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## Nuns At Chess Scenario

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### The Game

The year is 1929. History is roughly like that which you may have learned in history class, though no-one is really paying any attention. The GMs may have well slept through that part.

The game is set in a French Convent. But not just any French Convent, oh no. At this particular French Convent, Charlemagne's Chess Service was recently found. You've all heard of Charlemagne's Chess Service: it's a big fancy chess set given to Emperor Charlemagne in the year 803. You've all heard it is important. Terribly important.

Remember, the Holy Roman Empire was neither holy, nor Roman, nor an empire.

This is a weirdshit game. You may encounter magic, the occult, or the just plain strange. And it may all *work*. Many average people have never encountered this sort of stuff (it tends to be secret), but it's not like any of you are average. Roleplaying surprise, horror, or even fascination is a bonus.

### The Abbey

The game is set in a French Convent named Montglane Abbey. Montglane Abbey is located in the French Alps.

If you want to find your way around the convent, perhaps you should ask a nun.

The next page is a very basic map of Game Area, as described in the rules.

