

Feudal Attraction

Two star-crossed lovers from feuding noble families have decided to get married. Will there finally be peace between the Stokes and the Hugos, or will the streets continue to run red?

The father of the bride, Stanley Stoke, has agreed to host the wedding in the sprawling walled garden of his manor home on Jay St. The Players are neutral arbiters hired to keep the peace.

Many invited guests oppose this union, but none wants to be blamed for its undoing. Whenever hijinx are afoot, roll on the table below to see who is involved (cross off names as needed). The **tension** modifier starts at 0; add +1, -1 or 0 depending on how discretely each incident is handled (lower is better).

0 Guests **ARRIVE** and mingle about the garden until the ceremony.

1 The leg of the bride's mother's chair has been sawn precipitously thin. Convince someone less to swap chairs before **SEATING**.

2 Some saboteurs have climbed a tree and found birds eggs. They're looking to take aim during the **PROCESSION**.

3 The chest containing the **DOWRY** has been swapped for one with a hornet's nest inside! The real one is buried in the sand garden. The culprits have sandy boots.

7 When the **KISS** happens, roll 1d20+tension. On a 10 or higher, double the **tension**. Describe the guests' mood.

9 A former lover drunkenly keeps trying to make an embarrassing speech during the **TOASTS**.

10 **DINNER** is served under the silk canopy tent, but saboteurs try to cut the ropes.

11 Rapsallions are seen fiddling with the **CAKE** box. It may appear nothing is wrong, but they've swapped the berries for poisonous ones from the greenhouse!

12 A queen hornet has been dropped into the **BOUQUET** before it's time to be thrown. The whole colony may soon start swarming!

13 The **FIRST DANCE** will start soon, but someone is trying to get the musicians too drunk.

14 After the first dance the **RECEPTION** continues into the night, with one hitch...

| NPCs | | Roll 4d10 each; even/odd total: Stoke/Hugo | | |
|------|----------|--|-------------|----------|
| d10 | Build | Manner | Flaw | Quirk |
| 1 | lanky | charming | greedy | lisp |
| 2 | petite | pious | addicted | hiccups |
| 3 | fat | sensual | spineless | whispers |
| 4 | muscular | sarcastic | gambler | squints |
| 5 | lithe | blunt | vain | sweaty |
| 6 | tall | grumpy | clumsy | mumbles |
| 7 | stocky | morose | oblivious | allergic |
| 8 | broad | hostile | germaphobic | filthy |
| 9 | average | manic | illiterate | hairy |
| 10 | big | withdrawn | paranoid | fragrant |

4 The wedding officiant never showed up! One of the Players will have to fill in and improvise the **OPENING REMARKS**.

5 Some soundrels can be overheard mocking the groom's prepared **VOWS**; it seems they've stolen the paper from his pocket without him noticing!

6 The **RING**-bearer has fallen asleep in the hedges. It seems someone traded him a cursed ring for the real one and he tried it on!

8 It's time to release the doves for the **RECESSIONAL**, but someone freed them in the garden and replaced them with crows... (a bad omen, to be sure).



15 One of the few things the guests can agree on is the quality of the booze, but nobody seems to know where it came from. Inside the keg naps a **shriveled demon** that feeds on bad vibes. After every event, roll 1d20+tension; on a 10 or higher the demon's strength grows. At **MIDNIGHT** it bursts forth. Roll 1d20+tension one last time to see if the guests band together or add to the chaos.