

Overview of the Adventure

Empress Eugenie, Napoleon III's wife is celebrating her birthday (her 24th.... again, if you're so audacious as to inquire!) To honor the occasion (and provide opportunities to reward his cronies while appeasing the common-folk), the Emperor is throwing a grande fête in her honor.

Monsieur Le Gar is a brutish man with a cruel, but clever wife. Athos knows him as being opposed to the very idea of the Republique. Le Gar has been embarrassed recently and the current press is painting him as an ugly, mean coward. He and his wife of intend to manufacture a scene in which he will be labeled a hero. This may not go as planned, however, when a quartet of real heroes is on the scene.

Also in attendance at the event is an old rival of D'artagnan's, Otto Pruskof, who unintentionally will cause a bit of strife for the Musketeers.

Important NPCs

Empress Eugenie – a spoiled, but cunning woman who claims to be in her mid-twenties. Born of a blend of Europe's noble families, Eugenie is intelligent and ruthless.

M. Le Gar – Monsieur Le Gar is a brutish, nasty man who somehow managed to get a seat on the French Assembly. He will use this event to embarrass Athos's public persona. Ideally, he would like to have the ship he owns (but does not pilot) beat the *Queen Anne* at the airship race, but barring that, he will settle for showing Athos to be a coward during the golem attack.

Mme. Le Gar – M. Le Gar's wife, Madame Le Gar is without a doubt the more beautiful and charming of the pair... but she is the rose hiding the thorns. Mme. Le Gar is clever and realizes that she can

Otto Pruskof – Hired by M. Le Gar, Otto Pruskof is a working man with a clever mind. He has recently been building a series of statue-like golems, with which M. Le Gar has been systematically replacing the statues in the Conservatory.

Additional Personae – The Musketeers' allies, friends, and retainers might be in attendance. If they have named people for their weaknesses, something contrives to bring those people to the festivities. As

the GM, if you are at a loss for moving the story forward, invent a rival for one of the Musketeers and have them show up and challenge someone to a contest, the results of which will trigger the next event in the outline.

Emperor Napoleon III – The emperor does not appear in this adventure unless the Musketeers are at Infamy of 10. Otherwise, he is out of the city attending to a military matter.

Locations

The Champs Elysee – location of the airship race. A long avenue in Paris leading from the Arc de Triomphe, which is the finish line of the race.

The Warehouse – a dark, dirty warehouse in the manufacturing district, this building is owned by M. Le Gar (who, if challenged, will claim it was rented out). It is where several barrels of aether were shipped, causing a recent shortage. Signs of removed machinery abound.

The Conservatory – A glass-roofed greenhouse with beautiful plants and flowers interspersed among fountains, statues, and winding, paved paths. A harpist plays somewhere in the midst, and there are many hidden comers to hide and confer in secret.

The Ballroom – A well-lit elegant ballroom with gilt-edged wainscoting and blue furnishings.

Scenes

Cordially Invited

The Musketeers hear about the Empress's birthday party and all the intrigues and events surrounding it.

Rumors and leads: If a character has the following Public Status, they hear about one or more of the following leads:

7-9: An invitation to the Empress's private birthday party. Festivities include an airship race,

5-7: A solicitation flyer to all pilots to participate in the airship race

3-5: An aether shortage is going to prove highly inconvenient to the emperor's plans. The shortage is recent and appears to be due to a private individual purchasing more aether than planned.

1-3: Construction crews have been hired to build spectator platforms on the Champs Elysees, an avenue that leads to the recently-built Arc de Triumph.

Scenes

The Tour D'Aether

The airship race is early in the morning, with crews assembling shortly before sunrise. The race will launch just after sun-up, after which most of the decadent

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It is the Empress' birthday, and Paris is abuzz with excitement! Will the Musketeers take this opportunity to embarrass the emperor and win one for the Republique?

By Stephanie Bryant



A MUSKETEERS ADVENTURE

The Empress' Birthday

Grande Soirée In the evening, the Assemblymen, their spouses, and an assortment of nobles, wealthy merchants, and intelligentia all gather for the ball. This event takes place at the Elysée Palace, specifically the ballroom and Conservatory.

During this event, the Musketeers have opportunities to improve their Public Status, as well as to work on their Infamy. They might pass messages among the Opposition, or merely work to defend those who are striving for justice in France.

Depending on your players and the characters they have created, you can invent any number of intrigues and challenges for them, from as simple as to a duel over an Assemblyman's reputation.

Otto is also present, and knows the secret about the statues (hinted at or revealed if the PCs pursue it.) At some point, however, the statues in the Conservatory will come alive and attack the attendees at this event. This is the work of M. Le Gar who will leap forward as a brave combatant (and easily defeat the statues). His intention is to be perceived as brave and heroic... but he doesn't realize that real heroes—the Musketeers—are in attendance!

Some of the Queen Anne's cards are higher and some lower than the highest card drawn by the Violetta, so the Violetta makes a close pursuit, coming in just after the Queen Anne.

The Marquess's highest card is higher than all of the Queen Anne's, so the Marquess wins the race.

Look at the Queen and Ace. Perhaps the Marquess won by sabotaging the Queen Anne? It's owned by M. Le Gar, and confronting him could lead to a social complication for Athos! Play it out, see where that leads.

Other Festivities

The nobles' festivities are over until this evening, but the day is filled with contests, parades, and ground races. The Empress has subsidized sandwiches and wine today, so even the poorest of the poor is eating well and blessing that noble lady for her generosity.

If the Musketeers use this time to investigate the aether shortage, they eventually learn that the shortage seems to have been bought and delivered to a warehouse. More investigation reveals the warehouse is owned by M. Le Gar. Inside the warehouse is evidence of some kind of machinery having been used, which was recently removed and transported elsewhere.

nobility will head to bed, having been awake at social events all evening.

Don't neglect the value of gambling in this race! A clever wager here and there could lead to a tidy windfall for one of the Musketeers!

For this challenge, there are three airships in addition to the Queen Anne: the *Commodore*, the *Violetta*, and the *Marquess's Folly*. Each NPC ship will draw 2 cards from the GM deck (to speed things up, don't shuffle the GM deck between these draws).

This is a Direct Contest between the Queen Anne and each other airship, but the Queen Anne only draws once for the race.

Example

The Queen Anne draws a 6, 8, Q, and A. The Queen and Ace mean that there will be complications for the airship and a social complication, and 6 and 8 will be used for scoring.

The *Commodore*: 2, 5

The *Violetta*: 7, 9

The *Marquess*: 9, 10

All of the Queen Anne's cards are higher than the highest card drawn by the *Commodore*, so it was left to choke on the Queen Anne's exhaust.