to win but their asking for an invite suggests they are on the up.
- Be very cagey if anyone asks you exactly where 'inland' they are from; the Iron Confederacy is being careful to conceal exactly how big it is from the Empire and also that area isn't actually defined yet.
- Everyone except the Empire has already proved to you they have ready cash. It is outside in their baggage. (In case any Imperials ask you why nobody else seems to have cash.)

You want

- The price to go as high as it possibly can.
- Everyone to have a good time and see you as a good host who is high-status and powerful.
- There to be no trouble. If anyone is especially disrespectful, or obviously breaks Suranni law, you can ask your servants to throw them out, or do so yourself.

You will:

- Welcome your guests, and explain the method of auction (by a timer whose duration is not known).
- Explain that the winner will not only have the rights of salvage for the fleet, but will get to decide the manner of salvage. You will set up the infrastructure with your own (people's) labour; it will be up to the winner whether they want to break up hulls for weirwood, or send down divers to recover historical items - but whatever approach they choose will preclude the others.
- Explain to the Imperials that their Civil Service seems to disallow personal ownership of the lease, so you've arranged that the winners will see their nation get the right to appoint the salvage overseer.
- Invite your guests to socialise and relax before the main event.
- After about 20-30 minutes, or earlier if there seems to be a long lull in the socialisation, invite your priest to say a prayer to bless the proceedings, and then direct the auction to begin.
- Once the auction has been won, have one of your servants collect the names (and PIDs) of the winners.
- Let people know they are welcome to leave anytime, and ask them to leave after 10-15 more minutes.

THE DUKE'S PRIEST

You are:

- Aimery, priest of Evra the Smith

You know:

- The Duke really, really wants this to go well and it will be problematic for you personally in various ways if it does not.
- It is your responsibility to manage the auction. You have the timer, but it is the gods who decide when the auction will end. If they wish for it to end sooner, they will make the sand run faster or the candle burn quicker, and vice versa.
- Anything you can remember from the Iron Confederacy brief
- The Suranni laws; in particular: magic and liao are both illegal.
- There (are/may be) some other Suranni here, from far into the hinterlands - Baron de Soline's delegates. Be very cagey if anyone asks you exactly where 'inland' they are from; the Iron Confederacy is careful to conceal exactly how big it is from the Empire.

You want:

- This to go well. It will be good for you and good for the Duchy.
- The foreigners to be respectful of your gods. You don't think any of them will actually believe, but the least they can do is be respectful.

You will:

- Warn anyone who disrespects the Suranni gods, or appears to be trying to proselytise, that they risk being thrown out. You will report any serious/repeat offenders to the Duke.
- Say a prayer to your god before the auction can begin.
- Monitor the timer for the auction.
- Socialise with the guests before and after the auction.

THE DUKE'S SERVANT

You are:

- Fleurie, personal servant to the Duke.

You know:

- The Duke is hosting a lot of very important foreign guests tonight.
- You will be in a world of shit if this doesn't go well.
- Any significant disruption or problem, the Duke will likely take out on you later.
- Magic and liao are illegal in the Iron Confederacy
- Proselytising a different religion, or disrespecting the Suranni gods, is very rude and bad.
- The guest list, which, if everyone actually shows up, is as follows:
 - The Brass Coast, Urizen, The League, Highguard
 - The North Mareave Trading Consortium (Grendel)
 - Associates of Saltbinder Grekoth (Grendel)
 - Disciples of the Emperor (Grendel)
 - Servants of Baron de Bestel (Iron Confederacy)
 - Servants of Baron de Soline (Iron Confederacy)
 - Guests from Asavea
 - Guests from the Sarcophan Delves
 - Guests from Faraden
- Baron de Soline's delegates are from far into the hinterlands. Be very cagey if anyone asks you exactly where 'inland' they are from; the Iron Confederacy is careful to conceal exactly how big it is from the Empire.
- Anything you remember from the Iron Confederacy brief.

You want:

- Everyone to have a good time
- Nobody to cause a scene

You will:

- Greet the Empire's Ambassador first, if they are present.
- Ask the Ambassador to present each of the Imperial nation's 'bid teams', which should each be a pair of people from a single Imperial nation. If any group is more than two people, ask the Ambassador to send people away until they are only two.
- If the Ambassador has brought people from other Imperial nations, then check quickly with the Duke if this is acceptable. He will tell you it is fine; continue, so long as there is no more than one group per nation.
- Announce each arriving nation loudly to the assembled.
- Socialise with the guests, particularly focusing on trying to introduce NPCs to PCs.
- Once the auction starts, keep track of who has bid and what the current winning bid is.
- If people are doing something that is illegal or might cause a Big Problem, you will first do your best to quietly get them to stop, or hide what they are doing. If you cannot do that, then you will report their actions to the Duke, but you would prefer to avoid that because then that will be bad for you.

Delegation from Bestel

You are:

- Camille and Leo
- Suranni nobles from the town of Bestel, here on behalf of Baron de Bestel.

You know:

- Your boss, Roth de Bestel, wants you to make contacts in Imperial nations.
- A very little about the Way, and a small amount about Ambition in particular. You are curious to learn more.
- Duke Harold really, really wants this to go well and will be very angry if you or anyone else causes a scene.
- There (are/may be) some other Suranni here, from far into the hinterlands. Be very cagey if anyone asks you exactly where 'inland' they are from; the Iron Confederacy is careful to conceal exactly how big it is from the Empire.
- Anything you remember from the Iron Confederacy brief.

You want:

- To get some Imperials to talk to you about the Way and about Liao.
- To put in a token bid on the navy in case you can buy it cheap.

You will:

- Talk to the Imperials - carefully - about Liao. Start out with other, innocuous topics, and steer it round.
- Extremely carefully, try and find out if any of them would be willing to supply Liao. Remember that this is astonishingly illegal, and if you are caught, you might be executed. So be very, very cautious about this. If anyone seems willing to discuss this further, take down their name and PID and tell them you'll be in touch.
- Bid up to 75 Thrones for the fleet.

Delegation from the Hinterlands

You are:

- Hugo and Leandre
- Suranni nobles here on behalf of Baron de Soline.

You know:

- Your boss, Baron de Soline, is making something of a power-play by sending you here.
- You probably don't have enough money to buy the salvage rights to the navy, but being present, visible and talking to foreigners at this prestigious auction looks great for your boss.
- If you are involved in, or the cause of, any trouble, this will be extremely bad for your boss.
- You know that magic and use/trade of Liao are very illegal.
- You should be very cagey about where exactly in the Iron Confederacy you are from. You are from 'inland', from the 'hinterlands'; but questions about how far away that is or names of territories you should dodge.
- Anything you remember from the Iron Confederacy brief.

You want:

- To meet and talk to as many foreigners, especially Imperials, as possible, and learn as much as you can about them.

You will:

- Report any illegal behaviour you see to the Duke.
- Bid up to 75 Thrones for the fleet.
- Socialise and chat with player characters

The Faraden Delegation

You are:

- Temulun and Borigjin
- Faraden merchants who are representing a large group of traders who have all chipped in as a sort of cartel to try and buy this wonderful opportunity.

You know:

- You probably don't have enough money to win this.
- This is a very high-tension situation, since all three of the Grendel, the Empire and the Asaveans are here, and they're at war with each other
- This is an opportunity to socialise with others interested in trading and make some connections.
- Anything you remember from the Faraden brief.

You want:

- To meet other people interested in trade and resources.
- To leave with at least something of value.

You will:

- Socialise and chat with player characters
- Bid up to 145 thrones.
- Once the bidding goes over what you can afford, you will identify an Imperial group you don't think will win and conduct some rapid negotiations with them - essentially, asking for a share of the output of the resource. You are prepared to promise up to 75 thrones to add to their bid.

The Asavean Delegation

You are:

- Diana and Marcus, here on behalf of Lady Eirene, a powerful but ailing member of the Plenum.

You know:

- You are at war with the Empire, but you have no reason to be personally hostile to any of the Imperials present.
- It would be unthinkable rude and cause a diplomatic incident if you were to ruin the Duke's auction in any way.
- The Grendel are allies, for the moment, of Asavea, but you find orcs strange and aren't really sure how to treat them.
- Your mistress Lady Irene is dying, slowly, and is trying to find the last pieces for her funeral collection. Her priests have advised her that the wreck of this navy shows signs of the touch of the Asavean god of storms and loss, and as such any items retrieved from it would be religiously significant and a good way to show her piety in her collection.
- Anything you remember from the Asavea brief.

You want:

- To purchase the salvage rights to the fleet and harvest it for ancient relics.
- To avoid causing a scene, and to be respectful and polite to your host.

You will:

- Bid up to 245 thrones
- Socialise and chat with the PCs

The Associates of Grekod

You are:

- Colm and Saoirse, magicians of Salt (the Realm of Winter)
- Underlings of a very powerful Salt magician called Saltbinder Grekod, who has claimed the Isle of Osseini in Feroz

You know:

- The Grendel are at war with the Empire, but you have given your word to your host that you will remain peaceful. It would be unthinkable to you to break that promise.
- The sunken navy may contain many relics of great power - possibly even artifacts, forged with star-metal. Your boss really, really wants them.
- Winning this auction would spit in the face of the Imperials, which is good and also funny. Your people defeated them and their navy all this time ago, and now you could snatch the remains out from under their noses.
- There are some other Grendel here - the North Mareave Trading Consortium will smash up the wrecks for weirwood, which is unacceptable. There are also some Grendel from a loosely organised group of weirdos who won't shut up about how amazing Emperor Barabbas was.
- Anything you remember from the Grendel brief.

You want:

- To annoy and vex the Imperials without actually being Publicly Rude in any way. After all, you wouldn't want to upset your gracious host.
- To win the auction for the fleet so that Saltbinder Grekod can search for artifacts associated with the Realm of Salt.

You will:

- Chat and socialise with PCs, aiming to rile them up a bit.
- Bid up to 200 thrones.

The Devotees of the Hero-Emperor

You are:

- Alastair and Maireadh
- Part of a group who venerate Emperor Barabbas for his bold and Audacious efforts to defeat your people where they are most powerful - at sea.

You know:

- Saltbinder Grekodh, a powerful magician of Salt, has sent a delegation here for stupid reasons involving realm nonsense.
- The North Mareave Trading Consortium really want to win this, but you would hate for that to happen. They will smash up the wrecks for weirwood and destroy it as a place of history and pilgrimage.
- Your people are at war with the Empire, but you have no personal animosity towards them and have sworn to your host the Duke that you will behave yourself.

You want:

- To buy the rights to the fleet, in order to leave it alone. You don't have very much money, though.
- To talk to the Imperials about how great and amazing Emperor Barabbas was.
- Anything you remember from the Grendel brief.

You will:

- Bid up to 40 thrones.
- Wax lyrical about Emperor Barabbas and how Audacious he was at every possible opportunity.
- Chat and socialise with the PCs as much as possible.

The North Mareave Trading Consortium

You are:

- Rhiannon and Ronan
- Members of the most powerful trading company in the Broken Shore.

You know:

- The Empire is at war with your people, but you have no reason for personal animosity. You have also promised your host the Duke that you will not start a fight and it would be unthinkable to break that promise.
- It is illegal to do magic in the Iron Confederacy.
- The Empire has recently conquered Mareave, although the Grendel still hold some territory there. This has caused some logistical problems for your consortium, but your offices are spread throughout the Broken Shore.
- This auction probably isn't a scam, but you're not totally certain.
- Anything you remember from the Grendel brief.

You want:

- To make sure this isn't a scam
- To win the auction
- To rub it in the Empire's faces a little bit.

You will:

- Socialise and chat with the PCs as much as possible.
- Try and rope some Imperials into your scheme to ensure this isn't a scam, which works as follows:
 - You are both magicians of Sky (Day), and you know the Skein of Years ritual.
 - It is very illegal to cast magic in the Iron Confederacy, so if you do it openly you will be thrown out of the auction.
 - Try and convince some Imperials that you really ought to check the items on show are legit.
 - If they go for this, offer them a plan where either you cast Skein of Years while they distract the Suranni, or vice-versa. Whoever has done the ritual will share the results.
 - The OC intent here is if the Imperials are very clever they will let you do the ritual, and instead of running a distraction they will rat you out to get you thrown out. This is okay if it happens! Grumble and grouse as you leave, but it's a fair cop.
 - However, if they hold to the deal, or want to do the ritual themselves, then cooperate fully!
- You can bid up to 250 thrones but absolutely no more.

The Sarcophan Delegation

You are:

- Anders and Geert
- Members of the House of the Hyena, whose main interests lie in precious metals.

You know:

- Anything you remember from the Sarcophan brief. You can also check out the recent Historical Research available about Sarcophan on the player wiki.
- You don't have enough money to win this. That's okay! You're just here to be creepy little scavengers.

You want:

- To meet other people interested in salvage, scavenging and other such activities. It's nice to get out sometimes.

You will:

- Socialise and chat with PCs as much as possible, taking particular interest in those who show a scavenger's mindset.
- Bid up to 50 thrones.