

# Undiplomatic Incident

(A *Discworld Roleplaying Game* Scenario, being a preview of the forthcoming new edition of the game)

Trading Gate Watch House Patrol no.1 get given a lot of special cases, or somehow manage to trip over them. It's nice when the Commander trusts you that much. It's worth a couple of extra dollars a month. But this latest case looks fairly straightforward; find a foreign diplomat or whatever-he-is who seems to have got himself lost, sort out any trouble he may be in, and look after him for a few days.

The only thing is, it's not clear how legitimate he is. After all, can anyone actually be the ambassador from an upside-down mountain that's probably a figment of someone's imagination these days?

**Running Where:** \_\_\_\_\_

**Running When:** \_\_\_\_\_

**Being Run By:** \_\_\_\_\_

*Please sign up below if you are interested – up to 6 places are available:*

①: \_\_\_\_\_

②: \_\_\_\_\_

③: \_\_\_\_\_

④: \_\_\_\_\_

⑤: \_\_\_\_\_

⑥: \_\_\_\_\_

Reserve 1: \_\_\_\_\_

Reserve 2: \_\_\_\_\_

Reserve 3: \_\_\_\_\_