

The Prairie of Many Faces



“Meeting Ruppert”

Talking with Ruppert

Ruppert is a quick-witted, charismatic halfling. He is the Headmaster of Commerce and the main contact for outside hires for the Merchant's Guild in Wingord. Ruppert has a jovial disposition and was born to be a salesperson. He has been at this post for 20 years, which has been quiet until recent events.

Skills:

Deception +7

Insight +5

Perception +5

Persuasion +7

Dialogue:

“Greetings. Welcome to Wingord. I am Ruppert. What can I do for you today”

“Yes, we have plenty of work.”

*“Of your choices, I need people for **(list Merchant Houses you have marked for possible choices)**.*

*“Might I suggest the **(Merchant House)**.”*

“There are three routes, the same as long ago. The Great Alesso Road heads straight south, but that goes through Setirow. Not my main choice. And there is a main trail to either side, the East Trail and the West Trail. Each one has its advantages... but times have changed. So, I don't know anymore.”

“The Empire promises extra coin in Kettel. You must be excited.”

“The pay is the pay. Not negotiable.” (If highly pressured, he will explain that talking with the caravan master might get you more, but you can bet they won't hire you again.)



“So, you are veterans to the road? This is quite dangerous even if open. Sure you can handle this?”

“If needing extra supplies, the town is yours to explore. Plenty of shops to grab something.”

“The Dizzy Rooster Inn is a great place to spend the night. No bed bugs. Can't beat that.”

Asked about rumors:

“Sure, there are a lot of rumors. But they are just that, rumors.”

Asked about being dangerous:

“Oh, dangerous? No,” he waves his hand dismissively. “The Empire has been sending out patrols now.” (A slight lie, he only knows of one that went out and came back quickly.)

“We may have had some travelers and guards return... but I am sure they are deserters. They didn't have the courage and fortitude to stay out there long. So, they claim outlandish things hoping they don't look bad.”