

While trading in Betovering, one of your crew came to you with a strange story. They had been drinking in a local tavern, and had been dared to try out one of the local narcotics. Being a courageous citizen of the Empire, and also being somewhat intoxicated already, they readily agreed. Apparently the night took a strange turn from there, involving a love affair between members of two rival street gangs, a mysterious market that set up out of nowhere and quickly disappeared, and a bet involving something to do with balancing a dagger on the tip of one's nose. Anyway, in the morning they ended up in possession of an extremely sinister knife, and they absolutely don't want it any more because it's weird. They gave it to you, and consider themselves well rid of it.

You should have ribbon 34414, Sinister Knife, in your pack, along with an attached physrep. If you do not, please ask the God staff about it.

This is an OOC document and should not be referred to IC. Feel free to make whatever IC notes you wish.