

Architects' of Truth

Sea of Knowledge



A netbook based on the popular Swashbuckling Adventures™ / 7th Sea™ line
Issue 1: Horror

Architects' of Truth
Sea of Knowledge
Issue 1

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To use this companion, a Dungeon Master also needs the *Player's Handbook*TM, the *Epic Level Handbook*TM and the *Dungeon Master's Guide*TM, published by Wizards of the Coast, Inc. a subsidiary of Hasbro, Inc.
A players needs only the *Player's Handbook*TM

This netbook is based on material previously published in the AEG 7th SeaTM line and the Arthaus / Sword and Sorcery RavenloftTM line

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Introduction

As some of you may already know, 7th Sea (or Swashbuckling Adventures if you prefer) has ended a 30-book circle. After more than 5 years of publications, the weight of continuing the line falls to the fans' shoulders.

Oh, I hear someone shouting "I don't even know what the hell 7th Sea is" – it's OK, don't worry, I'll make the necessary explanations:

7th Sea, or Swashbuckling Adventures in its dual stated version is a game about swashbuckling action and secret societies. It's main world, Théah, in a pseudo-historical world of 1668-1675, with most action and publications based around Europe, but also covering places from the Far East to the Caribbean. It's a world of subtle magic and not – so – subtle heroes.

But Swashbuckling Adventures is also about any Renaissance setting, so its wealth of information can help with a Ravenloft CL 9 domains, a World of Darkness (™ of White Wolf) based – game at that period or anything you imagine. The fact that it's dual stated (d20™ and 7th Sea™ systems) is really helpful with any kind of crossovers.

The bad news, though, is that the 7th Sea line is suspended (but you can still find many of its books in bookstores), and the line continues only through web – based publications.

That's where this netbook fits: we'll try to cover things of Théah left undescribed in previous publications, and also open new Swashbuckling opportunities in non – Théan worlds. With this first issue, we offer new stories, adventure hooks, characters and rules, to satisfy your and our hunger for new material for this lovely kind of play.

This netbook has <http://buckleswasher.witwat.net> as its base of operations. You can visit this site if you want to contribute with articles, images, ideas or even just to sneak peek what we're preparing for the next issues.

Theme

So, OK, I told you the basics, but I think it's time to explain the details of this Netbook.

First of all, each issue of this Netbook will have a definite theme. More than half of each issue will fit with the selected theme. For the first one, we selected horror. Mixing swashbuckling and horror may seem strange, but just remembering all the stories about phantom ships, Italian poisoners and dangerous explorations was enough to persuade us to choose this theme for the first issue. That's why this issue's crossover involves the successful Ravenloft world, while this issues magic section

describes the mystical Tessatore Fate Witches.

If you don't like all the "gothicness" of this issue, don't be disappointed. We have non-horror material and future issues will have a definitely different theme – we don't want to get stuck in the same things.

Architects of Truth

Usually, the non-rule portion of the text is written in an in-character way, as a letter from an Architect of Truth.

What an Architect of Truth is? Well, Architects of Truth is a Théan organization collecting and manipulating information. Architects of Truth members often are members of other secret societies, actually working as double agents. The purpose of Architects of Truth as a whole isn't clear – some believe that NOM (Novus Ordum Mundi) is guiding them to unknown ends, while other believe that it's an organization where each member tries to gain personal profit through information gathering.

In each netbook issue, we'll provide more light on the organization, its relation to other organizations and its secretive members. Don't wait to learn everything, though...

Article Format

Headers: Each article has a header, providing information on the title of the article, subject and author.

Some tags in the heading need some more explanation:

Spoiler tag: The amount of information that shouldn't fall in the player's eyes exists in the article. **Green** articles have no such information, **Yellow** have an average amount of that kind of information, so the player should avoid their GM and characters' stats sections, while **Red** articles are definitely GM sections. Players who want to read them should acknowledge the risk of spoiling the fun of a great adventure.

Canon compatibility: How compatible is this article with official material. The default value is **Yellow**, while **Green** means that it has been officially approved as canon, or that it will be a source for late official material, while **Red** means that it includes world altering changes to the game and needs careful planning to include in your games.

References: This includes books that could help the reader understand all the story part of the article. Rule parts usually clearly state the necessary books.

Rule sections: Rule sections are written in different font and are clearly apart from the normal in-character letters.

[d20™] indicates rules in the d20™ system, v. 3.5. We chose 3.5 for various practical reasons, but it won't be difficult at all to adjust the stats to 3.0. [7th Sea™] indicates rules in the roll & keep system.

We're not planning to disappoint the fans of any system, so this netbook has dual-stated material wherever applicable.

Sidebars: There are two kinds of sidebars: normal sidebars and "behind the screen" ones. Normal sidebars provide the GM with information the Architects of Truth cannot know or, for various reasons, choose not to write in the letters. Many of them involve rules. "Behind the Screen" sidebars provide insight on the reason that a suggested rule exists and how it could affect your game.

tec-goblin

CHAPTER ONE: Sorcery

The Tessatore of Porta Seraphina

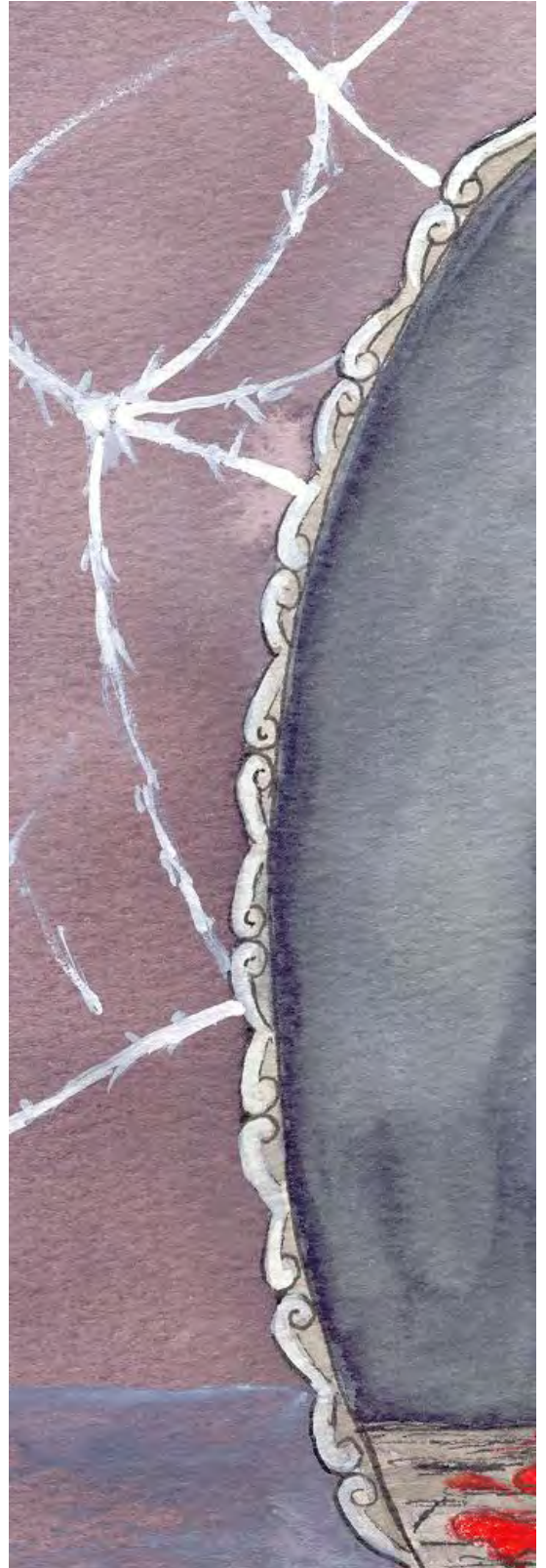
Article Type	Secret Society / Sorcery
Spoiler Tag	Red
Canon Compatibility	Green
Author	Ceasar Vestini (Alex Bero)

To my favorite Niece Iolanda

I have long been looking forward to this moment. For years I have suffered for lack of a suitable young lady of my family to pass my knowledge to, and now that you have become Atropos, my prayers have been answered. I will not waste my dictator's time with cheap introductions: even though we have never met, I feel a great fondness for you in my heart. I know that you, with such a fine reputation for filial piety, could not help but feel the same. It is because of this that I know I can trust you. But enough of my ramblings, and on with the matter at hand.

Membership

Like most young Strega the membership of the Tessatore, even in our own Porta Serafina, has doubtless remained beyond your knowledge. Even the most connected Lachesis rarely knows the names of more than one or two members. She has certainly met most of them, but only in a few cases can she say for certain that a given Atropos actually sits on the Tessatore. This, my dear, is quite deliberate. It gives most Strega a means to have her complaints heard, but protects the Tessatore at large from being pestered by particularly stubborn Strega. This also means that if you know that a given lady sits on the Tessatore, keep that knowledge close to your chest; it is a rare and valuable secret. Should a few powerful people manage to uncover the entire roster, the results could be disastrous. What if something should happen while those women are on an outing



together?

How does a women gain a seat on the Tessatore? Dear child, ladies have died over such things. In fact, they must. Most Tessatore require that a seat be vacated before a new member joins, and as membership in the Tessatore is for life, the competition for seats can become, shall I say, fierce. Once a seat is vacated, a selection process begins wherein the current remaining members decide on which Strega should be invited to fill the empty seat. A number of factors are considered here. Obviously, the nominee must be Atropos (though in certain rural areas, where talent is limited, Lachesis may be considered – oh, but what do you care of what lies beyond Porta Serafina?). Other factors come into play; age, political connections, support of other Strega, influence of one's husband and so forth can all distinguish one candidate from another. Should you desire, and should you know the identities of several members, personal pressure could be applied, but there is always the possibility of making too many powerful enemies.

Of course, once one becomes a member, the entire roster is laid open to you when attending meetings (though some ladies will try to confuse the issue by wearing heavy veils and only whispering, but such theatrics often fail). Young members are often pulled into one internal faction or another, based upon to whom they owe their nomination, but that is more or less politics as usual. You do know Scarovese?

The Porta Serafina Tessatore is fifteen members strong. Twelve of these ladies are Villanova Atropos, and these Strega are considered to be the true Tessatore. Below them, though nominally of equal power, are three seats that are held by Strega of the various lesser families that populate Porta Serafina. I believe a Scrivelli holds one, but that particular roster changes rather quickly, and my information may be out of date. Most affairs that require the entire Tessatore's attention usually boil down to a simple majority vote, though many issues are dealt with long before the entire Tessatore hears of it. Most individual members of the Tessatore have direct access to one or more of the Tessatore's unique brand of tradition enforcer, and it is through them that problems are solved before they develop into emergencies that require the entire Tessatore's attention. You may have heard of The Widows.

Agents

Allow me to clarify, my dear. Most Tessatore members use the same agents as the rest of

Vodacce: their family, friends, and those men who owe them favors. Family members are of course going to take the best interests of any given Strega to heart. Friends too are often willing to give political aid in some form or another and these are again examples of politics as usual. Strega, however, have access to a tool that no one else does, and it is through our abilities with Sorte that most of our favors come. A duellist you helped, a young lady who needed help melting the heart of her beloved, a captain who used your timely financial advice to some gain – all of them are the Tessatore's pawns. However, the Tessatore has access to a resource that no other Strega can use: The Widows.

Occasionally, the Tessatore needs someone with exceptional skills. Some tasks require the direct application of subtlety, Sorte, secrecy and, regrettably, poison. The women who are trained in such things must owe their allegiance entirely to the Tessatore, so that all involved have no question as to where her loyalties lie. A woman who has a husband is clearly inappropriate, as she could very well hold his interests above the Tessatore's. A young woman, not yet married, is equally inappropriate, as she must remain a resource of her family. Therefore, the only Strega suited to this task are those who have, one way or another buried a husband.

Should you ever come face to face with a woman you know to be a Widow (their roster is secret as well), obey her completely. Her mistresses have sanctioned acts of aggression that would cause another Strega to be put to death. She is to the Tessatore what the Hand is to the Prince. Among our kind, she is the executioner, and you do not have the benefit of a trial. When she comes for you, your fate has been decided, in more ways than one.

Finally, it should be noted that at least one member of the Tessatore will always have the ear of the local Governor. While she cannot command him, she can recommend courses of action to him, which he, gentleman that he is, will doubtless execute to the best of his convenience. I will be very disappointed, my dear, if I discover that both The Widows and The Hand are after you. Such mistakes are the mark of a fool or a foreigner.

Motives

The Tessatore as a whole cares about few things. Its individual members often try to use it for their own purposes, but by and large it keeps its hand out of everyday affairs. When the Tessatore does involve itself, however, something has gone

terribly wrong, and someone's secret has been exposed.

The Tessatore exists, first and foremost, to police the Strega. The men cannot fulfil this function, and so we must fulfil it ourselves. Should a Strega make the ultimate sacrifice and become Unraveller, it is the Tessatore that will send the Widows to deal with it. Should some Strega forget her breeding and attempt to leave Vodacce and her family behind, the Tessatore sees to it that her family has all the help it needs to retrieve her. Many young Strega, upon finally achieving Atropos, are too free with their shears, and need to be reminded that fate is best handled with a delicate hand. It goes without saying that the Tessatore in Porta Serafina is interested in all things Villanova to the detriment of all things related to the other greater families. Most importantly, however, is one very important lesson the Strega learned long ago. They watch for any new developments in Sorte. If a Strega develops a technique that is useable, it is appropriated. However, some Strega have delved too deeply into the strands, and have unearthed knots in fate that should never be touched. If the Tessatore have anything to say about it, there will never be another Mad Queen.

The hour is late, and my poor dictator's hand is all cramped. Tomorrow, expect to receive a letter concerning how the Tessatore actually goes about doing what it does, from the Crowning to veils that inspire loyalty.

And dear, I would keep all of this private if I were you. Do expect different Tessatores to be different - I have heard that in Dionna there are only nine members, and that only Villanova Atropos are allowed to join.

Your devoted Aunt,
Nicoletta Villanova

Advantages, Feats and Backgrounds

[7th Sea™]

Membership: Tessatore - 6pts - Adept or Master Fate Witch only

You have become a member of the Tessatore, and have all of the powers and responsibilities of a member of that group. You are responsible for the community of

Strega of your area, and it is expected that you will take action if anything threatens the traditions of Vodacce or if any other Strega acts in an unacceptable manner. "Unacceptable" has a wide range of definitions that varies based upon the city or area that you are in. More often than not it always describes a Strega who has begun to investigate things she shouldn't or an Unbound who thinks that just because he is immune to Sorte he is above the rule of Fate. Being a member of the Tessatore gives you unmatched access to ritual Sorte magic, a large pool of powerful contacts, and a position that could frighten the most powerful man in the area.

Membership: The Widows - 5 pts

You are a member of the Widows, the poisoned dagger of the Tessatore. When a Strega has been found dead for no apparent reason, it is you who investigate. When a member of the Tessatore needs someone to get a talking to, it is you who do the talking. When some young girl thinks that she can twist the fate of every duel she sees, it is you who disabuse her of that notion. You are the public face of the Tessatore, and whenever another Strega sees you, she knows the power that you represent. This is a difficult place to be - not many Widows are known for their happy social lives. They are feared, but they are respected, even if it is only because they are the mouthpieces of someone much, much higher up.

This is not recommended for beginning players. It is feasible that an apprentice could be a Widow, as she could be used for the "mouthpiece" role, but until she was Adept she would have little other use. Of course, other skills (read "poison and spy") can recommend a lady who would otherwise be unacceptable, and devious members of the Tessatore have been known to use Senzavista (noble daughters without the power of Sorte) as Widows just because no one expects it.

As a Widow, this character has undergone the Widow's Walk, and has all the benefits thereof. She has Staves (loyalty) strands connecting her to each member of the Tessatore (truly, a curse?). She is trusted by them and, in spite of herself, trusts them slightly and is predisposed to obey them.

Not bound to obey, should she desire to rebel, but such disobedience becomes more difficult. Her Arcana is also marked with the superimposed image of a black widow spider. Her original Arcana, if she had one, is still easily visible. She is also able to spend a drama die in order to invoke a Fear 2 effect against any other Strega that has seen her marked Arcana.

[d20™]

Use the Membership feat.

[7th Sea™]

Background: Fragile Strands

You messed up, big time. For whatever reason, the Tessatore of somewhere decided that they needed to Lay Bare Your Soul. Like most that undergo this ritual, you were tossed out onto the street after they were through with you, and you were a changed person. You don't care about your friends, even if you can remember why you used to

care about them. You only have a few strands left to connect you to the world of the sane, and even then, your hold is a bit loose.

The number of points you have in this background reflects the severity of your condition and whether or not there are any Strega out there who feel like they have unfinished business with you. A three might indicate only one strand of any stability left, which you must cling to in order to survive, or it might mean that you have two or three strands left, but grandpa is awful sick, and your house is about to fall apart. A one might indicate that perhaps a year has gone by, that you have made a few more connections, but it is still jarring to run across the woman you used to love, or maybe you just had lots of court strands, but you still feel like a different person and your old friends don't like you a much anymore.

Tessatore Sorte Rituals

Author: Ceasar_Vestini / tec-goblin
Topic: Sorcery
Spoiler Tag: **Green**
Canon Compatibility: **Green**

Here are some new techniques developed by the more powerful members of the Tessatore. The first, **Clutching**, was designed for The Widows, so that they might incapacitate the Sorte Strega that flee from them without killing them before their "fair" trial. The second, **Marking**, is a rather common technique used by many Atropos to mark their business as their own, or by the Tessatore to mark that which should not be tampered with.

[7th Sea™]

Clutching

Cost: 10 experience points

Requirement: Lachesis (Adept)

Sometime, a Widow must pursue quarry that, for whatever inscrutable reason, does not wish to be caught. This technique, taught to Widows by the Tessatore, is so that the Widow has more options than just cutting strands. When a Strega uses Clutch, she reaches out and grasps as many of the

target's strands as she can get her hands on, and pulls. This never does any permanent damage to the target's strands, but it does produce an incredibly disorienting sensation as her loves briefly turn to hates and her loyalties get mixed up with her desires. In Roll and Keep terms, the Strega rolls Resolve + her lowest strand, not including the Black or Arcana strands, vs. TN 15. If she succeeds, she raises the target's lowest action die by one, plus one for every raise she made on the original roll. If any action die is raised to eleven or higher, it is lost. This is a regular combat action. Especially skilled Widows have been known to reduce their quarry to whimpering masses of conflicting emotions.

Marking

Cost: 10 experience points

Requirement: Atropos (Master)

Some Strega have, occasionally, found it

useful to mark an item as unquestionably theirs. The Tessatore especially have had to mark an item as theirs so that no other Strega would dare touch it or meddle in their affairs. By rolling Resolve + Arcana against TN 30, a Strega can inscribe a seal or personalized mark on the Arcana of an inanimate object. This mark is visible to all Strega who look at the item's Arcana, and leaves no question as to the importance of a given object to a particular Strega. All Strega who have mastered this technique have an individual seal, as does the Tessatore of any given area. It is possible to forge the seal of another Strega, but this requires a Wits + Arcana roll vs. TN 40, or TN 45 if the Strega is trying to forge a Tessatore seal. This cannot be used on living creatures of any kind - that is the province of ritual magic. Woe to the Lord or Lady who receives a letter or package bearing the indelible mark of the Tessatore.

Ritual Sorte Magic

Through ritual magic, a number of Strega can combine their abilities to accomplish specialized feats that no one witch could achieve alone. Needless to say, the Tessatore have a near monopoly on these rituals, and they are intended primarily as plot devices. Many of them leave a mark on the recipient's soul, and all of them will change her life forever.

To perform ritual magic, at least three Strega must be present. The strongest makes the roll, (usually Resolve + Mastery level, keeping resolve) against a TN which varies depending on the ritual. Each Strega aiding may assist the roll by adding (Mastery level k1) to the leader's roll - in dice rolled and kept, not in straight numbers. For example, if three Atropos are performing a Crowning (TN 65), the strongest (Resolve 5) will roll 8k5. The other Atropos each add 3k1 to the roll, so that the final numbers of rolled and kept dice, remembering the rule of ten, will be 10k10 + 10. If this roll fails, all of the Strega involved take one dramatic wound from fate snapping out of their control. This wound can be healed with a simple night's rest, but the ritual may not be tried again until the next day (day here being defined by "until everyone gets some rest"). Ritual magic

may obviously not be performed by anyone who is also engaged in combat. More Strega may participate in a ritual than that ritual requires - the numbers given are bare minimums. Drama dice requirements can come from anyone involved, the Strega performing the ritual or the hapless victim. Additional drama dice can be spent and added to the roll as usual.

Widow's Walk

Prerequisites: Membership (Tessatore)

Number of participants: At least 4 Lachesis (Adept), plus 1 Atropos (Master)

Target Number: 110

Drama Dice Spent: 6 (5000 XP)

Initiation - This ritual is used to induct new Widows into their clandestine sisterhood. The Strega receiving Widow's Walk stands in the center of a circle formed by the casting Strega. They, in turn, circle about the initiate as they carefully manipulate her loyalty, binding her to the Tessatore and marking her as their agent. The initiate gains a strength 3 Staves strand connected to each of the participating Strega. If she already has a Staves strand connecting her to a participating Strega, that strand is raised to three, or gains + 1 strength if it is already at three or above. This, however, is only the secondary power of this ritual. The new Widow's Arcana becomes marked, so that any Strega looking at her Arcana sees the superimposed image of a black widow spider. This occurs even if the new Widow had no Arcana previously. When in combat against any Strega who has seen her altered Arcana, the Widow may spend a drama die to call upon the merciless and unstoppable reputation of the Widows and invoke a Fear 2 effect. In this way, the Tessatore ensures the loyalty of its agents and marks those women as instruments of punishment in a way that any Strega can see, but without alerting any male bodyguards to the threat that such a woman presents.

A similar ritual exists to remove these benefits should a Widow ever go rogue.

The Crowning

Prerequisites: Membership (Tessatore)

Number of participants: 3 Atropos (Master)

Target Number: 65

Drama Dice Spent: 9

Punishment - Occasionally, a Strega is too free with her shears, and needs to be brought back into line without causing embarrassing deaths or disappearances. Instead, the unruly Strega is often subjected to the Crowning. She is subdued (usually by the Widows - such work is too messy for proper members of the Tessatore), often knocked unconscious, and surrounded by the participating Atropos. This trio (or more) of Strega weave a complex web of strands around the offending Strega's head, which settles on top of them and creates an afterimage on the punished Strega's Arcana, which can be easily perceived, as per the Widows Walk, above. The sight of this mark will not, however, cause fear to those who see it, but rather pity. A Strega who has been subjected to the Crowning cannot raise any of her Sorte knacks above four, and has any Sorte knacks above four reduced to four. This, of course, neatly caps the Strega's mastery level at Lachesis. After the Crowning, few are willing to try the patience of the Tessatore again. No ritual recorded can reverse this, but who knows what Beatrice Caligari was working on prior to her death. If only her notebook could be found...

Laying Bare the Soul

Prerequisites: Membership (Tessatore)
Number of participants: 3 Atropos (Master)
Target Number: 75
Drama Dice Spent: 7

Punishment - Sometimes the Tessatore need to teach someone a lesson. This individual, man or woman, must have committed some horrible atrocity (for example, smuggling Sorte Strega into Eisen) to have deserved a punishment as heavy as this. Laying Bare the Soul is the most extreme punishment the Tessatore can use short of death. The three (or more) participants gather around the victim, shears out, and list his crimes to him. Then, with no further ado, they begin snipping. And snipping. And snipping, until he has nothing left to connect him to this world but those few court strands he had, if any. He is then released. The event is so traumatic that afterwards the victim will have no memory of the ritual itself, but will know that some very evil women took away

something very dear to him. He will remember caring about things and people, but will not understand why he doesn't care about them anymore, and why he doesn't even want to care about them. He will fixate on whatever is left to him, to the exclusion of nearly all else, in an effort to save what remains of his tattered personality. He may recover some day, but he will never be the same.

When someone has only one or two strands left to him after Laying Bare the Soul, he begins to bear a remarkable resemblance to the waizen of Eisen. Should these last one or two things be taken, he will be completely lost to apathy. Often, the Strega who did this to the victim can easily have this arranged. It should be noted that this punishment is as terrifying as it is rare. The only Strega to use anything like it on a frequent basis was the Mad Queen, and no one wants to be accused of having any resemblance to her.

[d20]

Clutching is possible through the confusion and emotion spells, which are already in the Fate Witch list.

Marking is possible by adding Arcane Mark as a level 1 spell in the Sorte Witch spell list, or by adding it as spell like ability (1/week) at level 16 (the first one is simpler, the second one reflects 7th Sea™ system better)

Sorte Rituals

New Feat:

Epic Sorte Casting [Metamagic]

Prereq: Wisdom 19+, Sorte Master, Membership (Tessatore)

Benefits: You can cast epic sorte rituals. Spellcraft is a class skill for you.

Normal: Only characters with the Epic Spellcasting Epic feat can cast epic spells.

They follow the rules for epic spellcasting in d20. Epic spellcasting is Open Gaming Licence and you can find it in <http://www.wizards.com/dnd> (search for System Reference Documents). They are possible at non epic levels with the aforementioned feat.

Notes on the entries: the spells below have some differences than the usual epic spells. First, the seeds are used in a more

generalised way (for example, Afflict was changed in The Crowning to provide a cap in a spellcasting class instead of penalty to caster level checks, with increased DC of course). Second, all spells have a special mitigating and a special normal factor applied to them.

The normal factor is "Allowing Extra Spellcasters in a ritual". Except from the normal number of spellcasters used in a ritual, this factor allows you to use additional spellcasters each time you cast the ritual. Each at least adept sorte spellcaster providing a 4th level sorte slot provides -5 to the Spellcraft DC to cast the spell.

The mitigating factor is "Backlash in case of failure" 3d6 backlash which are applied to all participants, only in case of failure in the Spellcraft check to cast the spell. This damage can only be healed through natural rest, but, until healed, prevents the damaged individuals from participating in any epic sorte rituals.

Note on costs: in each spell's entry there is the normal cost in gp, xp and days of study to learn the spell, as calculated from the epic spellcasting rules. I also include an alternate set of costs, which suits better low magic worlds such as Théah. Of course, Tessatore have already researched these spells.

Widow's Walk

Enchantment (Compulsion) [Fear, Mind-Affecting]

Spellcraft DC: 37

Components: V, S, XP

Casting Time: 11 minutes

Range: 75 ft

Target: One other living creature

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 333,000 gp; 7 days; 13,320 XP. [Alternate cost: 41,500 gp; 7 months; 33,320 XP (can divided among multiple researchers)] Seeds: *afflict* (DC 14), *compel* (DC 19). Factors: Allowing Extra Spellcasters in a ritual (+1 DC), Dismissable (+2 DC), Permanent (x5). Mitigating factors: increase casting time by 10 minutes (-20 DC), Backlash in case of failure (-2 DC), Ritual Spellcasting (4 fourth level slots) (-28 DC), 9300 XP cost (-93 DC).

Effects as in 7th Sea™ system, except as noted. Enhancing the staves strands (or

creating new ones) provides to each participant a +3 circumstance bonus when making skill checks to influence the target's opinions, while the target receives the same bonus to influence the participants' opinions. This ability works like the Staves Spread Sorte ability, but lasts for the duration of the spell.

The target is subject to this effect even if immune to fear. The fear descriptor exists because the target gains the frightful presence ability (which is a fear effect). All of the target's HD count for the purpose of this ability. The ability triggers when a fate witch watches the target's Arcana and sees the spider.

The Crowning

Enchantment (Compulsion) [Fear, Mind-Affecting]

Spellcraft DC: 39

Components: V, S, XP

Casting Time: 2 days 11 minutes

Range: 300 ft

Target: One other living creature

Duration: Permanent

Saving Throw: Will negates (+5 DC)

Spell Resistance: Yes

To Develop: 351,000 gp; 7 days; 14,040 XP. [Alternate cost: 50,500 gp; 7 months, 11 days; 39,040 XP (can divided among multiple researchers)] Seeds: *afflict* (DC 14). Factors: Allowing Extra Spellcasters in a ritual (+1 DC), Change effect to level cap (+24 DC), Increased Will DC (+10 DC) Permanent (x5). Mitigating factors: increase casting time by 10 minutes (-20 DC), increase casting time by 2 days (-4 DC), Backlash in case of failure (-2 DC), Ritual Spellcasting (2 ninth level slots) (-34 DC), 14,600 XP cost (-146 DC).

Effects as in 7th Sea™, except as noted. Instead of the knack limit, the target cannot advance above level 14 in the Fate Witch class. If already at higher level, she loses all sorte abilities gained at higher than 14th levels (extra spells known, extra spells cast per day, sorte checks bonus, master abilities, destroying strands, black spread, Arcana spread, creating strands).

Laying Bare the Soul. Considering that fate witches have insanity and imprisonment in their spell list, the description above is just a way to add flavor to these spells. Maybe, if the spell above becomes epic, the DC could increase significantly, but the cost

isn't worth it. Multiple castings of insanity until one gets past the opponent's will save

seems more efficient.

Piccarda Villanova - the Social Climber

Article Type	Character
Spoiler Tag	Yellow
Cannon Compatibility	Green
Author	Cesar Vestini (Alex Bero)

To His-Wisdom-Unparalleled, Muhammad Takim'aldiz,

The following is a brief description of a Strega I know of, as per your request for an example of "that rarely seen Vodacce creature, the Fate Witch." I find her repulsive, personally, but you may draw what conclusions you will. In exchange for this favor to you, perhaps you would be willing to write to a correspondent of mine, a certain Cesar Vestini, who is interested in the topic of swordsmanship in the Crescent Empire. If you could inform him, I would consider this favor repaid in full.

Vodacce, as you may know, is a land that rewards those who ceaselessly strive for excellence and achievement. If one needs inspiration in this tumultuous nation, one only needs to look to the tops of her vaulted towers. In one of them resides Piccarda Villanova.

She was born to a branch of the Villanova family that was notoriously known for producing Strega of middle power at best. In fact, their sons had been forced to marry outside of the family for so long that many in Porta Serafina hardly even considered them to be Villanova any more. As a result, they were forced to rely on means of gaining power and respect that circumvented the usual order of society. With this alternate source of revenue came a certain amount of danger, and so the Strega of this branch routinely learned to defend themselves in order to compensate for their lesser talents of Sorte.

Piccarda was no different. Like her cousins she was often used, even at a young age, as a spy by her family. This is not to say that she went about sneaking through hallways and breaking into private quarters, but she was trained to keep her eyes and ears open, and to exploit every weakness

in security, so that she could give accurate information to her father's trained thieves who would handle most of the actual unpleasant work. Unlike her cousins, she kept her eyes up as well as open, and patiently waited for her chance at social advancement, a frivolous dream her father occasionally beat her for indulging in.

All that changed when her alert eyes caught a local member of the Prince's Hand dumping his superior into a canal. She approached him with her information. She knew that, as a member of the Hand, he would not have to really worry about being accused of murder. However, the dead man had a powerful friend that even the Hand had cause to fear. Dimitrius Villanova de la Deus Verde, the new governor of Porta Serefina. Rather than ask for money or favors on behalf of the Prince, however, Piccarda asked for the one thing that would have truly startled the agent of the Hand: marriage.

Overnight, Piccarda's status skyrocketed. She went from being the third daughter of a dying family to being the blushing new bride of Valerius Villanova, a man who was rapidly climbing the ranks of the Hand. Piccarda used her Sorte, the true strength of which she had carefully concealed from her father, to increase her new husband's fortune, and within a few short years she found herself at the top of the food chain, or at least as near the top as she could have dreamed. She found that the talents she had learned on the seedy side of life were just as useful now that she was near the top, and it was not long before she began noticing the little things that everyone else ignored.

There were a few Strega who seemed to know each other, who exchanged hidden glances and secret messengers at night. Piccarda, of course, grew curious. After months of information gathering, she had compiled a neat little list with five names

on it. She approached one of the Strega on that list with a proposition, and a few weeks later, the four other names from that list perished quietly in the night. The Porta Serafina Tessatore had four new empty seats, one of which was given to Piccarda soon after.

She has since risen to be the nominal head of the Tessatore, if such a thing can be said to exist among such a gathering of powerful figures. By controlling a few other key members with favors and, occasionally, blackmail, she has been able to sway important decision in her favor, and thus stands out as a first among equals. Three of the other Strega can be convinced to vote her way, and she has been friendly with the current Scrivelli member for several years. She is the leader of the Tessatore in that she controls the largest faction.

Piccarda Villanova is a tall woman with the figure of a woman in her late twenties. Her eyes are hard and alert, and her hands move with a natural grace that could distract one from the scar on her left wrist, a reminder of one of those four names on that short list. She rarely misses anything, from a hidden look to a secret smile, and will not rest until she discovers the cause.

I sincerely hope this satisfies your curiosity. I remain your esteemed fellow Architect.

Nicoletta Villanova.

GM Secrets

Piccarda doesn't have many secrets, but those she does have are more than enough. She has complete knowledge of the Hand's activities in the area through her husband, and her connections in Strega society mean that she can have her fingers in any pie she chooses.

Her biggest secrets, however, come from without. Someone on the Tessatore knows all about her short list and how she joined the Tessatore. She isn't sure who exactly yet, but she means to find out before they try to blackmail her or send her to sleep in the canals. Also, her husband's courtesan has begun snooping about where she shouldn't, and Piccarda is starting to suspect that the whore has some very powerful and curious friends.

Finally, she is endlessly amused that common sailors have taken a fate deck, dropped a few cards, and actually play games with it. For money. She has become something of an expert on seedy

backroom card games, and occasionally goes slumming with her bodyguard to the gambling dens of Porta Serafina, a holdover from her youth. She rarely loses, and even if she did she has plenty of cash, so the finances will never catch up to her. However, it is only a matter of time before her enemies discover this guilty pleasure. When that happens, her credibility in high society will plummet dangerously, and she will need to take quick action to cover the social blunder.

[d20™ 3.5]

Female human (Vodacce) Fate Witch 18/Cappuntina Knife Fighter 3: CR 21 SZ M humanoid; HD 18d6+3d8; HP:76; Init +2; Spd 30ft; AC 13 (+1 Dex, +2 dodge), touch 13, flat-footed 10; BAB +12; Grapple +12; Atk +15 2 mw daggers ranged (2d4+4) or +14 mw dagger melee (d4+2/x3); Full atk +14/+9/+4 mw dagger melee (d4+2) or +13/+8/+3 1-2 mw daggers ranged (d4+2 if one dagger, 2d4+4 if two daggers /19-20 x2) and +13 1-2 mw daggers ranged (d4+1 if one dagger, 2d4+2 if two daggers/19-20 x2); SA Arcana Spread, Blessings and Curses, Cups Spread, Coins Spread, Destroying Strands, Hand Full of Daggers, Pinning Attack, Staves Spread, Sword Spread, Tugging Strands; SQ Black Spread, Black Strand, Fate's Friend (+3/-3), Fate Web, Preternatural Dodge +2, Sense Strand (3), Sorte Checks +12, The Arcana; AL NE-CE; SV Fort 8, Ref 8, Will 17; Str 10, Dex 12, Con 10, Int 14, Wis 20, Cha 14; Skills: bluff 13, concentration 6, craft (poison) 12, diplomacy 4, escape artist 9, gather information 9, hide 12, intimidate 8, knowledge (games) 12, knowledge (nobility & royalty) 12, listen 9, move silently 9, perform (acting) 8, perform (dance) 8, perform (oratory) 5, perform (singing) 5, sense motive 17, spellcraft 18, spot 10; Languages: Vodacce; Feats: Alertness, Epic Fortitude, Epic Sorte Casting, Heighten Spell, Parry, Poison Immunity (Witchflesh), Quick Draw (virtual), Two-weapon Shooting (aka Ambidexterity & Off Handed Accuracy) (virtual), Weapon Focus (dagger), Weapon Specialization (dagger); Arcana: Uncanny; Spells (caster level 18, 9/9/8/7/6/5/4/3/2/1. DC 15+ spell level). Spells known: 0-level: charm person, clariaudience/clairvoyance; 1-level: suggestion; 2-level: detect thoughts, misdirection; 3-level: hold person, nondetection; 4-level: discern lies, modify

memory;5-level:dominate person, sending;
6-level:mislead; 7-level: insanity, mind fog;
8-level: trap the soul; 9-level: imprisonment

[7th Sea™]

Piccarda Villanova - Villain

Brawn 2

Finesse 3

Wits 5

Resolve 4

Panache 3

Reputation -68

Arcana: Uncanny

Advantages: Noble, Keen Senses, Poison

Immunity (Witchflesh), Membership

(Tessatore), Vodacce Accent - Arenda

Candide

Sorte - Atropos (Master): Black 4, Coins 5,
Cups 5, Staves 5, Swords 5, Arcana 5

Sorte Abilities: Clutching, Marking

Cappuntina – Journeyman: Throw (knife) 4,

Trick Shot 4, Pin 4, Exploit Weakness 5

(Cappuntina)

Courtier: Dancing 2, Etiquette 4, Fashion 2,

Oratory 2, Diplomacy 1, Gaming 3, Gossip

2, Politics 2, Scheming 3, Sincerity 3

Performer: Acting 2, Dancing 2, Oratory 2,

Singing 1, Cold Read 4

Spy: Shadowing 2, Stealth 3, Bribery 4,

Conceal 2, Poison 3, Sincerity 3

Knife: Attack (knife) 3, Parry (knife) 4,

Throw (knife) 4

Sophia Monderi - Unraveled Revisited

Author tec-goblin
Topic Monster/Character
Spoiler Tag Yellow
Canon Compatibility Yellow (7thSea™)/ Red (d20™)
References Vodacce™ and Heroes, Villains and Monsters™ for Unraveled, this netbook for the Fate Lashes variant

Dear Veronica,

I enjoyed your letter regarding Antoine Toille Du Crieux, and I something in me urges me to chit chat about your “friends”, but, unfortunately, I have to cloud your mind with a much more serious affair.

I do not doubt that you know about the existence of this horrible breed, the Unraveled. My words cannot describe my hatred for these atrocities that threaten the established order by massacring random fate witches. Yet, I could feel some sympathy for these undying fate witches, but I always remember that there are other fate witches who had used their powers more responsibly and cleverly, so they avoided the death by fate lashes. I can never forgive incompetence, particularly when it threatens other stregas, so you can understand my shock when I learned... oh, I will just leave that for later in the letter. It will be more interesting that way.

You may know Sophia Monderi: she was an old Tessatore member who liked contacting us in her room – rarely was she leaving her private rooms and only few of us had seen her wizened face and her still black hair. Of course I wasn't one of the people that have seen her, but I know her face – it couldn't be otherwise.

You should also know that Sophia was almost never touched by her husband, a lecherous old man, who had spent most of his life among courtesans. You can imagine that this was especially practical for her work as a Tessatore, but this complete lack of male companion is not always easy, and I think Sophia was consumed by unfulfilled desires.

One week earlier, a letter from Sophia came to me. She wanted us to send her a young fate witch to assist her in a ritual against an Unraveled in Chiarisa. The letter was describing the usual signs: dead people struck by something like long whips, which cut their clothes like butter, leaving horrible, oozing wounds.

As I was hearing the lines being read aloud by a servant, I felt a touch of horror, like having my back caressed by a black strand. I caught the letter in my hands and touched the letters.

Something looming was hidden behind the lines, which almost unfolded like strands in my hands. Something looming that someone had put extra effort to hide it from fate witches. Well, at least to fate witches weaker than me.

I sent back an express letter telling that we will be a bit late in sending the fate witch, so she had to wait for at least a month, and I entered the quickest ship that “just happened” to go to Chiarisa.

When I set my foot on there, I started carefully, following the strands leading to Sophia. I notice that her husband and relatives had suffered considerable financial losses during the last weeks, with strange occurrences slowing down shipments and even a relative dying by a stupid fall from some stairs. It was clear that the city's Tessatore had targeted Sophia's relatives. I closed on Sophia's home, watching the strands around: I had to be sure whether the unknown Tessatore had any black strands for Sophia.

GM Secrets

That was when I noticed something unusual: indeed I met black strands around Sophia's home, but they were like loose tendrils trying to catch me. I stepped back and reorganized my approach. With great skill, the second time I avoided all strands and persuaded one of the servants to lead me to Sophia's room.

You know that Unraveled kill each other on sight, so they have no community. You also know that they are malign forces of evil who usually hide, and kill from the shadows. Well, I realize the latter shouldn't be taken into consideration literally...

I approached Sophia's rooms and had a vision, seeming to ascertain my worst fear: Sophia as a skinny figure, with her skin still covered by scars caused by fate lashes and a whirlwind of strands covering Sophia's body, thirsting for blood.

I backed up, and I heard the door to Sophia's room opening. I run down the stairs (of course I KNEW where I had to step, even without eyes), probably without having been seen by Sophia

Monderi, but I sensed her loose fate strands almost licking my back.

I was out very fast, thinking of what happened: Sophia Monderi was undead, but was still in her house, operating under her husband's nose – idiotic, ignorant males! Probably he is one of her targets, but I suspect that she'd damage his courtesans first, just to see if he will be interested in his wife.

I urged the Tessatore to provide help in this – one of our members has turned to an undead monstrosity, possibly wanting also to harm other of our kind (for what other reason would she call for a fate witch in her initial letter?). You will soon have news about the conclusion of Sophia's story.

'Faithfully' yours,
Nicoletta Villanova

[d20™]

Sophia Monderi: Female undead (ex-human (Vodacce)), unraveled Fate Witch 10: CR 13; SZ M (5' 4"); HD 10d12; HP: 65; Init +4; Spd 30ft; AC 20 (+4 Dex, +4 Deflection, +2 Dodge), touch 18, flat-footed 14; Atk +9 fate lash melee (d4 and energy drain and permanent Charisma damage); Full Atk d6 fate lashes +9 melee (d4 and energy drain and permanent Charisma damage); SA Blessings and Curses, Cups Spread, Coins Spread, Fate lash (Reflex DC 14), Staves Spread, Sword Spread, Tugging Strands; SQ Fate's Friend (+1/-1), Fate web, Preternatural Dodge +2, Sense Strand (2), Sorte Checks +6, The Arcana, Undead Qualities; AL NE; SV Fort 3, Ref 7, Will 10; Str 10, Dex 18, Con -, Int 14, Wis 16, Cha 9; Skills: Bluff 10, Concentration 9, Craft (tapestry) 8, Diplomacy 7, Gather information 8, Intimidate 12, Knowledge

(arcana) 8, Knowledge (local) 7, Knowledge (nobility & royalty) 7, Sense motive 12, Spellcraft 5; Languages: Castillian, Montaigne, Vodacce; Feats: Extend Spell, Greater Spell Focus (Enchantment), Heighten Spell, Membership (Tessatore), Spell Focus (Enchantment), Weapon Finesse; Arcana: Fortunate;

Spells (caster level 10, 5/6/5/4/2/1). Spells known: 0-level (DC 13): charm person*, augury; 1-level (DC 14): suggestion*; 2-level (DC 15): detect thoughts, misdirection; 3-level (DC 16): bestow curse, hold person*; 4-level (DC 17): modify memory*; 5-level (DC 18): dominate person*

*Saves against this spell have +2 DC

[7thSea™]

Sophia Monderi- Villain

Brawn: 2; *Finesse:* 4; *Wits:* 4; *Resolve:* 3; *Panache* 2

Reputation: -13

Arcana: Fortunate

Advantages: Castillian, Membership (Tessatore), Montaigne, Vodacce

TN to be hit: 5

Attack roll: Fate Strand 6k4

Damage Roll: -1 Drama Die or 1 Dramatic Wound

Fortune Telling: Cold Read 3, Occult 1, Oratory 3, Palm Reading 1

Courtier: Dancing 1, Diplomacy 1, Etiquette 1, Fashion 1, Gossip 2, Oratory 3, Scheming 2, Sincerity 1

Sorte (Adept): Arcana 4, Cups 2, Coins 4, Staves 3, Swords 4

See Vodacce™ for details on the special abilities.

Unraveled Template

CREATING AN UNRAVELED

"Unraveled" is a template that can be added to any fate witch who dies from a fate lash, (referred to hereafter as the base creature). In settings other than Théah, the template can also be applied to diviners at the discretion of the DM. The unraveled uses all the base creature's statistics, and special abilities, except as noted here.

Type: The base creature's type changes to undead.

HD: All HD of the unraveled change to d12. Remember that undead have no constitution scores.

Speed: As the base creature.

AC: Unraveled gain +4 deflection bonus to AC. You should also take into account the increase to Dexterity.

Attacks: An Unraveled can attack each turn with d6 fate lashes. They count as a natural weapon and all are considered primary weapon for purposed of damage and attack bonuses. You don't apply the Strength modifier to fate lash damage.

Damage: As in Heroes, Villains, and Monsters™. The Reflex save for Charisma damage should be 10 +1/2 Unraveled HD+ Charisma modifier.

Special Attacks: An Unraveled retains all the special qualities of the base creature and also gains the following: Fate lash (as above).

Special Qualities: An Unraveled retains all the special qualities of the base creature and also gains the following.

- Fate Web: As in Heroes, Villains, and Monsters™, but we suggest that the DC of the Reflex save for half damage should be 10 +1/2 damage dealt.
- Undead qualities: Darkvision 60 feet. Immunity to all mind-affecting effects. Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Healed by negative energy. Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Uses its Charisma modifier for Concentration checks. Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Not affected by *raise dead* and *reincarnate* spells or abilities. Undead do not breathe, eat, or sleep.

Saves: Same as the base creature, but taking into account changes into Ability scores.

Abilities: Dex +4, Con -, Cha -4.

Skills: Same as the base creature, but taking into account changes into Ability scores.

Feats: Same as the base creature, plus Combat Reflexes and Improved Disarm. All Arcana are substituted by Fortunate.

Climate/Terrain: Vodacce (any city).

Organization: Solitary.

Challenge Rating: As base creature +3.

Level Adjustment: As base creature +5.

Treasure: None

Alignment: Always neutral evil.

Advancement: Same as the base creature.

BEHIND THE SCREEN: WHY RE-WRITING UNRAVELED?

Considering the fact that the fate lash rules variant that appears later in this netbook make becoming an Unraveled feasible in d20™ and taking into account the theme of the netbook, we needed a way to create Unraveled who resemble of their previous existence (even make it possible for PCs to play one in some campaigns). The version of the Unraveled presented into Heroes, Villains, and Monsters™ wasn't taking into account most of the stats of the character before becoming an Unraveled, while the original 7thSea™ rules for them reminded much of the d20™ templates.

That, combined with the need for various corrections in rules, made writing the unraveled template necessary.

Charm - Sorcery of Inismore

Author: Andy Aiken / tec-goblin (only d20™)
Topic: Sorcery
Spoiler Tag: Green
Canon Tag: Red

My friends,

I am writing to you to inform you of an interesting development in this far corner of the world; a matter of some importance, one might say, and indeed one which I felt you should all be made aware of at the earliest opportunity.

We, in our rarefied positions, are of course aware of the Numan Bargain, and of all that wrought in the subsequent centuries; the power struggles, the atrocities, the fortunes, the revolutions. Naturally, if a new form of magic were to appear, its political significance would not go unnoticed. It is this topic that I feel I must address now.

My work took me recently into the hinterlands of Inismore, where I had hoped to spend as little time as possible before returning home. My discoveries there, however, compelled me to remain in that desolate location for several months, for upon arrival I was greeted by a local woman by the name of Sinad.

“Monsieur de V__, I take it? The gentleman from Paix?” she addressed me, while we shook hands.

“Indeed I am,” I replied, slightly taken aback, “but how did you know that?”

“Monsieur, your surname is embossed upon your luggage, and your clothes are cut in a style which, I believe, is the current fashion in Paix. It was a simple matter of deduction.” In retrospect I should perhaps have questioned how a seemingly simple Inish countrywoman would know of Montaigne fashions, and should certainly have realised that she had yet to see my luggage; there is something, however, about the accent in which she spoke that drove such nitpicking from my mind.

We hurried aboard a carriage to escape the imminent rainstorm (which, along with sea-frets, seem to dominate the weather of that place), where we were able to continue a stimulating discussion of recent political events; I found, pleasingly, that her opinions were almost the mirror of my own, and her insight into these events easily matched my

own skill. At the time, her occasional habit of leaning forward to touch my hand did not seem especially remarkable or noteworthy; the Inish are renowned for being a tactile people.

Before we had travelled more than two leagues, there was a raucous shout and the carriage came to a jolting stop. We heard the retort of a pistol-shot and, realising we were being waylaid by common bandits, I resigned myself to the loss of my purse. Sinad, however, seemed to have a certain air of expectancy about her, and yet I still beheld nothing out of the ordinary.

When the highwayman opened the carriage door and asked us to step out, I saw the full extent of the situation. We were beset by four men, all armed with firearms; the leader of the band, with two long-barrelled pistols, one discharged and smoking, the other aimed squarely at us, was supported by three colleagues, each of whom carried a musket. The leader, rainwater streaming from the points of his tricorn hat, indicated Sinad’s jewellery and uttered a few words in the local tongue, at which she obediently removed her necklace and held it out for him. When he reached out to take it, however, I noted something which I could not easily dismiss: the veins on her hand, as it touched that of the highwayman for a mere moment, seemed to pulse and grow. The man was evidently either unaware of this, or so unconcerned that he noticed it but paid it no mind.

As she stepped back to me she whispered that the muskets belonging to the highwayman’s three companions were unloaded, and that they hoped to cow us by a false show of force. Yet how could she have known this? I had no time to speculate on this, as she quickly held her hand up to my cheek and whispered “I apologise for this, Monsieur.”

Suddenly my legs gave way as I began to lose all strength in them, and I found my movements sluggish and muted. Sinad, in contrast, was a blur of movement, attacking the highwayman’s three companions with a previously-unseen pair of long knives. As she had predicted, none made any attempt to shoot her, instead wrestling with

sheathed daggers in a vain effort to fend her off. In what seemed like the space of a few seconds all three were fleeing away from the road.

There, it seemed, our luck ran out; almost blinded by a flash of gunpowder and deafened by the shot of a pistol ringing out, I barely saw Siniad collapse to the ground, the blood from the chest wound beginning to seep into the front of her blouse. The highwayman lowered his pistol and began to reload it, and as he did so the feeling began to return to my legs. Emboldened by Siniad's actions I pulled myself up and strode over to him, intending to challenge him to a duel. Just as I was about to speak, however, the highwayman's mouth fell open and an expression of mild surprise dawned upon his face.

Momentarily taken aback by this, I was unprepared for the sight which next greeted my eyes: a patch of blood appeared on his shirt, growing larger and wetter as I watched. The man fell to his knees, gasping for breath, and within a moment went limp and collapsed onto the ground. The only explanation I am able to present for this extraordinary occurrence is that, as he fell, I noted Siniad holding onto his left ankle. The lady, whom I had previously thought to be passed on, then raised herself up and returned to the carriage without a word; as she did so, I noted a small lump of lead fall to the ground from her blouse.

Given these astonishing events, I felt it my duty to stay with Siniad for several months after my business in the area was finished, the better to understand her power. During this time we discussed with some degree of thoroughness the abilities and limitations of her unusual heritage; I will present these more detailed findings to you in person at the earliest opportunity.

As we are surely all aware, there is a degree of power in the naming of things; as such, I claim my right to name this new sorcery. I am choosing to term it 'Charm'; I feel this properly represents the insouciant nature of its Inish practitioners, who borrow the very feelings and memories of their unwitting targets, who all too often remain blissfully unaware they are being mistreated in such a way. If we decide to make this new magic known to the rest of Thuah, let us agree to use this name.

Until our next meeting,

P__ de V__

Charm Sorcery

The Sidhe feel a close affinity for the Triple Kingdoms, a closeness which is reflected in the common name for the islands: the Glamour Isles. But the Glamour of Avalon is not the only gift they gave to their chosen peoples, merely the most well known; three related forms of Sorcery were given to the three kingdoms. Their gift to the people of Inismore is known as Charm.

Practitioners of this form of sorcery have the power to take on certain aspects of anyone they touch for a short time - most commonly strength or memories, although some can briefly manifest their target's sorcery. Masters are particularly powerful, with the ability to drain their targets of energy for several minutes at a time.

The Charm sorcerer is typically subtle in approach, since his power does not draw attention to itself when it is used. When he touches a target and uses his power, the veins on his hand often seem to grow and pulsate, almost as if the energy he draws from his target is flowing through them directly.

[7thSea™]

To activate a charm, you must be touching the target (skin must touch skin). If the target is resisting, this is a contested Finesse check each round; otherwise, it is automatic. The charm lasts until the sorcerer loses contact with his target. The target does not have to be conscious. A character can only activate one charm at any one time, although he could be the target of more than one.

Country of origin: Avalon (Inismore)

Sorcery knacks: Expertise, Health, Maintain, Memory, Sorcery, Trait

- Mastery Levels

Apprentice

See: The sorcerer can discover what his target's abilities are. The sorcerer can use the See ability of any Charm knacks he knows, which does not cost a Drama Die. The target is unaware of the charm, although he may be aware of being touched.

Adept

Share: At this level, an aspect of the sorcerer and his target is shared between them. For the cost of 1 Drama Die, the sorcerer can use the Share ability of any

Charm knacks he knows. The target is aware of the charm if he succeeds at a Wits check at TN 15.

Master

Steal: The sorcerer has developed the ability to temporarily take an aspect of his target to add to his own. For the cost of 1 Drama Die, the sorcerer can use the Steal ability of any Charm knacks he knows. The target, if conscious, is always aware of the charm.

- Knacks

Expertise

See: The sorcerer nominates a knack. On a successful Wits + Expertise check at TN 25, he knows how many ranks his target has in this knack. This charm is instantaneous.

Share: The sorcerer nominates a knack. For the duration of this charm, the sorcerer uses either his own or the target's ranks in the specified knack, whichever is higher (when making a roll, he uses his own traits).

Steal: The sorcerer nominates a knack. For the duration of this charm, the sorcerer can reduce the target's ranks in the specified knack by a number of ranks equal to his rank in this knack, and add them to his own. This can raise the sorcerer's knack past 5 ranks, but cannot lower the target's ranks past 0.

Note that the sorcerer need not know whether the target possesses the nominated knack to use the Share or Steal abilities. Also, the sorcerer cannot use this knack against sorcery knacks.

Health

See: On a successful Wits + Health check at TN 25, the sorcerer knows how many dramatic wounds it would take to render his target Knocked Out. This charm is instantaneous.

Share: The sorcerer can transfer all flesh wounds from himself to the target – those he has initially, and any he receives while the charm is active. The character receiving the wounds makes a wound check as normal to avoid taking a dramatic wound.

Steal: The sorcerer can transfer all dramatic wounds from himself to the target – those he has initially, and any he receives while the charm is active. The character receiving the wounds can make a Resolve check at TN25 for each wound transferred to resist it; any wounds which are resisted stay with the

sorcerer.

Note that transferred wounds do not revert back to their original owner after the charm's duration is up.

Maintain

The sorcerer has learned to hold the effects of a charm for a short time after he has lost physical contact with his target. This knack does not cost a Drama Die to use. He tests against Resolve + Maintain (TN 15) when the charm's duration has ended in order to keep the charm going. The additional duration for the charm is:

Apprentice level: Not applicable; charms at this level are instantaneous.

Adept level: One round per rank of the Maintain knack

Master level: 1k1 rounds per rank

At the end of this period you can use this knack again, but the TN goes up by 5 each time you do so.

Memory

See: On a successful Wits + Memory check at TN 25, the sorcerer discovers whether his target has any memories of a specific person, place, object or event (but not the nature of these memories). This charm is instantaneous.

Share: The sorcerer can access the target's memories. One specific memory can be accessed each round. The memory stays with the sorcerer after the charm's duration is up.

Steal: The sorcerer can take memories from the target, erasing them from the target's mind. One specific memory can be stolen each round. The memory stays with the sorcerer after the charm's duration is up.

Sorcery

See: On a successful Wits + Sorcery check at TN 25, the sorcerer discovers the type of sorcery possessed by his target (if any). For one raise he also discovers his target's mastery level, and for two raises he discovers which sorcery knacks his target has (including their ranks and what they do). This charm is instantaneous.

Share: The sorcerer is able to use the target's sorcery (which may cost additional Drama Dice). He is able to use any sorcery

knack the target has (but uses his own traits for making rolls), and understands intuitively how the sorcery works.

Steal: As above, but the target is unable to use his sorcery for the duration of the charm.

Note that the sorcerer need not know whether the target possesses sorcery to use the Share or Steal abilities.

Trait

Note that this knack must be developed separately for each trait.

See: On a successful Wits + Trait check at TN 25, the sorcerer discovers how many ranks his target has in the trait. This charm is instantaneous.

Share: For the duration of this charm, the sorcerer uses either his own or the target's trait, whichever is higher.

Steal: For the duration of this charm, the sorcerer can reduce his target's trait by a number of ranks equal to his rank in this knack, and add them to his own. This can raise the sorcerer's trait past 5 ranks, but cannot lower the target's ranks below 0.

[d20™]

Power Stealer [Charm is a descriptor which could cause confusion in d20]

Alignment: Any

Hit Dice: d6

Requirements

To become a Power Stealer, a character must be human, sidhe or have at least one parent of the previous races. The character must also have some natural portion of Isinmore blood and fulfill the following criteria:

Feats: Either Half Blooded (Charm) or Full Blooded (Charm). A character without Full Blooded (Charm) cannot progress farther than level 7 in this class.

In non – Théan campaigns, Inismore heritage is not required, although the DM may assign other criteria based on the specific world. Even human or sidhe ancestry requirements could also be omitted (DM's choice).

Class Skills

The Power Stealer's class skills (and the key abilities for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Handle Animal (Wis), Heal (Wis), Hide (Dex), Knowledge (arcana,

history, local, nature, religion, sidhe lore) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Survival (Wis), Swim (Str)

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

The following are class features of the Power Stealer:

Weapon and Armor Proficiency: A Power Stealer is proficient with all simple weapons.

Spells: A Power Stealer may cast arcane spells according to table 1-2. He is limited to casting a certain number of spells per day, but he needs not prepare his spells in advance. The number of spells is determined by his level, as indicated on Table 1-3, below. Wisdom determines the maximum spell level the Power Stealer can access, along with the DC of the spells he uses. To cast a spell, a Power Stealer must have a Wisdom score of 10 + the spell's level. The Power Stealer gains bonus spells based on his Wisdom score, and the DC necessary to resist his spells equals 10 + the spell's level + the caster's Wisdom modifier. He otherwise casts spells as a sorcerer, as per the Players' Handbook™.

Apprentice: At 1st level, you are a Power Stealer apprentice (an *Observer*). You may select one of the following abilities: a spell (you may select one Power Stealer spell, which does not count against your maximum number of spells known, though other limitations apply), or extend spell feat (which you will be able to use from level 2 and up).

See Ability Score (Su): You can see the exact ability score a touched person has. This is done by touching the target (may require a touch attack) and nominating an ability score. The target makes a Will save (DC 10 + 1/2 Power Stealer class level + your Wisdom modifier). If the Will save is failed, you know the target's ability score. If the target succeeds in his save, he is not aware that you used any ability on him. This is a supernatural ability that can be used 1/day. You can use this ability one more time per day for every three Power Stealer levels you have (minimum one).

At 15th level, you can use this ability at will.

See Skill Rank: At 3rd level, you can use the see ability score power to see instead a

nominated skill's ranks. In all other respects, this ability works like the see ability score and its uses count toward your daily use limit for the see ability score power.

See Attack Bonus: At 5th level, you can use the see skill rank power to see instead the target's base attack bonus. In every other respect, this power works like the see ability score power. Its uses count toward your daily use limit for the see ability score power.

Adept: At 7th level, you are a Power Stealer adept (a *Sharer*). You may select one of the following abilities: a spell (you may select one Power Stealer spell, which does not count against your maximum number of spells known, though other limitations apply), a class skill (through observance of other people's powers, you are able to use as a class skill of this class a skill of your choice) or the extra power stealing feat (which appears below).

Share (Su): At 9th level, you can share a touched person's skill or attack bonus. This is done by touching the target (may require a touch attack) and nominating a skill or choosing "base attack bonus". The target makes a Will save (DC 10 +1/2 Power Stealer class level + your Wisdom modifier). If the Will Save is succeeded, the target is aware that you used a supernatural ability on him. If the Will save is failed, you gain a circumstance bonus to your relevant skill or to your attack bonus, with the following limits:

- 1) Your original skill rank/base attack bonus plus this circumstance bonus should not exceed the target's correspondent skill rank/base attack bonus.
- 2) The circumstance bonus cannot exceed your Power Stealer level/2 for skills or your Power Stealer/3 (maximum 6) for base attack bonus.

This bonus lasts for a number of rounds equal to your Power Stealer level. This ability can be used one time per day for every four levels you have in the Power Stealer class.

See Sorcery: At 11th level, you can use the see skill rank power to see instead what spells of a nominated school of magic the target could cast at this moment. This includes prepared spells, and usually most spells known for spontaneous spellcasters. For each full round the touch is maintained, you can nominate an additional school. If

contact is lost, a Power Stealer who needs to examine more schools has to initiate contact again, which counts as another use of the see daily limit. In every other respect, this power works like the see attack bonus power. Its uses count toward your daily use limit for the see ability score power.

Note: This spell shows you spells the opponent has prepared or knows (in case of spontaneous spellcasters) even when he is grappled/nauseated or suffers from any condition that would make him unable to cast the spell right at this moment. It does not however shows you spells a spontaneous spellcaster knows but cannot cast because he has not a appropriately high free slot to cast them.

Share Sorcery: At 11th level, you can use the share ability to share spells. This ability works as the share ability with the following changes:

The Power Stealer can nominate a single spell. If the target could cast it at this moment (as this is defined in the see sorcery ability), you can use that spell for the duration of the share ability (your Power Stealer level in rounds) as an arcane spell using a slot of the original level +1, providing you have the necessary ability score to cast that spell (for example, a Power Stealer with Wisdom 16 and Intelligence 12 could not use a wizard's fireball, since it requires 13 Intelligence, but could use an El fuego Adentro Mage's fireball, which requires 13 Wisdom).

At level 19, you can cast the spell at a slot of its original level (without the +1 penalty).

One action casting – stealing: At 13th level, you can steal the power of your opponents. Whenever you cast a weakening spell, you can cast immediately an empowering spell of equal or lower level (spells are noted as weakening or empowering in Power Stealer's spell lists). If the empowering spell has many targets, the caster must be one of them. Both spells are cast as a single full-round action, taking an additional slot of the higher level between the two spells. Both spells' components should be present. For example a Power Stealer can combine *Waves of Exhaustion* and *Bull's Strength*, *Mass* to steal the strength of his enemies (they are exhausted, while he and his colleagues gain strength). Doing so requires 2 level 8 slots, one level 7, verbal and somatic components, a full-round action, the material components

of *Bull's Strength* and the caster should be one of the targets of *Bull's Strength, Mass*.

Steal (Su): At 17th level you can steal power from your targets. This ability works as the Share ability (and draws from the same limit of daily uses), with the following exceptions:

1) The circumstance bonus you gain is deducted as a penalty from the target's relevant skill checks or attack bonuses for the duration.

2) The limit 1) of the share ability is changed to "the Circumstance bonus you gain should not exceed the target's correspondent skill rank/base attack bonus". Your original rank or bab is not taken into account here.

3) Regarding stealing sorcery, the ability works as share sorcery, with one difference: one instance of the nominated spell is erased from the target's list of prepared spells. If the target is a spontaneous spellcaster, one slot of the spell's level is used up.

Note that limit 2) of the share ability still limits the steal ability.

Master: At 18th level, you are a Power Stealer master (a *Stealer*). You may select one of the following abilities: a spell (you may select one Power Stealer spell, which does not count against his maximum number of spells known, though other limitations apply), a class skill (through observance of other people's powers, you are able to use as a class skill of this class a skill of his choice) or extra see, stare and steal feat (which appears below).

Power Stealer Spells

0 Level

Cure Minor Wounds (empowering) (change range to personal)

Detect Magic

Detect Undead

Touch of Fatigue (weakening)

1st Level

Comprehend Languages (empowering – requires you to touch a creature who can understand the language you want to comprehend)

Chill Touch (weakening)

Deathwatch (change range to touch)

Inflict Light Wounds (weakening)

2nd Level

Bear's Endurance (empowering)(change range to personal)

Bull's Strength (empowering) (change range

to personal)

Cat's Grace (empowering) (change range to personal)

Cure Light Wounds (empowering) (change range to personal)

Detect Thoughts (change to touch)

Eagle's Splendor (empowering) (change range to personal)

False Life (empowering)

Fox's Cunning (empowering) (change range to personal)

Inflict Moderate Wounds (weakening)

Owl's Wisdom (empowering) (change range to personal)

3rd Level

Cure Moderate Wounds (empowering) (change range to personal)

Death Knell (weakening, empowering)

Inflict Serious Wounds (weakening)

Restoration, Lesser (empowering) (change range to personal)

Touch of Exhaustion (as Ray of Exhaustion, but change range to touch) (weakening)

Tongues (empowering– requires you to touch a creature who can speak the language you want to comprehend)

4th Level

Cure Serious Wounds (empowering) (change range to personal)

Contagion (Weakening)

Enervation (change range to touch) (weakening)

Inflict Critical Wounds (weakening)

Vampiric Touch (weakening, empowering)

5th Level

Cure Critical Wounds (empowering) (change range to personal)

Inflict Light Wounds, Mass (weakening)

Modify Memory (weakening or empowering, regarding its use)

Restoration (empowering) (change range to personal)

Waves of Fatigue (weakening)

6th Level

Analyze Dweomer (change range to touch – affects only persons)

Cure Light Wounds, Mass (empowering)

Harm (weakening)

Inflict Moderate Wounds, Mass (weakening)

Vision (change range to touch – affects only persons)

7th Level

Bear's Endurance, Mass (empowering)

Bull's Strength, Mass (empowering)

Cat's Grace, Mass (empowering)

Cure Moderate Wounds, Mass (empowering)

Eagle's Splendor, Mass (empowering)

Fox's Cunning, Mass (empowering)
 Heal (empowering) (change range to personal)
 Inflict Serious Wounds, Mass (weakening)
 Owl's Wisdom, Mass (empowering)
8th Level
 Cure Serious Wounds, Mass (empowering)
 Inflict Critical Wounds, Mass (weakening)
 Restoration, Greater (empowering) (change range to personal)

Waves of Exhaustion (weakening)
9th Level
 Clone (Change: You become the duplicate of the targeted creature, if the original creature is not alive. The original soul replaces yours)
 Cure Critical Wounds, Mass (empowering)
 Energy Drain (change range to touch) (weakening)

Table 1-1: The Power Stealer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Apprentice, See Ability Score
2nd	+1	+0	+0	+3	
3rd	+2	+1	+1	+3	See Skill Rank
4th	+3	+1	+1	+4	
5th	+3	+1	+1	+4	See Attack Bonus
6th	+4	+2	+2	+5	See 2/day
7th	+5	+2	+2	+5	Adept
8th	+6/+1	+2	+2	+6	
9th	+6/+1	+3	+3	+6	Share 2/day, See 3/day
10th	+7/+2	+3	+3	+7	
11th	+8/+3	+3	+3	+7	See Sorcery, Share Sorcery
12th	+9/+4	+4	+4	+8	See 4/day, Share 3/day
13th	+9/+4	+4	+4	+8	One action casting - healing
14th	+10/+5	+4	+4	+9	
15th	+11/+6/+1	+5	+5	+9	See at will
16th	+12/+7/+2	+5	+5	+10	Share 4/day
17th	+12/+7/+2	+5	+5	+10	Share or Steal 4/day
18th	+13/+8/+3	+6	+6	+11	Master
19th	+14/+9/+4	+6	+6	+11	
20th	+15/+10/+5	+6	+6	+12	Share or Steal 5/day

Table 1-2: Spells Known

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	3	-	—	—	—	—	—	—	—	—
2	3	1	—	—	—	—	—	—	—	—
3	3	2	-	—	—	—	—	—	—	—
4	3	2	1	—	—	—	—	—	—	—
5	3	2	2	-	—	—	—	—	—	—
6	3	3	2	1	—	—	—	—	—	—
7	3	3	2	2	-	—	—	—	—	—
8	3	3	3	2	1	—	—	—	—	—
9	3	3	3	2	2	-	—	—	—	—
10	3	3	3	3	2	1	—	—	—	—
11	3	3	3	3	2	2	-	—	—	—
12	3	3	3	3	2	2	1	—	—	—
13	3	3	3	3	2	2	2	-	—	—
14	3	3	3	3	2	2	2	1	—	—
15	3	3	3	3	2	2	2	2	-	—
16	3	3	3	3	2	2	2	2	1	—
17	3	3	3	3	2	2	2	2	2	-
18	3	3	3	3	2	2	2	2	2	1
19	3	3	3	3	2	2	2	2	2	2
20	3	3	3	3	2	2	2	2	2	2

Table 1-3: Spells per Day

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2	-	—	—	—	—	—	—	—	—
2	3	1	—	—	—	—	—	—	—	—
3	4	2	-	—	—	—	—	—	—	—
4	4	3	1	—	—	—	—	—	—	—
5	5	4	2	-	—	—	—	—	—	—
6	5	4	3	1	—	—	—	—	—	—
7	6	5	4	2	-	—	—	—	—	—
8	6	5	4	3	1	—	—	—	—	—
9	6	6	5	4	2	-	—	—	—	—
10	7	6	5	4	3	1	—	—	—	—
11	7	6	6	5	4	2	-	—	—	—
12	7	6	6	5	4	3	1	—	—	—
13	7	7	6	6	5	4	2	-	—	—
14	8	7	6	6	5	4	3	1	—	—
15	8	7	7	6	6	5	4	2	-	—
16	8	7	7	6	6	5	4	3	1	—
17	8	8	7	7	6	6	5	4	2	-
18	9	8	7	7	6	6	5	4	3	1
19	9	8	7	7	7	6	6	5	4	2
20	9	8	8	7	7	6	6	5	4	3

New Feat:**Extra Power Stealing****Prerequisite:** Power stealer level 1+

You can use your see supernatural abilities one more time per day. If you have any share or steal supernatural abilities, you can also use them one more time per day.

For example, a level 17 power steal can use share or steal 5 times per day and can use “see” at will.

Special: You can take this feat multiple times. Its effects stack.**BEHIND THE SCREEN – STRANGE TALKING FOR RULES LAWYERS**

Why Will saves, and not “Charm checks”? Swashbuckling Arcana doesn't use will saves for the supernatural abilities of spellcasters – the random factor is inserted by rolling sorte/porté etc checks. This catches better the feel of R&K rules. D20 usually uses for that purpose saves from the target, which are easier to remember (DCs are calculated by a universal formula) and take into account both parties' levels – which is more realistic. Particularly in this sorcery, where every power involves interacting with a target, I preferred the traditional d20 way.

Importing Cure and Restoration into Théah. Providing a way to quickly heal characters is certainly a huge difference for Théah. Around 14th level, the Power Stealer has the ability to provide healing to all team after an encounter. If you don't like this in your campaign, you may erase all mass cure spells from his spell list. Regarding restoration and most other healing spells, the fact that their range becomes personal helps in avoiding making this character the traditional cleric/healer of fantasy roleplaying – something that would certainly harm the realism of 7th Sea.

On sharing spells: In high fantasy settings, a power stealer could easily use any cleric spell if the group has a cleric. The fact that the ability has limited uses and “eats” higher slots until level 19 should discourage a player of overusing this ability. If you think that this ability tends to be unbalanced in your campaign (particularly epic ones), you may keep the +1 level of slot penalty even after level 19.

Cure, Inflict and Undead: You might think that inflict spells are not weakening for undead. Indeed, but the descriptor still makes sense: you cast an inflict spell on an undead – you imbue him with negative energy, so you steal positive energy, with which you can cast a cure spell on yourself in the same round. It would be the same if the enemy was alive (think about it for a minute), with the only difference that the undead is healed.

CHAPTER TWO: Crossover

Sword and Mist - Ravenloft™ Crossover Part One, Story

Author tec-goblin
Topic Setting & Crossover
Spoiler Tag Red
Canon Compatibility Red
Year 1672 – 1673 (other
dates possible)
References
 Island of Carlos – Islands of Gold, the
Midnight Archipelago
 1670-1675 timeline – Rapier's Edge
 Inza and Malochio – Secrets of the Dread
Realms or Gazetteer IV

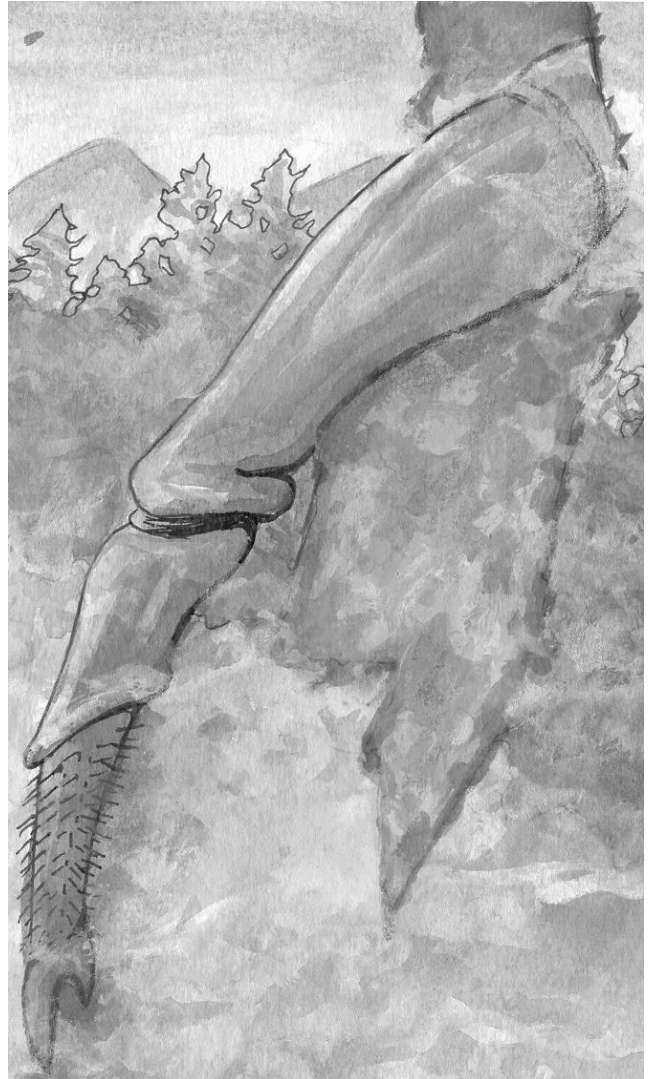
Lovely Veronica,

I waited anxiously for your reply, and read your letter with great attention. Your coming is a spark of light in the darkness of my boredom and misery, and I hope that I will be better as an Architect of Truth, than as a protector.

I know I sound strange for you, my lady, particularly if you haven't researched my past (which I doubt), so I will immediately get to the point: You asked me details about my strange adventure, and the reasons I think it is connected to the changes we all sense around us. It will inevitably bring bad memories to me, but I think it will be worth the pain...

How it Started

We go back to the beginning of last year, 1671. I and my colleagues and friends were going on a mission (with a purpose I am not prone to share with you – I will try to recompense you with the depth of the following descriptions) to the Midnight Archipelago. To be more exact, our real



destination was a very small island, called by its inhabitants the Island of Carlos. We reached the place, and we met a strange small community of sorcerers whose intermingled blood has caused many physical, and mental disorders, evident to the eye of even the most drunken sailor. I won't elaborate more on these poor but good people, or our interactions.

To cut a long story short, we found out that these sorcerers were driven there by a power wanting to collect many sorcerers in a small place, in order for them to accidentally cause a hole in the Barrier protecting our world from the world of the

Syrneth.

How it starts

There are many ways to merge Théah, and The Land of Mists. They can be split into three different categories:

- Things were like this from the beginning – Théah was always divided in domains, and storyline should be explained in a way which suits better the Land of Mists. The problem with this scenario is that you must rewrite points that may contradict with this fact. For example, if X was the darklord of the place, how was he able to leave his country as mentioned in the book Y?
- Things seem that they were like this from the beginning – Théah was created by the Mists at some moment (all of it at the same time or country by country) and all previous timeline is simply false history – the popular concept in the Land of Mists, where inhabitants believe something from their past which is not real, and may even contradict common sense. This can be very interesting, and can explain well facts like the appearance of Cathay – everything that's behind some barrier simply doesn't exist until the Mists find a suitable darklord, and make it real, pulling down the barrier, and creating a new domain.
- The Mists expanded on Théah at some point in its history, probably very recently. It can be a world altering fact, maybe something that heroes will try to stop – maybe the central point of a whole campaign. This is called a Masque, and sometimes can be temporary. This is the choice, which can suit better ongoing campaigns – you don't have to change something retroactively, and you don't have to mess with the timeline. It's also a way to put characters in the heat of things, sensing the change around them. The change may be drastic (the whole world trembles, countries move, and the landscape changes, undead roam the land etc.) or subtle (slowly each place is converted more to the spirit of the Land of Mists – most people won't even notice the difference).

The latter is what is followed in the story of Antoine, referred from now on as the Masque of Rapier's Edge. Most material presented, though, can suit other scenarios. You can easily change date references to suit your campaigns.

Indeed, the collected magic had caused many isolated parts of the island to develop strange phenomena. In addition, we had strong suspicions that some Thalusiai – a strange kind of Syrneth with shapeshifting devices had infiltrated the local community, and were trying to make these places of strange magical phenomena to deteriorate to a full break in the Barrier.

My friends and I were heading towards one of these areas, in particular the one in which we found the remains of dark rituals. As we walked through this strange, darkened place, I realized that my thalusiai gauntlet was “smoking” something that seemed like mist when I moved my hand. We stopped for a while, trying to cut the gauntlet open with the dagger of a sidhe friend, Amelia (it's always good to have a sidhe nearby when you are hunting Syrneth). That was when we heard the screaming sound of opening porté portals. At last we managed to remove the gauntlet and leave it outside the darkened area, because we suspected that this mist was indicating that the gauntlet was slowly tearing the barrier apart in this area and we all sensed that the barrier was really thin there: small porté portals were opening and closing around us, for no apparent reason.

We moved a bit more than a hundred feet to the area when we caught a glimpse of that for which we were searching: a permanent porté-like hole was hiding among the trees. Barely had we the time to register a faint music, seeming like a distant carnival, coming from the portal, when I noticed someone lurking in the trees in front of us.

In a few seconds I was running to where I had left my thalusiai gauntlet, and sword. Behind me, I was hearing the sounds of battle, and hoping that Amelia would last long enough against the two thalusiai trying to cut her in half with their light-swords. I came back with a similar sword in my hand (it is a long story to tell you how I learned to operate it), only to find Angelika grappled by a Thalusiai, the priestess Maria fighting with holy rage another one, and one – which was so fast and precise in its martial movements that it was surely the best fighter in the group bashing with its hands Marie and Sabrina. At my right side, Giselle, this strange native woman, was ...painting, as if nothing was happening, apparently not in control of her hands. I noticed a volcano in her drawing, but didn't look more: the portal far away drew my attention: a human sorcerer was trying to open the portal enough for a huge insectoid thing to pass: I don't know exactly how big it was, but its leg seemed taller than a house. I charged, and brought the sorcerer down with a few cuts: she was

watching her blood ooze terrified, refusing to fight more even without being hit too much – later I learned she was a hemophiliac.

The next moments are very blurred in my mind: the earth was trembling, and I was trying to keep my pace while parrying, attacking, and dodging blows from the thalusai: only 2 of them were still standing, but I realized that I was fighting alone, blood running on my face: all the rest of my friends were down, hit and cut in many places. Except from this strange girl, Giselle: she kept drawing...

That was when I heard a war cry, and saw Hans, this strange Eisen I had never liked: he charged on his warhorse, tumbling to the ground only at the last moment, and shooting the thalusai with passion, and precision. Only one was left standing, but it was enough: with another blow I lost my senses.

The rest of the battle was like a dream: with fast motions, Hans kept fighting, and trying to keep us alive: I remember him bringing me to consciousness, and telling me to throw some grenades he had put into my hands. I also remember a distant sorcerer who came to our aid throwing flame bolts at the last thalusai standing.

When I really found my senses, I was running away from the place, as the volcano erupted. Hans was running behind us, his peg leg keeping him slow, while I found I was dragging Giselle with me. Angelika was nowhere to be found, or I think

she was on me: I found a piece of her necklace, covered with blood, and flesh still hanging from one of the folds of my clothes – Hans later told me that, with her last breath, she jumped on me to cover me from an explosion. I wish you never experience something similar. I hadn't time to be shocked at the moment: I was running as I never ran to reach the coast before the bonfire reaches me.

When we reached the ship, we saw the great insect towering on the island: it had managed to break free, but, seeing the lava approaching, and the fire around, it went back. Only mists seemed to still come out from the place where the portal was. Soon, all the island was covered in lava, the portal included, but a strange mist was covering it as we were leaving...

From my later research, if any syrnych came out from this portal, they were few and far between – we found no evidence of such a thing. The portal seems closed, but the place seems covered in eternal Mist. I don't know if the Thalusai broke into our world, but something surely did.

The First Events

When I finally managed to return to Vodacce we had already entered 1672. I had learned the news about my country, and the new king and something inside me stills urges me to return to my Montaigne home, but I am very tired. My will has failed me, I don't care any more for anything



except for my girls in the jenny house, and for gossiping with you, my Lady, about the world, pretending to myself I am important.

Other people, though, had different opinions. My secret society almost made me a hero. They gave me money, some kind of fame, but left me only Giselle, that strange bitch drawer – who I wouldn't let draw again if she hadn't the bad habit of drawing sometimes when everyone else is sleeping. Now, in addition to the women of the society predicting the future, and telling me stories, I also had the drawings of Giselle, which had the bad habit of always turning true. The wise immortal ones in my society haven't decided if Giselle is changing, or simply predicting future with her drawings, but the fact is that the girl is drawing weird things. Very weird indeed.

One day she painted a handsome knight with an iron hand crying above a beautiful woman noble. I said that to my contacts, but the communication was slow: they didn't manage to avoid the forthcoming doom: soon Elaine was injured by her beloved Laurence Lugh, and Avalon fell into the state it is today.

The strange gift of Giselle, and the great powers of some wise women friends of mine have shown many other dark things about present, and future. We haven't managed to find out the meaning of all of these, but there are some patterns, and images in Giselle's paintings and, most importantly, in my friends' visions, that seem persistent, and have caught our attention.

They see a council with 13 seats, some of them empty, but the empty fill slowly, with people in old-fashioned clothes and armor, whose faces are hidden. The first to sit is a fate witch, her face completely hidden by a veil, the second is a noble in cloak with a crown in his head.

They see Vodacce princes, and Eisenfurstens trying to leave their countries to visit other princes and nobles, but their ships always meet bad weather, and the wheels of their coaches always break.

They observe a land of mists, filled with islands of countries, full of strange people in old-fashioned clothing. They seem normal when in light, but when the moon rises some of them turn to pyeryem-like shapeshifting beasts, while others are hunted by ghosts, and walking skeletons.

They sense a new malice, and hostility when entering Ussura, as if Mathuska has turned even more aggressive against foreigners

And there is a drawing that Giselle has painted 2 times, and at least one of the wise women I refer to have seen it in her visions: a large Théan map, with

the borders of the countries drawn as tall fences, and a person in each country, drawn dark, and fearful, trying to break free from these fences without achieving it. Each time the painting, or image appears it contains more countries of Théah, and more fences. The first painting only contained some islands in Midnight Archipelago, Avalon, and Isinmore, but soon Vodacce territories, Castille, Highlands and Ussura were added, followed by more.

There is a theory emerging from all this. A theory that says that each country's ruler gets trapped there, and is consumed by hatred, and dark feelings because of this. Or is it the other way round? We need more research on this, including your sorte powers, my noble, and powerfull correspondent. Many fear of darker times coming, and every one with enough power, and wisdom should start trying searching for clues.

I speak as someone having lost very much of what is precious in his life, and who doesn't want to see the same happening to people around him,

Sincerely yours,

Antoine Toille Du Crieux

Dear Antoine

I am happy to welcome you (again) to the Architects of Truth. The depth of your knowledge, and the seriousness of the events in which you were involved guarantee you a great career in the organisation, provided you accompany them with the necessary professionalism.

I read your lines with deep concern, impressed by the insight of your colleagues (whose nature I know, so you don't need to hide from me their affiliation with Sophia's Daughters), and the world-shattering events described. I was assured that I needed to research deeper for the reasons of some recent events that had happened to me as I was tagging the strands.

Yes, my lovely gentleman, now you know that I am a Sorte Atropos. You also need to know what had happened to me before the letter, and where my latter researches have led me.

I have to start a year ago, when I started following the strands connecting a noble we all want dead, but few dare to meddle with him: Giovanni Villanova. Giovanni has lowered down his defenses recently, after the disappearance of his wife (I won't say more on this subject, with which you are probably better acquainted than me), so he

seemed like a vast well of information, the appropriate central point from which strands leading to every corner to the world started. Following these strands, I discovered that they led to even farther than the farthest corner of this world. I had followed them to the edges of Midnight Archipelago, but they seemed to go farther away, lost in a maze of mists.

For months I was trying to find where these "rogue" strands lead. I tried very hard, used every bit of knowledge and experience, pulling the strands methodically to achieve this, but they kept snapping into my hands, face and body. Every time it resulted in the same way: I put it up after hours without sleep, only to look at myself, and see all this blood oozing from everywhere on my body. The physical wounds haven't healed completely yet. The spiritual ones never will...

That continued, until one day at the beginning of last year. Indeed, that seems to concur with your adventure in the Island of Carlos. That day every hindrance in my travel near the strands disappeared. At first I couldn't believe it. I thought it was some kind of trap. And trap it was, as you will see later.

In my travel across the strands, I saw glimpses of unknown lands, resembling that which you describe in your letter. I also felt the malicious stare of spectral horrors, and maddening wails. Strands were snapping everywhere, some emerging without warning in front of me, others seeming old, and forming walls of fate, protecting (or trapping) inside them persons, or organizations. I realized too late that all these foreign patterns had started to play games with my mind. I finally reached the end of the strongest of the strands: it felt like a demon, but I saw a black haired man. He turned his eyes on me and said something I didn't understand. Oh, Theus, he could see me! My mind was telling me that my body should be back in Vodacce, but his stare indicated otherwise. I started to run, grappling violently the strands of the guards following me, leaving them broken, and confused. I didn't care – I just cared to get away from this madness.

In a last attempt, I pulled a random strand, which seemed very strong, and was in my way. A minute of chase later, I found myself entering a forest. The guards were running behind me, but I heard sounds of battle. I turned back, and saw them trapped in an ambush by some bow wielding dirty men. The next thing I saw was a dark haired, and a bit dark-skinned woman giving commands, and issuing curses. Then I noticed the mayhem of

The Darklords

When brought into Ravenloft, Théah will be divided in domains, each one having a darklord (some have two). Below are some suggestions about the darklords. Some domains are left with unknown darklord, but you can fill the missing seats as you wish, or say that this domain hasn't entered Ravenloft, and noble heroes could save it from entering.

Avalon: Queen Maab (particularly after the events described in Rapier's Edge)

Highland Marshes: Unknown

Isinmore: Mad Jack O' Bannon, more cruel, and unpredictable than ever

Bryn Bresail: Queen of the Sky, always distant, always strange

Cabora: Unknown (maybe a power that guides clockworks?)

Castille: Verdugo, even after his enclosure to the monastery, guiding Inquisition from there, sinking Castille to hatred and fear.

Cathay: Unknown – maybe many. Evident choices: Sayari Razak, Meng Xian Nu

Crescent Empire: Unknown – maybe many. Maybe Kheired Din is a darklord forever trapped in his ship, forever hunting Ernesto Castillus.

Eisen: Different for each königreichen.

Freiburg: The ghost of Nicklaus Trägue, twisted into a hunter of religion by his undead state.

Wische:something connected to the waisen

Pösen: Fauner Konrad Pösen

Heilgrund: Stefan Heilgrund (forever cursed to not achieve the magical power he wants)

Fischler: König Teufleish, the kobold king appearing in Rapier's Edge

Swarchen Walden: Who asked? Of course Schattermann. Maybe his corporeal form walks somewhere else in the Land of Mists, having been forever split from him.

Sieger: Erich Sieger

Hainzl: Georg Hainzl, dangerous in his madness. He has started impersonating oppressive rulers or savage barbarians.

(continues – see next page)

strands around her: she seemed to create strands,

see strands destroy other ones, all without moving her hands. She was doing it by nods, by words and by inner strength. I stood transfixed. She didn't seem more powerful than me, but all this exotic way of dealing with fate fascinated me.

The Darklords

I stayed with her for some weeks. Soon we found out a magical way of communication, but that wasn't needed. We seemed to understand each other. She was called Inza, and told me that she was the power behind this land, and the mother of the dark haired man I saw earlier. At start I couldn't believe it – she seemed too young. Later she explained everything to me. I won't tire you with the details of her past. The important discovery was that she was one “darklord”, a person trapped in its territory, a person haunted by her sins, but also of great power. She told me that the Mists created her country after her – as a kind of appropriate playground for her. She proved to me that she could close the borders of her country at will, barring exit for anyone. She showed me a way to create, and utter more “constructive” curses. I was fascinated.

I came back to Vodacce deeply changed. I saw that the strange patterns seemed to follow me back home: I met them at the borders of some islands in Midnight Archipelago, I saw them forming around the headquarters of Inquisition in Castille, and I am sure I got a glimpse of them around Prince Mondavi, that sadistic monster, recently. I also liked my new powers in cursing – soon I was able to create a safe place for me in Medico, with all immediate threats to my safety removed and all my underlings totally loyal to me.

Our world has changed, my lovely Montaigne gentleman. Soon Vodacce will be divided by more than political borders, and Eisen will follow – some places will have their princes, Eisenfürsten, or kings as their darklords, while other will have more strange powers behind them. It's time to learn to live besides mists, monsters, and arcane forces. Well, it won't be much different than our past – nothing of the aforementioned is completely new to our lives.

Delicately yours
Veronica

Midnight Arcipelago: The Black Freighter (the ship or the traitor) could be generally a darklord of the seas of Théah, but some islands could have their own darklords – for example, Reis could be darklord of the Forbidden Sea.

My'ar'pa: Marcus Tulleus

Sange Tara: Baron Sange (in *Masque of Rapier's Edge*, Hans has killed him)

L'il du Bête: Martin du Huet

Marcina: Pedro de Avila

The Island of Carlos: is just a portal now

The Isle of the Red God: Markov. Choose either this, or Markovia in your chronicle

Kanuba: Oraka, or one of the Cotatrilis

Montaigne: Anne, with the ghost of her crazed sister hunting her, and the baby Léon living as a strange entity somewhere, possibly even as the Fourth Prophet.

Ussura: Matushka

Vendel: Val Mokka - Capitalist evil.

Vestenmannavnjar: Magnus, his stubbornness having led his people to a bloody war (see *Rapier's Edge*)

Vodacce: Each province having a different darklord, being able to traverse from the appropriate island to his lands in the rest of Vodacce, but nowhere else.

Bernoulli lands: Gespucci Bernoulli, if you elaborate in the GM secrets that appear in Vodacce sourcebook

Caligari lands: Vincenzo Caligari

Falisci lands: Veronica – her real identity will be revealed in future issues

Mondavi lands: Alcide Mondavi

Vestini lands: Mad Queen Lucrezia

Villanova lands: Giovanni Villanova. Who else?

Your Excellency Veronica (or whoever you really are)

You last letter put me in deep thought. Having experience in dealing with Fate Witches, I consulted my Sophia's Daughters friends about the things you revealed. Our conclusions can be split in two parts:

The first one refers to the news about darklords, a very important matter rising questions that need answering. Who is a darklord? Can we protect a country from having a darklord? Can we manipulate events to have a darklord of our choosing (or someone not as bad as some other ones)? I think they are questions that need wise people, and heroes to answer.

Languages

To do this, we have to collect information. So we used magic, and sent spies to these lands. My colleagues' scrying magic revealed places that seem very much like our own era, while other ones are simply monstrous and barbaric. The most important discovery, though, is that in some places they seem to speak dialects of known languages. We have already identified Montaigne, and Avalon (both called Mordentish by locals). This is a very important step in contacting these new countries, providing even the bases for commerce. There are theories about this. Some say it's just a whim of the mists, other ones say that these places were "stolen" by this strange new world from our world, while others insist that Surneth or Sidhe taught to

both people the same languages before being expelled outside the Barrier. There is also the theory that some people from our world had found holes in the barrier, or were lost outside of the barrier (particularly porté mages), and taught the language to the new countries.

The Mistways

The last theory has many supporters, due to one recent discovery: there are at least 2 portals, which lead to these new lands from our world, and more may be found at the future. We don't know if they existed in some manner before the events in the Island of Carlos, but they seem to provide a relatively sure, and not very dangerous way to go to these new lands. One of these portals is a route through the seas of the Midnight Archipelago, which leads to a sea without stars, and islands previously undiscovered by us, but inhabited by civilized people. We suspect that this is one possible explanation of the 7th Sea myth. The other portal is even weirder: it links a place in the Highlands' hills to another similar place farther west, inhabited only by monstrous things who try to disfigure you, and eat you – probably of unseele

The Mistways

There is a number of mistways, and links connecting Théah to the rest of the Land of Mists. Below are some of them:

The First Breach: Connecting Southern Sea of Sorrows to the seas around Island of Carlos. (perfect reliability, two-way)

The Twin of the First: Markovia, and the Isle of the Red God are exactly the same thing. Depending on the whims of the Mists, a ship leaving this island could arise either in the Midnight Archipelago, or the Sea of Sorrows. (moderate reliability, two-way)

Odiare: This village of children appears in random places in Vodacce.

The Road of Stone and Ice: You can go to Vorostokov by somewhere in northern Gora Sorivndgrastov (moderate reliability, one-way)

The road to Western Highlands: This is the road described in Antoine's letter going from some hills in the Western Highlands farther to the West, to Forlorn. (moderate reliability, two-way)

The portal which plays games: It's rumored that there's a portal from Avalon to Bryn Bresail which, if you use it to go the other way (from Bryn Bresail to Avalon), you find yourself somewhere in Mordent (poor reliability, one-way)

Farther than far East: Leaving Cathay, and going farther East, there's a small passage in the Corridors of Flame which leads you to Rokushima Tayoo (moderate reliability, two-way)

The hidden merchant city: There is a place somewhere in Tashil which you can visit only by navigating through a sea full of ships sunk. If you manage to reach the harbor, you are in Sri Raji port. (poor reliability, two-way)

The oasis of Future: An oasis somewhere in the deserts of Har' Akir, leading you to Crescent empire. The average traveller understands the change the first night after leaving the oasis, when he notices the difference in the stars. If lucky, he finds a Crescent city and doesn't die lost in the desert. (perfect reliability, one-way).

nature. This place is not in Bryn Bresail, and even farther to the west it borders other more civilized countries of this newfound world. The weird thing about this portal is that it's very big: it extends for about a mile on some hills, without the slightest warning that you visit a new world by walking on the hills, until these strange unseelie, which natives call goblins, find you.

The second conclusion about your letter struck me during a trip to Dionna. I suddenly realized that all the coincidences in my life regarding you cannot be pure luck – I wake up “wanting someone to talk to” exactly the day I had to write the letter to you, I express to you things that I rarely say... I think you manipulate me, fate witch. But your magic is not enough to hold me outside Falisci's lands. Yes, I know what I am talking about. All these curses to your followers, all this fascination

with darklordship, can lead only to one conclusion: the strange walls of fate you describe have also been formed around you, darklord. Probably, it's you, my lady, the fate witch who fills (or has filled) one of the empty seats in this strange table with 13 seats presented in the visions.

Now we both have each other's secrets. That makes us great partners, don't you think? Don't fear, I want nothing of your dark power – my colleagues just need your information about the world. So we can continue mailing, without needing your magic to cover my mind. Your noble ways are enough.

Only one question remains: Why did you uncover all this? Is that a frailty, or just a step in some unknown plan of yours?

I don't expect you to be honest answering this,
Antoine

Reina Lafayet - The Rat Noble

Author	tec-goblin
Topic	Character
Spoiler Tag	Yellow
Canon Compatibility	Red
References	Richemulot and Ravenloft™ Wererats – Gazetteer III

Dearest smart Antoine,

It would have been a lie if I had said that your last discoveries surprised me. They only serve my darkest schemes in ways you cannot understand. But enough with this: it's time to stop all this personal references and nonsense to occupy ourselves only to our great quest for knowledge.

I think you will be interested in a lovely noble I've recently met. She is called Reina Lafayet and you would like her (no, I am not trying to get you married): she is about 30 years old, with black hair and piercing gaze. Her perfect body is covered by a well-sewed gray dress, and an impressive black cape. She claims to come from Montaigne, but clever questions about her country revealed that she is not so accustomed to her country as a native should be. I wouldn't be bothered at all by this phenomenon – her charming smile was too honest to cause me to suspect anything of her.

Her behavior seemed normal enough: she was the kind of charming noble making friends everywhere, sleeping with whoever may appear useful and collecting every single piece of information about anything walking on the earth for future use. I would call it typical Vodacce/Montaigne noble behavior.

GM Secrets

But my opinion about her honesty changed when, while I was observing the strands of a nearby noble, I noticed that Reina's strands were connecting her to somewhere in the ground. I followed her strand and noticed that it was connected to a... rat.

After some more examinations on the strands of that Lady, I realized that she had connections to one of the newfound countries outside Théah: a country of empty buildings and rat-infested sewers called Richemulot. While observing one of the nobles connected with a staves strand with mademoiselle Lafayet, I was surprised when I saw the hair at his skin to grow rapidly and his nose extending: in very few minutes, he had become a disgusting crossing between a man and a rat!

With increased interest I turned back to observe Reina. My suspicions bred true when one of the servants I had “convinced” to observe her movements told me she disappeared near a sewer's entrance. That lady was also a rat-monster and I had to find what she is doing in this country.

It was hard and dangerous for the lives of my underlings, but I finally found out: Reina Lafayet

is a spy for the Lafayette family of Richemulot, gathering allies and collecting information on local magic. She seems particularly interested in our ways of defense against supernatural attacks. During her experiments, she even turned one of my servants to a rat-creature through her bite. I suspect that she readies the ground for a new rat-men colony in Medico. That means that she'll have to take some space in the catacombs for her rats from the crypt ghouls. Too bad that I will inform the ghouls about it...

Always caring, always distant,
Veronica

Reina Lafayette originally appeared in the Ravenloft tournament of Fantasy Shop Fair of December 2003.

[d20™]

Reina Lafayette: female medium humanoid natural wererat courtier 1/spy 3 (human, shapechanger), human form: CR 6; SZ M (5 ft 3 in.); HD d8 plus d6 plus 3d6 plus 1; hp 19; Init +2; Spd 30 ft; AC 14 (+2 natural, +2 Dex); Atk +5 +1 *rapier of wounding* (d6+2 plus wounding; 18-20/x2) melee; SA sneak attack +2d6; SQ talent, style and grace, wealth, alias, brilliant getaway, contacts, alternate form, rat empathy, low-light vision, scent, immunity to poison, chemical bane (yellow jessamine); AL LE; SV Fort +2, Ref +7, Will +5; Str 11, Dex 14, Con 10, Int 14, Wis 11, Cha 14

Skills: bluff +20(14 when feinting in combat), diplomacy +20, disguise +17, gather information +14, hide +10, knowledge(nobility) +8, move silently +10, ride +4, open lock +4, sense motive +6

Feats: appearance – above average, extra finesse, iron will, skill focus (bluff), weapon finesse

Languages: balok, falkovnian (eisen), mordentish (avalon and montaigne), odieran (vodacce)

Money: 500 gp (just for the road)

*The courtier and spy class appear in Swashbuckling Adventures corebook

Talent, style and grace, wealth: the bonuses from these abilities are already calculated above

Alias (Ex): When acting in her role of Richemulot noble, people should succeed at a Sense Motive check DC 36 to realize Reina's true identity.

Brilliant Getaway (Ex): When doing nothing but move during a round, Reina can select a 5 ft. square and don't receive attacks of opportunity for moving into or out of this square.

Contacts(Ex): Reina can roll twice for Gather Information after spending the time a normal person would need for just one.

Chemical Bane(Ex): Reina is *stunned* in presence of yellow jessamine.

This is Reina's normal form – she usually appears like that and only if she has no other option she takes the following forms in the presence of non-wererats.

Reina Lafayette: hybrid form: As above but Init +5; AC 18 (+3 natural, +5 Dex); Atk +8 +1 *rapier of wounding* (d6+6 plus wounding; 18-20/x2) and bite +2 (d6+2 plus disease) melee; SA as above, but also curse of lycanthropy (Fort 18), disease (Fort 11); SQ as above, but also damage reduction 10/silver; SV Fort +4, Ref +10, Will +7; Str 15, Dex 20, Con 12, Int 14, Wis 11, Cha 14

Skills: as above but hide +13, move silently +13

This form is used when Reina really needs some devastating attacks. Her sneak attack is deadly, but her bite attack is what the PCs should fear the most about.

Reina Lafayette: dire rat form: As above but SZ Small; Spd 40 ft, climb 20 ft; AC 19 (+1 size, +3 natural, +5 Dex); Atk +7 bite (d4 plus disease); SV Fort +4, Ref +10, Will +5; Str 11, Dex 20, Con 12, Int 14, Wis 11, Cha 14

Skills: as above but hide +17

This is the form Reina uses to hide, evade (combined with brilliant getaway) or infiltrate. Sometimes she wounds opponents with her wounding weapon, then hides as a rat and attacks again in hybrid form after they have bled for a while.

[7th Sea™]

Reina Lafayette, human form- Villain

Brawn: 2; *Finesse:* 3; *Wits:* 3; *Resolve:* 2;

Panache 3

Reputation: 0

Background: Curse (of Lycanthropy)

Advantages: Appearance – Above Average, Avalon, Balok (R/W), Connections

(Informant), Eisen (R/W), Montaigne (R/W), Patron (40G monthly), Specialty (Ride), Vodacce (R/W)

TN to be hit: 5 (10 with fencing)

Armor: Reina's skin is considered light armor with protection 4.

Courtier: Dancing 1, Etiquette 1, Fashion 1, Oratory 3, Diplomacy 3, Gossip 3, Politics 1, Seduction 1, Sincerity 3

Spy: Shadowing 2, Stealth 2, Conceal 1, Disguise 3, Sincerity 3

Fencing: Attack (Fencing) 2, Parry (Fencing) 1

Reina Lafayet, hybrid or rat form- as above but:

Finesse: 4

Armor: Reina's skin provides protection 7.

Natural bite: Attack 2, 1k1 damage, Resolve test TN 18 to avoid lycanthropy, Brawn test

TN 10 to avoid contacting disease (incubation period d3 days, damage 1 Finesse and 1 Resolve every 2 days if another Brawn test TN 10 is failed. The disease is healed after two consecutive successful Brawn tests).

Damage Reduction: Non-silver weapons cause to Reina 15 less Wounds per attack. This is in addition to her natural armor.

Reina is used as an example of how you could create Ravenloft/Swashbuckling villains, but, by altering her story, you could incorporate her in an existing Théan campaign (wererats could be an Invisible College failed experiment on pyeryem shapeshifters, for example).

Sword and Mist - Ravenloft™ Crossover Part Two, Secret Societies

Author

tec-goblin

Topic

Secret Societies/ Setting & Crossover

Spoiler Tag

Yellow

Canon Compatibility

Red

Dear Veronica,

It's very amusing to see you scheming. You insist you have some kind of "darkest schemes" about the future, but you seem to forget that my friends are able to see the future – so we are able to know what you want to succeed. But, as a true gentleman, I'll have to agree to stop writing for all these things that seem to annoy you (we shouldn't forget that you are supposed to be ... dead?), and go on to write about things that really interest Architects of Truth.

Regarding your previous letter, I was intrigued in the idea that travelers of this "Land of Mists" already have arrived here to scout our lands. Nevertheless, it seems more important to me to collect information about greater groups of people and more important societies of Théah. So, I'll summarize here all information my organization has collected about Théan Secret (or not so secret) Societies.

Sophia's Daughters

It seems as an evident choice to start with the organization I am more familiar with – Sophia's

Daughters. You should excuse me about the fact that I won't reveal much about us. You only need to know that our current objectives are 1)to check and catalogue all known portals to this Land of Mists and ensure that they do not constitute a danger to the Barrier, 2)to find new members and safe houses in the Lands of Mists from which we could continue our activities. 3)Our ideals compel us to find out, and catalogue all darklords, and check that they do not use their power for war, oppression, and inequality, and are not able to bring down the Barrier. 4) Last, but not least, we try to communicate with sidhe of these Lands of Mists – we have already heard about dangerous shadow fey, which we tend to consider unseelie, but we have to investigate on the spot.

Los Vagos

Los Vagos don't seem to have understood what's happening to the world. Their fights against the Inquisition, and their vendetta with cardinal Verdugo, though, bring them directly against the Darklord of Castille (as we think Verdugo is) – we keep an eye to ensure that this Darklord doesn't

overwhelm these heroes with his new powers and we are also curious to find out what powers will he use.

Explorer's Society

Explorers are running. That's the shortest way I can describe all this new land-of-mists-mania of this society. They don't know how, they don't know why, but their ships keep finding new lands. They haven't found a way to explain the portals, they haven't found the tons of syneth artifacts they are searching, but they really want to know EVERYTHING about new lands – it's their life. Rumors about non-syneth magic items have intrigued many a greedy, or simply adventurous Explorers.

There is only one big problem: size. Explorers have nor the money nor the necessary people to quickly explore all new lands, AND Cabora, and old excavation sites and... They try to find new members from these new lands, but, in any case, they'll have to prioritize – we'll try to ensure they start with harmless things.

There is another, seemingly smaller problem in exploring these new lands. These lands may seem harmless and safe without the regular tons of syneth traps, but the truth is that strange creatures, and horrors lurk in the dark of the Land of Mists – many Explorers have already vanished, but even more return changed. Very changed... That may be that their eyes have an otherworldly look, or that their minds are shuttered, or even that their heart has blackened. Something in the hidden corners of the Land of Mists is too much for their naïve minds and hearts...

Knights of the Rose and Cross

These simple-minded fools are very funny... They seem to have a universal stance of "protect other members from the horrors of these new found lands", and are quite good at killing skeletons, and other undead nasties, but we are almost sure that they are used as a tool in the hands of villains – as always. The only change is that now even some darklords – or friends of the darklords have gained friends in the Order, which runs to protect their "benevolent members" from... other darklords, who simply have the bad luck or poor mind to appear as bad as they are.

Die Kreuzritter

The Black Crosses are too paranoid to let our agents infiltrate them. Maybe that's good – maybe it's the only way to avoid having darklords'

minions in their organization. In any way, I don't know much about them, but we have scryed them in some of their gatherings and we are sure that they think that the whole portal-to-land-of-Mists thing is a great breach in the Barrier which they have to close. They may be very good in putting down some horrors of the night, and keeping some portals safe, but we are afraid that their paranoia will erupt in a war with the people of these newfound lands.

Anyway, we hope that they have more wisdom than this.

Rilasciare

These people are in deep trouble. They have sensed the supernatural forces of the darklords, and are afraid that another Bargain is made. We have secure information that they plan to take every single darklord down using any of their methods (pranks, books, revolution, assassinations, terrorism). We have some reservations regarding these plans: we don't know if it is indeed possible to take down a darklord, nor we know what happens when, and if he is killed, so we need to check historical accounts, and do research, and experiments. There are suggestions that a country in the Land of Mists always has at least one Darklord, so taking down one may mean replacing one evil with another, or even great destructions to the country. We are afraid that Rilasciare are too hasty, and will cause much problems, death, and misery in this war against Darklords.

The Church

Both Vaticines and Objectionists are terrified of the idea of many countries believing in strange gods (Ezra, Hala, even the Eternal Order). Their initial idea was that all the clerical powers that appear in the Land of Mists are bargain powers, so the lands should be proselytized, but some rational minds suggest that Ezra may be a different way to call Theus. There will be much research, debate, and the occasional religious conflict, or war in this matter. We are here to reduce the latter.

The strange society of Thirteen

The visions about the 13 seats, and the members whose faces couldn't be seen has intrigued us. What is this society? Who are their members and what's their agenda? Maybe you, Veronica, will find before us the answer on this.

Sincerely yours,
Antoine

Sword and Mist - Ravenloft™ Crossover

Part Three. Rules

Author	tec-goblin / lady grace (provided many interesting ideas)
Topic	Setting & Crossover
Spoiler Tag	Yellow
Canon Compatibility	Red
Abbreviation	RLPHB – Ravenloft Player's Handbook.

Languages

<i>Théan language</i>	<i>Ravenloft language</i>
Montaigne	high Mordentish
Avalon	low Mordentish
Ussuran	Vorostokov
Cathayan	rokushima tayoo language
Eisen	Falkovnian
Vendel/Vesten	Lamordian
Vodacce	Odiaran
Crescent	Akiri
Tashili	Rajian
Fhideli	Patterna

Arcana

In Land of Mists evil is hidden and supernatural powers cannot detect it. That's why any character can have any Arcana, regardless of reputation or alignment. In that way, Arcana – detection magical powers do not also reveal whether a character is good or evil. DMs should be careful in this – sometimes PCs should not be able to choose some Arcana (for example, a Merciful good character is not as hampered as a Merciful evil character, while a Charismatic evil character won't be able to use his wile).

Behavior dictated by a character's Arcana is subject to power checks as normal (for example, behavior caused by the Ruthless wile).

[7th Sea™]

Nationalities

If you create a character from a Land of Mists country, the nationality should give some bonuses and some discounts. It is suggested to find a similar Théan country to find an "equivalent" nationality. For example, characters from Dementlieu should have Montaigne as an equivalent nationality, aka they should gain 1 to their Panache etc. The above list of languages may help as a general guideline for equivalent nationalities.

Power checks

Normal percentages as in RLPHB

For sorcery, each time a character gains a point in sorcery knack (Bargain Magic only), he/she suffers a 4% power check. No character can gain more than one stage of corruption this way.

Each time somebody uses a Zerstorung, Porté, El Fuego Adentro, Sorte or Unseelie legend Glamour advanced knack (I mean a knack which needs you to be at least adept at that sorcery school) he/she makes a 2% power check. If the character has reasons to suspect that this may harm the barrier and has suspicions about the fact that destroying the barrier is a bad thing, then the chance raises to 3% for advanced knacks of the above schools, except from Porté', where it raises to 4%. In that case, basic knacks also incur a 1% power check.

For the above purposes, the Sensing Porté knack is considered a basic knack.

Vodacce fate witches taking dramatic wounds from a fate lash also suffer a 1% power check for each dramatic wound they suffer. Power corrupts and seeking more power than you can handle is always considered a hubris in the Lands of Mists.

Curses incur +2% percentage. See more below on curses.

Innocence

Benefits: Sorcery, Shamanism and supernatural abilities against you made by villains or requiring a powers check are made at +5 TN.

Drawbacks: +5 TN to your Horror tests and Cold Read tests

Suggested powers for path of Corruption (effects are cumulative for each path):

Stage One: The Caress

· You gain benefits of about 6 XP cost. Some suggestions:

- +1 to a knack accessible from a skill you possess
- Natural armor: +5 TN to be hit
- Night Trained advantage (appears in Montaigne book)
- A natural attack (bite, claws, horns and so on) dealing 0k2 damage
- A free advantage of up to 1 point.
- A low powered supernatural ability, for example the equivalent of having 1 at a Basic Sorcery Knack.

Stage Two: The Enticement

· You gain benefits of about 12 XP cost. Some suggestions:

- +1 to a low trait
- A free raise when using a particular knack
- Natural armor: +5 TN to be hit
- Ability to see 60 ft. away in total darkness.
- A natural attack (bite, claws, horns and so on) dealing 0k3 damage
- A poisonous natural attack
- A free advantage of up to 3 points.
- A low powered supernatural ability, for example the equivalent of having 3 at a Basic Sorcery Knack.

Stage Three: The Invitation

· You gain benefits of about 18 XP cost. Some suggestions:

- +1 to a trait
- +2 to a knack accessible from a skill you already possess
- Natural armor: +5 TN to be hit
- A natural attack (bite, claws, horns and so on) dealing 2k3 damage
- A free advantage of up to 5 points.
- A medium power supernatural ability, for example the equivalent of having 5 at a Basic Sorcery Knack or 1 in an Advanced Sorcery Knack.

Stage Four: The Embrace

· You gain benefits of about 24 XP cost. Some suggestions:

- +1 to a trait
- +3 to a knack accessible from a skill you already possess
- Natural armor: 1 fewer dice Kept when rolling for Damage made against this character
- A natural attack (bite, claws, horns and so on) dealing 2k4 damage
- A free advantage of up to 7 points.
- A medium-to strong supernatural ability, for

example the equivalent of having 5 at a Basic Sorcery Knack or 3 in an Advanced Sorcery Knack.

Stage Five: The Creature

· You gain benefits of about 30 XP cost. Some suggestions:

- +1 to two different traits or +1 to a trait to a maximum of 6
- +2 to 2 knacks accessible from a skill you already possess
- Natural armor: Wound checks against that character are made with half the normal dice, rounded down
- A natural attack (bite, claws, horns and so on) dealing 4k4 damage
- A free advantage of up to 10 points.
- A new civil skill with all the basic knacks at 2.
- A medium-to strong supernatural ability, for example the equivalent of having 5 at a Basic or Advanced Sorcery Knack.

Stage Six: The Darklord – as in d20

Curses

New advantage: **Voice of Wrath**

Cost: 3 HP (1 HP if Fate Witch or Fhidel/Vistani)

The unseen forces of vengeance heed your commands.

You gain a +4 bonus on all curse checks.

In Ravenloft, everyone can issue a curse. The easiest mechanic which comes to my mind is spending drama die to make a curse check (0k2 without spending drama die, rising to (Drama Die)k2 of course) against the TN (DC) and with the modifiers writ-ten in RLPHB, page 95. The alignment modifier change to: -1 if the invoker is a hero or +1 if he is a villain

For example, a Fate Witch with Voice of Wrath chooses to spend 3 drama die to issue a justified curse (TN 25). The player carefully chooses the wording, putting an escape clause and without mentioning game mechanics. The player rolls the appropriate power check and succeeds (the Fate Witch avoided been corrupted). The DM judges that the moment is not extremely dramatic and the player rolls 3d10, resulting in 3, 6 and 8 for a total of 14 (die)-5 (succeeded

power check) +2(female character) +1 (spellcaster character) +4(Voice of Wrath advantage)-1(invoker is a Hero) =15. Failure, but if the player had failed the power check, the curse would have been laid.

Suggested effects of curses:

Embarassing – as in d20

Frustrating curses – as in d20, possibly a character receives a permanent curse die that is rolled and subtracted from the result of any particular knack

Troublesome curses – as in d20, possibly –1 to a trait or a permanent curse die like the Sorte ones

Dangerous curses – as in d20, possibly –1 to a trait or two permanent curse die like the Sorte ones

Lethal curses – as in d20, possibly –2 to a trait or three permanent curse die like the Sorte ones.

When I say “permanent” above, I mean “permanent until the curse is lifted”

Fear, Horror and Madness

The rules below override the existing way of making Fear tests.

Fear, Horror and Madness tests are Resolve tests against a TN specified by the circumstance.

When failing these tests, compare the result of your die to the TN.

Failure Margin	Effect
1-5 points	Minor
6-10 points	Moderate
11-15 points	Major
16+points	Major, plus additional effect

When determining the results of a failed Horror or Madness test, the player also needs to roll in the appropriate tables to select a specific effect.

Recovery tests: as in RLPHB

Fear tests:

Fear tests are made whenever any of the circumstances of RLPHB, page 78 are met or when the PCs meet an opponent with Fear.

Determining the Fear Save TN

TN= 5+opponent's Panache+3*Fear Rating
Modifiers apply as in RLPHB. Modifiers from advantages, arcana or anything else apply normally.

Minor effects: Shaken The character suffers –1 unkept die in all of his/her tests.

Moderate effects: Frightened. As above, but also the character flees as well as she can. She can fight to defend herself if unable to flee. She can use the best means at her disposal to escape.

Major effects: Panicked. As above, but the character drops what she's holding, chooses her path randomly (as long as she escapes from possible danger) and flees any other dangers that confront her. If cornered, she fights at –2 unkept die. She can use sorcery to escape.

If the character fails the test by 16+ points, she is panicked and makes a Horror test with TN= failed Fear test's TN-5

Additional Failures: Effects stack. A character who has suffered a minor effect and fails another Fear test marginally is subject to a moderate effect and so on.

Recovering from fear: Fear effects last for one scene.

Horror tests

As in RLPHB, except from the below:

Effects

Minor – roll a die

1-2 Aversion: The duration changes to one scene

3-4 Fearstruck: As above

5-6 Frozen: 3 rounds -> 1 round The character's footwork is considered 0 for the duration.

7-8 Nauseated: 1d4+1 rounds -> 1 round (suppose 1k1). The only actions that are allowed are move actions and non-aggressive free actions (R&K sages, please correct me here)

9-0 GM's choice from the above

Moderate – roll a die

1-2 Nightmares: For the moment, the character is merely shaken. This Fear effect lasts for this scene. However, the next time the character tries to go to sleep, the horrific events of this scene play themselves out again in her mind, causing the character to wake with a scream after only 4k3

minutes. The nightmares return every time she tries to sleep, preventing rest. For as long as this Horror effect lasts, the character cannot use Sorcery or Shamanism and after five days she suffers a -1 unkept die to all her checks.

Lack of sleep also erodes the character's health. Without rest, she cannot heal dramatic wounds through natural healing.

Continues as in RLPHB – substitute the Will save for a Resolve test.

3-4 Obsession: As in RLPBH, but the penalties change to -1 unkept die to all tests involving the character's senses after five days of restless obsession. Replace references to hit points with dramatic wounds. The damage because of lack of rest changes to -1 Resolve every full month without rest, which returns at the rate of 1 per week when the character recovers from obsession.

5-6 Enraged: Effects of rage are as following: Immune to being Crippled but not Knocked out, your Wits drop to 0, +5 Bonus to all Brawn rolls [including Wound Checks] and damage rolls, increase in your Fear Rating [if any] equal to one-third your Panache rounded up. While berserk, it is hard to recognized friend from foe. It requires a Wits roll against a TN of 5, remembering the rules for Traits of 0."

7-8 Revulsion: As in RLPHB

9-0 GM's choice from the above

Major – roll a die

1-2 Fascination: The damage changes to -1 Panache every month. If either score drops below 0, the character becomes a lost one.

Recovery rate changes to 1 Panache each week.

3-4 Haunted: Damage changes to 1 Panache.

5-6 Mental shock: Change flatfooted to effective footwork=0.

7-8 System shock: The shock proves to be too much for the character's heart; she must make an immediate Resolve test against the same TN or suffer 1k1/2 (round down) dramatic wounds.

9-0 GM's choice from the above

Madness tests

As in RLPHB, except as below:

TN for Mental Contact is $10+2*\text{the}$

Creature's Wits.

Nonmagical gaslighting is made with a successful Sincerity check. You can also use Oratory, but Sincerity is safer (you cannot be blamed for lying).

Effects

Damage changes to 1 Wits and Panache damage for a minor effect, 1 Wits, Panache and Resolve for a moderate effect and 2 Wits, 2 Panache and 1 Resolve for a major effect.

If the character fails the Madness test by 16+, she suffers -2 Wits, Panache and Resolve.

Additional effects:

Minor – roll a die

1-2 Blackout: You temporarily gain the Amnesia Background:1 for 1d10 days. During this time, you are unaware of what might have happened to you. You do not gain any XP for this Background.

3-4 Denial: The insight bonus changes to +1 unkept die on Resolve tests.

5-6 Horrified: As in RLPHB.

7-8 Unhinged: Change the bonus to +1 unkept die to Fear and Horror effects and the alignment change becomes an Arcana change: roll randomly among the rest of the Arcana to find an Arcana which temporarily substitutes the previous. If a Hero takes a flaw or Wile in that way (or a Villain takes a Virtue or Hubris), then the behavior of the subject changes accordingly (the Hero behaves as a Villain with the new Arcana). A TN 25 Cold Read check can reveal it as in RLPHB.

9-0 GM's choice from the above.

Moderate – roll a die

1-2 Delusions: As in RLPHB

3-4 Depression: Change the Will save to a Resolve test. Change the penalties to -1 unkept die, effective Footwork=0 and an additional -1 unkept die to tests involving Finesse. Change the insight bonus to +1 unkept die on all subsequent Fear, Horror and Madness saves.

5-6 Hallucinations: As in RLPHB, but references to major image should be replaced with reference to sidhe illusions. The -2 penalty changes to -1 unkept die on Fear and Horror saves provoked by the character's visions. The Will to disbelieve the vision changes to a Wits test against a target number of 13+character's Resolve.

7-8 Paranoia: As in RLPBH, but the Horror save at the end has a TN of 12

+character's Resolve.

9-0 GM's choice from the above

Major – roll a die

1-2 Amnesia: As in RLPHB

3-4 Multiple Personalities: As in RLPHB, but determination of age is done with 1d10 (the less the younger), determination of sex is done with 1d10 (1-5: same sex, 6-0: opposite sex). Pick a random arcana for each alter ego.

The Will save changes to a Resolve test with TN when the character rests changes to 15+character's Resolve.

5-6 Schizophrenia: The determination of alignment changes to the determination of arcana, as in Unhinged (see above), but the original arcana is a viable option for Schizophrenia. References to Will Saves change to Resolve tests and references to Wisdom change to Resolve.

7-8 Suicidal Thoughts: As in RLPHB

9-0 GM's choice from the above.

Recovering from Madness:

Peace & Quiet: If the character rests for three months without failing any subsequent Fear, Horror or Madness tests, she can make a recovery check against the same TN. If the check succeeds, the character can regain 1 point in one of the decreased traits. The character can attempt a new recovery check once per three restful months until all Traits return to normal.

Hypnosis: Hypnosis is a new doctor advanced knack, so it will be a Panache+Hypnosis test against the original TN of the madness test which can be tried once per month on a character until the character recovers. A successful Hypnosis check reduces the re-recovery TN by 1 point and lets a character immediately make a recovery test. (many nice ideas come to my mind on this, maybe create an idea on a sanitarium)

Sanitariums offer a 1k1-6 modifier to all recovery checks made in their care.

Changes to rules of the Comforting Virtue:

You may activate your Virtue to add an unkept die to all of your party's Fear tests, including yourself – you can do this at any time during the turn and as many times as you like and it lasts until the end of the scene.

Changes to rules for Man of Will advantage:

Playing a fearless character in a horror campaign is simply missing the point. Man of Will's immunity to fear changes to 1 free raise on all Fear checks and the point cost changes to 23 (from 25).

Changes to Faith:

With DM's permission, this advantage can represent faith in any divine power (Ezra or Morninglord for example)

New advantages:

Courage

Cost: 4 HP (3 HP if Vestenmannavnjar)

You are particularly fearless in the face of danger.

You gain a free raise on all Fear checks.

Jaded

Cost: 3 HP (2 HP if member of the Explorer's Society)

Like an experienced explorer, you have been hardened against the horrors of the world by cruel experience.

You gain a free raise on all Horror tests.

Open Mind

Cost: 3 HP (2 HP if member of the Invisible College)

An adaptable mind keeps your sanity resilient.

You gain a free raise on Madness tests.

[d20™]

Changes to classes

I suggest that compatibility with Ravenloft means also compatibility with 3.5.

Théan Bard – bardic knowledge is affected as in Ravenloft PHB 3.5. The change is that, if the bard is from Avalon, Montaigne, Vesten/Vendel, Eisen, Castille, Vodacce or Ussura he only suffers a -5 penalty when entering for first time one of the countries above. Any bards from Théah penalties are raised to -12 for countries outside Théah.

For 3.5, use the bardic music progression of the normal 3.5 bard and increase than bard's skill points per level to 8+Int.

Ravenloft Bard is available as a class in Avalon, as a glamour bard (possible changes to his spell list).

Théan Paladin – changes in class abilities come up as in Ravenloft PHB paladin.

The special mount is not summoned in Ravenloft Théah-use the 3.0 rules for it. Théan Paladins do not disrupt the planar fabric. There is a chance that a normal Ravenloft paladin of Theus (with spells) may appear. This one should be very unique and can provide an interesting story.

Alchemist – in Ravenloft, special ingredients for alchemic potions are hard to find. An alchemist may follow hard adventures or make difficult compromises to research and create alchemical potions. If the DM wants an easy (if somewhat simplistic) way to adjust this, he can roll a 5% power check whenever a character gains a new level of alchemist. DMs are encouraged to avoid this easy way for PCs and focus on role-playing the adventures to find the ingredients – adventures that may cause difficult dilemmas.

Blood scientists are another issue!

Assassin – An Assassin in Ravenloft can be good, if he uses the Subduing Strike Exalted Feat. Whenever an assassin kills someone with a death attack, then he rolls an 5% power check, in addition to the normal 5% for killing someone with sneak attack.

Courtier – Courtiers in Ravenloft may be corrupted by the power they hold in their hands. DMs should never forget that a courtier, as far as Power Checks are concerned, is responsible for the actions of his underlings and also for the actions he caused indirectly.

Highwayman - Highwaymen in Ravenloft should roll powers checks when killing someone who attacked them because they tried to rob him as normal. Dead shot follows the same rules concerning powers checks as rogue sneak attack does.

Inquisitor: Power checks for inquisitors have double percentages, as those of Ravenloft Clerics. The Mists are very interested in faithful people that have been corrupted.

Musketeer - Musketeers in Ravenloft should never forget that evil actions in the name of the crown, or whatever they believe in, risk of power checks as normal.

Noble – see Courtier. Don't forget that abusing underlings and having them work for you under bad conditions denote a disrespect for their lives which could easily corrupt a noble – DMs should roll power checks according to the case, but, for DMs who want a simple way to show this, a 5% power check each time a noble gains a noble level may be appropriate. We always recommend you roleplay the situation and avoid the 5% rule.

Pirate – Killing people for job or working with other pirates who do it without trying to stop them easily corrupts a character and makes human life seem unworthy. There are very few pirates who can remain good and avoid corruption – some Gosse crew included. – DMs should roll power checks according to the case, but, for DMs who want a simple way to show this, a 5% power check each time a noble gains a noble level may be appropriate. We always recommend you roleplay the situation and avoid the 5% rule.

Spy – Normal rules for rogue Sneak Attack apply. As far as power checks are concerned, of course spies are fully responsible for any actions they do under any of their personas.

Swashbuckler – normal Ravenloft rules for fighter apply. We recommend against the power-check-per-level option.

Wanderer – Knowledge in a Ravenloft world is not very easy to be found. The DMs should be very careful when a Wanderer puts ranks in Knowledge skills. Other than that, Wanderers have no special rules in Ravenloft.

Witch - Witches' familiars are dread companions. Whenever a witch learns a new spell from the Evocation, Enchantment or Necromancy schools she rolls a 5% power check. No Witch can gain more than 1 power check this way.

Zerstörung Mage, Porté Mage, Sorte

Fate Witch, El Fuego Adentro Mage -

All Bargain Magic (Zerstorung, Porté, El Fuego Adentro, Sorte) spells cause a 5% power check when learned (which overlaps and doesn't stack with the 5% for a spell being of the Necromancy, Evocation or Enchantment schools). No character can gain more than one path this way.

Each time somebody casts a Zerstorung, Porté, El Fuego Adentro, Sorte spell he/she makes a power check with a percentage equal to the level of the spell (including metamagic alterations) divided by 4. If the character has reasons to suspect that this may harm the barrier and has suspicions about the fact that destroying the barrier is a bad thing, then the chance is the level of the spell divided by 3 for most of the above spells, or divided by 2 for Porté.

If you use the fate lash variant present at this netbook, use the "original level" of the spell for the purposes of power checks.

For the above purposes, spell-like abilities and supernatural abilities count as spells of (the level they are gained +1)/2 level(max 9 for non-epic progression)– Apprentice 1, Adept 4, Master 9

Power checks are not cumulative-at any time only the highest applies, so, if a Porté Mage escorts 2 persons simultaneously, rolls only once for 7%, and not twice for 7% and one for 4% (walk).

Complete list:

Bring	2
Pass Object	3
Catch	3
Walk	4
Carry Object	6
Escort	7
Create Permanent Gateway	9
Sensing	Special: 1, each time you sense a portal
Sense Strands	1
The Arcana	1
Cups	2
Coins	3
Blessings and Curses	4 (Special: It is considered a necromancy spell when used for a curse, incurring an additional 4% power check)
Swords Spread	4
Tugging Strands	5
Staves Spread	5
Stretching Strands	6
Black Strand	7
Arcana Spread	8
Black Spread	9

Destroying Strands	9
Creating Strands	9
Corrode Simple Material	1
Disintegration	4
Corrode Hard Materials	5
Corrode Life	7

Fate witches in particular – They gain at 7th level a +2 profane bonus to curse checks.

Glamour Mage, Laerdom Mage, Pyeryem Shapeshifter, Scrying Sorceress –

Whenever one of the above Mages/Sorceresses learns a new spell from the Evocation, Enchantment or Necromancy schools he/she rolls a 5% power check. No Mage/Sorceress can gain more than 1 power check this way. This particularly affects Glamour Mages and a bit less Laerdom Mages. Sidhe are not affected by this rule, as natural glamour creatures.

Non-sidhe Glamour mages calling on any of the Unseelie legends that appear in *The Sidhe: book of Nightmares™* or anywhere else suffer a 1% power check for Apprentice-level uses, 2% for Adept-level uses and 3% for Master-level uses.

Pyeryem Shapeshifter in particular –

Benefit: Pyeryem shapeshifters are considered natural shapeshifters for the purposes of being revealed by true seeing and similar magic in Ravenloft.

Drawback: Pyeryem shapeshifters adopt animalistic and usually violent instincts in Ravenloft. Shapeshifters who have chosen as one of their forms one carnivore should eat meat daily as Ravenloft werewolves (usually 25 lbs of raw meat daily – see RLPHB for details). Players should roleplay their animalistic instincts and DM should be watchful for possible power checks. For a quick but not recommended way to play this, DMs should roll a 5% power check each time a pyeryem shapeshifter gains a level.

Pyeryem Shapeshifters suffer a -4 penalty to all saves to avoid contracting lycanthropy related to one of their animal forms (for example if a pyeryem shapeshifter has the wolf form, he suffers a -4 penalty to his Fortitude save if bitten by a were-wolf).

Male Scrying Sorcerer – normal Ravenloft rules for fighter apply. We recommend against the power-check-per-level option.

Théan Druid – Suffers the same chance of being corrupted by sinkholes of evil as a Ravenloft druid. DM's should have in mind that gesa can be harmful, and even award power checks. For example a Théan druid who issues a Greater Gesa to someone with such terms that leave him live forever while he/she doesn't want to live forever, maybe by saying to him that he can only die if he kills his daughter.
Ravenloft druid could be possible in pure places in the world, particularly Avalon forests.

Théan priest – Power checks for Théan priests have double percentages, as those of Ravenloft Clerics. The Mists are very interested in faithful people been corrupted.

Man of Will prestige class – The Fearless ability should be changed with the Courage feat. DM's should be very careful with this class, it is widely considered overpowered.

Notes on magic

All Ravenloft rules for magic and altered spells apply (no amount of Porté can make you pass through closed domain borders for example)

Suggested classes and abilities from each setting

All Swashbuckling Adventures feats and

Classes are very nice additions to any CL8 or 9 Ravenloft campaign, but the following are especially appropriate:

Courtier, Spy and Wanderer class from Swashbuckling Adventures Campaign Setting Rulebook

Profession feats from Swashbuckling Adventures Campaign Setting Rulebook

Fate Witch from Swashbuckling Arcana

Tarramonde feat from Islands of Gold™: the Midnight Archipelago for Souragne shamans.

For Swashbuckling Adventures, the following Ravenloft classes, feats and powers are especially appropriate:

From Van Richten's Arsenal, Muse, Nine Lives and Smitten feats and the crypt raider and pistoleer prestige classes

From Heroes of Light the Detective and Scholar prestige classes and the Knowledgeable, Heroism, Library, Dabbler and Wealth feats.

From Champions of Darkness the Charlatan, Highway Rider and Propagandist prestige classes and the hollow and machiavellian feats.

From Gazetteer III, the prestige class Grimtrekker could see good use in the Vodacce or Montaigne catacombs.

From Van Richten's Guide to the Shadow Fey, many articles, special powers and weaknesses could change dramatically Théan sidhe, particularly unseelie ones, changing them to shadow fey.

CHAPTER THREE:

Bestiary

Cotatril - The Secrets of the Giant Aspreys

Author	tec-goblin
Topic	Monster
Spoiler Tag	Yellow
Canon Compatibility	Yellow
References	Islands of Gold™ for Kanuba and Cotatril Savage Species™ for Monster Classes

Dear Joseph,

I am especially pleased by your interest in my studies and travels. I think I can trust you for a while, and reveal my recent discoveries during my stay in Kanuba, though I still expect you to keep silent about the subject, as these discoveries would turn very dangerous for the world if they ever reached the ears of people like Vincenzo Calligari.

I think that I had already built up the tension which is necessary before any major, real or imaginary, turn of events (I never forget that I am an author).

The Kanu are not alone on Kanuba, my friend...

I don't refer to the few Eisen and Avalon souls at the coast, but to an entirely different race, a race of creatures calling themselves Cotatril. I met them accidentally in one of my trips near the mountains: I got trapped in one of the traps they build around their havens, and I was hanging there like a fool, trying to find a way to avoid ending my life in starvation, hanging from a tree in an ungentlemanly position. That was when I saw an asprey flying around. I would have ignore it, hadn't I realized its size: as it drew close, I realized how far away it was, and that it was around 9 feet tall!!

Gliding through the air, without the so usual frantic movement of wings that the normal aspreys enjoy, it got closer, tied my hands, and freed my leg from the trap. Then, without questioning, it took me on the air, and flew to a haven somewhere

in the mountains – a haven very difficult to approach by foot, due to its height.

Language

There I met many more giant aspreys. One of these came forth, and, surprisingly, spoke to me in Eisen – realizing my poor knowledge of this language, it easily switched to Avalon, which it pronounced with a lot of hissing. I later learnt that this is not their native tongue, but they tend to speak in a strange language resembling snakes... chirping. It is a language, which seems as if created by birds, with all this “tri-tri” “tsirp” “kookoo”, but it is pronounced by forked, snake like tongues, and necks, full of “sss”, and uranic sounds. Especially strange, I think that an Explorer would have an explanation on this.

Community

To get back to the subject (have I strayed at all from it?), and cut the long story short, the giant asprey called his people “Cotatril” (co-tta-TTRIL), and himself “Koorp ‘stri” (KOORP –sssttri), a local leader. Well, he said that he is not exactly what we may call leader (he's even less of a leader than the Vogeldorf's one) – just a person a bit more specialized in mediating disputes, and organizing communal discussions – an easy task regarding the fact that rarely do more than 10 Cotatril gather for a discussion. I think they number in the dozens, with small separate villages hidden in caves on the mountains.

Maybe these small numbers, and high intelligence and wisdom, have made them exhibit a so democratic organization: every dispute is solved by clever arguments, and communal discussion – no one seems higher than the other – just some Cotatrils are a bit more specialized in some aspects of life (hunting, spying on humans, knowledge of nature etc.), and their opinions regarding those aspects are treated with respect. I consider this a lesson to us humans, from a race that seems as much cleverer than us, as normal aspreys are cleverer than dogs and cats (every human should face an asprey some day – it will lower his ego considerably).

By the end of that day I found the Cotatril seemed a lovely, if quite strange race of creatures, though I couldn't help but notice a hint of fear looming in the depth of their eyes. They insisted that I sleep in a guarded home during the night without giving me a good explanation.

Koorp 'stri
Koorp 'stri is a male cotatril noble
2/wanderer 2 [d20™] or a Cotatril with
Panache 4, Wits 6, Cold Read 4 and
Diplomacy 4 [7thSea™].

Buildings

I referred to a home, right? Well, for cotatrils, a home is a carefully hollowed place in a cave, where, with strange tools, and their great force, they have made it to resemble a room: it had a curtain hiding it from the rest of the cave, a comfortable (but a bit big for me) bed, and a small fireplace. The tools that were able to do this in the stone should be really marvelous – I promised myself to examine them later, so you can see later in this letter my observances regarding Cotatril equipment.

The strange thing was that there seemed to exist more than a couple vacant rooms – strange for a people certainly not expecting many visitors.

Survival

Next morning, I was called to Koorp 'stri's breakfast: eggs from raised turkeys, and fruits covered with small pieces of some dark meat. I start eating, but only the fruits were really enjoyable. The meat was stiff, and had too many small bones inside – it seemed to be from something resembling to a mouse – I was polite enough not to ask: I just left the meat alone. Unfortunately, my attendance at one of their hunts later, indeed confirmed that Cotatrils eat mice also,

but they mostly love eggs: for each cotatril there are at least ten specially bread fat and large turkeys, breeding eggs like chicken do.

Equipment

As I had promised to myself, and as each person occupied with playwriting should do, I turned my attention away from mundane things like food to great and heroic things like weapons.

Regarding normal tools and weapons, they are not very common among Cotatril. Their powerful claws make up for the lack of knives and weapons, but screwdrivers and saws are not rare.

One of the first things I asked for was the device they probably were using to dig the rope. They led me to a strange machine of levers, cogwheels and leather straps. The machine (which I joyously call "**Portable Cota-drill**") seemed to weight more than 300 pounds and was taller than a man, but, in its edge, there were stone drills. I saw the machine operate, as 2 Cotatrils were bound to the straps, and were moving the levers up and down – the effort was considerable for even those big creatures, but the result was amazing: the drills were whirling at immense speed, and were eating through rock quickly – for some strange reason, the stone drills weren't damaged considerably by the process. An engineer could make more clear conclusions, but I don't wear this hat.

The next apparatus that caught my attention was simply a rounded stone with cuts and small wave-like protrusions. Many Cotatril seemed to carry this stone they call "**Asirp**" (a-SSIRPP), and they told me that it is used as a thrown weapon to catch prey. They use it while gliding through the air, using their momentum to throw it – its carefully carved cuts and protrusions help it glide to its target. It always seemed awkward to me, but I never had the chance to see it working.

Last, but not least, I noticed their trap working. Cotatril don't want people to learn of their existence, and as a last resort in case someone climbs high into the mountain, and closer to their havens, they have layers upon layers of traps. This would seem an obsession to me, hadn't I realized that Cotatril are... immortal! Even setting traps in a very slow pace, they have managed to create every kind of thrown arrows, nets, rolling boulders, and cave-ins that a person can imagine. The majority of these have never been triggered, and 9 in 10 triggers are the work of animals. Maybe that's the reason that only birds are seen around the Cotatril caves.

“Cotadrill” has straps for 2 persons. It needs exactly 2 persons to operate. The process is fatiguing (2 Cotadrills usually are fatigued after 30 minutes of work). Each set of stone drills can operate for a total of 30 minutes before needing to be replaced. Detailed sculpting is possible with this device, but at a +10 TN/DC.

[d20™]

Each person has to succeed at a Strength check DC 14 to put the machine in order and continue making that check each round to go on digging (as a standard action). Failure in that check by more than 5 means that the machine kicks violently, causing 1d6 damage to each user. You can usually take 10 to that check. The machine causes 4d6 damage each round to structures, from which damage you deduct harness as normal.

[7thSea™]

Each operator has to succeed at a Brawn test TN 14 to put the machine in order and continue making that check each turn to go on digging. Failure in that check by more than 5 means that the machine kicks violently, causing 2k2 damage to each user. The machine can dig through 1 cubic foot of stone each turn.

Asirp

[d20™]

Asirp is a one-handed thrown exotic weapon, normally sized only for large creatures. If thrown by a creature, which has flown at least 30 feet during this round, its range increment raises to 30 feet.

Cost	Dmg(L)	Critical	Range Increment	Weight	Type
normally unavailable	d8	x2	10 ft*	5 lb	Bludgeoning

[7thSea™]

Asirp is a one-handed weapon balanced for throwing, which cannot be used by human-sized characters with less than 4 Brawn (and cannot be used at all by smaller characters, including Small human characters). If thrown by a creature which has flown at least 30 feet during this turn, its range doubles.

Damage	Range	Short	Long	Cost
3k2	5+(2XB)	0	-5	Usually unavailable

Observing one of the traps, and having in mind the discovery that Cotadril do not age, I started wondering... All these strange gears, unknown cogwheels and unusual mechanisms. It struck me that this people could have connections to the strange creatures living before humanity in Théah. The Syrneath... Some friends of mine think that they are connected to the unholy Bargain that was the mother of all this hated magic in the world (and if you really respect yourself as an information gatherer, Marcello, you should know of what I am talking about). These Cotadril may be far less innocent that they seem.

The second thought that struck me was that many Explorers would really find the place interesting: syrneath devices created through mundane means. They seem not so exotic as someone would expect, but they can be understood by us, as they are created by wood, stone and leather – by understanding these, the Explorers could understand, and unleash the horrors hidden in the “traditional” syrneath devices. And probably Cotadril could do this too...

I raised my eyes and stared frightened around me. Koorp ‘stri was looking at me and seemed to realize my horror. I told him that I had to leave. I cannot say I was surprised by his refusal...

You will learn how I left the island, and of a very interesting Cotadril villain in my next letter. Of course this means you have to wait, my friend. How would I have built up the tension otherwise?

Sincerely Yours,

Don Baltasar Arciniega de Grijalva

Cotadril revisited [d20™]

Medium Outsider (Native)

Hit Dice: 8d8+36 (72 hp)

Initiative: +1

Speed: 20 ft. (4 squares), fly 50 ft (average)

Armor Class: 19 (-1 size, +1 Dex, +9 natural), touch 10, flat-footed 18

Base Attack/Grapple: +8/+17

Attack: Bite +12 melee (d8+5+poison)

Full Attack: Bite +12 melee (d8+5+poison) and 2 claws +10 melee (d6+2) (many Asirp throw also the Asirp +8 ranged (d8+5/range 10-30 ft – see its description)

Space/Reach: 10 ft./10ft.

Special Attacks: Constrict d6+7, gaze, poison

Special Qualities: Damage reduction 10/magic (see below)

Saves: Fort +10, Ref +9, Wil +10

Abilities: Str 20, Dex 13, Con 19, Int 18, Wis 19, Cha 11

Skills: Craft (choose a category of syrnych devices, such as syrnych traps) +15, Escape Artist +10, Hide +8, Knowledge (Arcana) +15, Knowledge (Nature) +15, Knowledge (Science) +15, Knowledge (Syrnych) +15, Listen +15, Move Silently +11, Search +15, Spot +15, Survival +15

Feats: Exotic Weapon Proficiency (Asirp)^B, Flyby attack, Multiattack, Side Step

Environment: Mountains, Underground

Organization: Solitary, pair or unit (3-6)

Challenge Rating: 7

Treasure: Syrnych equipment

Alignment: Usually lawful

Advancement: By character class

Level Adjustment: +5

Cotatril description remains the same as in Islands of GoldTM, except from the Combat section:

COMBAT

A cotatril usually observes its opponents and tries to avoid fighting. In the case of a fight, though, a cotatril tries to paralyze with its gaze any opponent seeming like a “very dangerous but stupid fighter” while the rest of its colleagues attack with bite and claws. A single cotatril, of course, uses its gaze only to withdraw. Against single spell casters, it usually tries to start a grapple.

If the opponents seem overwhelming, the cotatril retreats by flight, and possibly re-attacks after a minute if it sees that its poisoned opponents have suffered Constitution damage.

Damage Reduction: Opponents can circumvent a cotatril's damage reduction by aiming at one's eyes or mouth, which inflicts a –5 penalty to the characters' attack rolls.

Gaze (Su): A cotatril's gaze can paralyze its opponents. This works exactly as a normal gaze attack, except from the fact that it affects only one targeted opponent at a time and requires a standard action to be established. A targeted opponent must make a Will Save, DC 14 or remain *paralyzed* as long as the cotatril keeps its concentration looking into the opponent's eyes. The DC is Charisma based.

Poison (Ex): A cotatril's bite is poisonous (injury, Fortitude DC 18, initial 2d6

hp/secondary 2d4 Con). The DC is Constitution-based.

Cotatril Monster Class [d20TM]

Outsider (Native)

This class is presented for players who want to play a Cotatril and DMs who want to make each Cotatril a different and interesting NPC (or even create “small cotatril” as a first setine experiment). It is created following all rules of Savage SpeciesTM as a class, which does NOT provide a multi-class penalty but cannot be used for multi-classing until you have reached maximum level (13).

Racial Traits

- Starting Ability Score Adjustments: +2 Int. Cotatril were created intelligent. That was the foremost Setine concern at the time.
- Speed: Cotatril land speed is 20 feet.
- Automatic Languages: Setine
- Favored Class: Cotatril. The best multiclassing choices for cotatril are fighter and wanderer.

Class Skills

The cotatril's class skills (and the key ability for each skill) are Craft (any syrnych, such as syrnych traps) (Int), Escape Artist (Dex), Hide (Dex), Knowledge (Arcana, Nature, Science, Syrnych) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis)

Class Features

All of the following are class features of the cotatril monster class.

Weapon and Armor Proficiency: Cotatril are proficient with all simple weapons and shields, but not with armor. Cotatril are also proficient in the use of asirp.

Feats: A Cotatril receives one feat at 1st level, one more at 4th level and one more at every 3 hd thereafter (i.e., one at 10th level and going on).

Natural Attacks: A Cotatril has a bite (main) and 2 claw (secondary) attacks doing damage normally for its size and Strength. You can see Monster Manual 3.5 for details, but its enough to say that a Cotatril's bite does d6 + Strength modifier damage and claws do d4 +Strength modifier/2 damage each, increasing to d8 and d6 respectively at

level 8, when it becomes large. A cotatril's secondary attacks suffer a -5 penalty, unless it takes the multiattack feat, which reduces the penalty to -2.

Damage Reduction (Ex): A cotatril has damage reduction 5/magic, which increases to 10/magic at level 9, which can be surpassed if the opponent takes a -5 penalty to his/her attack rolls.

Gaze (Su): As described in the Cotatril normal entry, but the DC is 10 +1/2 cotatril

monster HD + Charisma. See the table for levels when gaze becomes available.

Poison (Ex): At 5th level, the Cotatril's bite becomes poisonous (injury, initial d6 hp/secondary d4 Constitution, Fortitude DC 10+1/2 Cotatril monster HD +Con modifier). At 11th level the damage raises to 2d6 hp/2d4 Con.

Constrict (Ex): At 13th level, Cotatril becomes able to constrict for d6 + 3/2 Strength modifier damage.

Table 4-1: The Cotatril

Level	Hit Dice	Base Attack Bonus	Fort Save	Will Save	Reflex Save	Skill Points	CR	Special
1 st	1d8	+1	+2	+2	+2	(8+int mod)x4	1	DR 5/magic, +1 natural armor, natural attacks (d6, 2x d4), Exotic Weapon Proficiency (Asirp)
2 nd	2d8	+2	+3	+3	+3	8+int mod	2	+2 Str, +2 natural armor
3 rd	2d8	+2	+3	+3	+3	-	2	fly 20 ft (avg), +2 Wis, +2 Con
4 th	3d8	+3	+3	+3	+3	8+int mod	3	+3 natural armor, +2 Str
5 th	3d8	+3	+3	+3	+3	-	3	poison (d6/d4), Int +2, Wis +2
6 th	4d8	+4	+4	+4	+4	8+int mod	4	+4 natural armor, +2 Con
7 th	4d8	+4	+4	+4	+4	-	4	fly 40 ft, +2 Str, +2 Int, gaze 1/day
8 th	5d8	+5	+4	+4	+4	8+int mod	5	+5 natural armor, large size
9 th	5d8	+5	+4	+4	+4	-	5	+6 natural armor, +2 Wis, +2 Con, +2 Dex, DR 10/magic
10 th	6d8	+6/+1	+5	+5	+5	8+int mod	6	+7 natural armor, fly 50 ft, +2 Int
11 th	6d8	+6/+1	+5	+5	+5	-	6	poison (2d6/2d4), +2 Str, +2 Con, +2 Wis
12 th	7d8	+7/+2	+5	+5	+5	8+int mod	7	+8 natural armor, gaze at will
13 th	8d8	+8/+3	+6	+6	+6	8+int mod	7	+9 natural armor, constrict, +2 Str

BEHIND THE SCREEN: Why re-writing Cotatril stats in d20?

Cotatril 7thSea™ stats were clearly created having in mind that each cotatril is different, while the official d20 stats did not. That implied that the advancement tag of the cotatril should be re-written and, in order to provide the best tool in the hands of GMs and players to customize cotatril, a Monster Class was created (as was shown in Savage Species™). The new advancement tag, together with the correction of some mistakes (particularly in the attack and skills section) and the conversion to 3.5 made it necessary to re-write the monster stats completely.

Sem' atr - The Damned Lord of the Aspreys

Author: tec-goblin
 Topic: Character / Monster
 Spoiler Tag: Red
 Canon Compatibility: Yellow
 References: Islands of Gold™ for Kanuba and Cotatril

My friend Marcello,

I'll try to end the torture of your waiting: you will have the honour to learn of the end of my journey to Kanuba. Ok, I am exaggerating, of course, but some habits cannot be forgotten...

I have left you where the Cotatril Koorp 'stri refused me the right to leave the Cotatril. Of course my first reaction was a big "Why?". That's when

he told me the story of Sem' atr, the human-hating Cotatril.

Sem' atr was a Cotatril like the rest, but he was slowly succumbing to boredom, as all Cotatril eventually do in this forgotten island. It's not a small thing to live for some thousand years in an island where you have very few things to do. Most Cotatril react to this by being very, very interested in the workings of humanity. They find humanity

entertaining and the new about the rise of Cabora really interesting (Koorp 'stri never told me why they are interested in the latter, but this only strengthened my belief that the Cotatril are Synchroneth survivors). Sem' atr reacted to this with hatred: hatred for the people who had imprisoned them in this island, hatred for the folly of the world. He is a no-nonsense kind of guy who has no respect for anything reminding him of their prisoners (who I suspect to be also Synchroneth). These "prisoners" were consumed by their thirst for power (Koorp 'stri insists avoiding discussing details about the "prisoners" story).

Where humans come into this story? Sem' atr has seen the works of a Porté mage, the evils of our civilization, and believes we follow the same path as these "captors", a path to damnation. He thinks of us as dangerous (and I cannot blame him much, since he has seen the atrocity of Sorcery). The worst thing is that he is a skilled hunter, and an even-more skilled orator. With his poisonous words, he has gathered many like-minded Cotatril (well, the word "many" is always an exaggeration for Cotatril, but anyway), and tries to throw the Avalon and Eisen settlers off of the island – and maybe continue the war elsewhere. And of course it doesn't make any difference to them that I am a Castilian.

Koorp 'stri suspects the Sem' atr's sect as responsible for the disappearance of two Avalons, but Sem' atr has denied any involvement – Sem' atr says that he will not start any assault unless all Cotatril are with him in his cause. But Koorp 'stri doesn't believe him.

Well, after having listened to all this, I wanted to know how to recognize Sem' atr (all Cotatril seem almost the same to my eyes): I was told that it's very easy: Sem'atr is maybe the only cotatril who wears a thick glove and wields a huge battle-axe, specifically crafted for him in his right hand. Not exactly what I would call peaceful...

I returned to my room and passed the day learning more about the Cotatril, but something in Koorp 'stri's story annoyed me. Well, the "good" Cotatril want me here for my safety? They didn't seem to protect me while I was in the woods. Something was telling me that they simply didn't want me to leave the place with all this information. I never had the chance to confirm my theory, but the same night, I slid out of the cave.

I don't know if it was luck or skill, but I managed to leave the "village". The problem was how to avoid the traps that lied in the mountain below me. I stepped carefully and avoided at least 2 pitfalls and an arrow-trap, but before reaching

the base of the mountain, something more dangerous struck me: something glided silently behind me, coming as if out of nowhere. He hit me, and threw me to the ground, my neck bleeding, and my view blurred. I turned and faced a tall, muscular, and monstrous Cotatril. I instinctively looked at his hand, hoping I wouldn't find the dreadful axe, but, alas! It was there, casting its shadow on me. That was when I noticed the creature's eyes, bottomless whirlpools of hatred. I stood there, wounded, transfixed by his stare.

Another Cotatril appeared, and both tried to tie me. But then my soul kicked me to action: I forgot about the eyes, and in a hopeless attempt to damage the monstrous creature, I hit his glove with my rapier.

GM Secrets

I stood amazed: what I saw behind the glove was... human fingers. It couldn't be. The other hand had normal claws. Sem' atr seemed furious! The other Cotatril stood there, surprised, but in a few seconds he fell to the ground by the axe and bite of Sem' atr.

I profited by these few seconds, and ran into the forest. I kept running and running. I heard something pronounced by a human tongue in Kanu, but continued running. I found myself in a Kanu village after half an hour of running. That's where I learned that the Kanu frightened the "Dark Asprey", and kept it back. They seemed almost as confused as I was, but I won't elaborate much on this my friend. The story becomes boring from that point, as it describes my safe way back to Castille.

Yours sincerely,

Don Baltasar Arciniega de Grijalva

Darklord

If you play *Masque of Rapier's Edge*, or a similar Ravenloft crossover, Sem'atr is the darklord of the island.

His human fingers in the hand are a curse coming from his path of corruption, while his high ability scores and enhanced gaze are benefits from this path, too.

[d20™]

Sem'atr: male large outsider (native) Cotatril assassin 3/ranger 1/rogue 1/wanderer 2: CR 15; SZ L (9 ft 2 in.); HD 11d8 plus 4d6 plus 90; hp 153; Init +3; Spd 30 ft; AC 26 (-1 size, +3 Dex, +9 natural, +5 Unarmored Defense Proficiency), touch

17, flat-footed 18 (or 23 if you don't consider Unarmored Defense Proficiency bonus a dodge bonus); Atk large-sized mw battle-axe +19 (d10+7/x3); Full Atk large-sized mw battle-axe +19/+14/+9 (d10+7/x3), and bite +16 melee (d8+3+poison) and claw +16 melee (d6+3); SA death attack DC 20, favored enemy (human) +2, gaze (DC 18, see *below*), poison (DC 19), sneak attack +3d6; SQ damage reduction 10/magic (see *cocotril description*), evasion, inconspicuous, poison use, ward of the albatross, wild empathy +5; AL (N-C)E; SV Fort +15, Ref +18, Will +11; Str 24, Dex 17, Con 22, Int 24, Wis 19, Cha 18

Skills: Bluff +21, Craft (syrneth traps) +24, Diplomacy +15, Escape Artist +16, Gather Information +10, Hide +20, Intimidate +14, Knowledge (Arcana) +18, Knowledge (Nature) +21, Knowledge (Science) +18, Knowledge (Syrneth) +18, Listen +20, Move Silently +21, Sense Motive +12, Search +20, Spot +20, Survival +20, Tumble +13

Feats: Exotic Weapon Proficiency (Asirp)^B, Flyby attack, Multiattack, Side Step, Skill Focus (Hide), Track, Unarmored Defense Proficiency (Beginner), Wicked Strike

Languages: Avalon, Eisen, Kanu, Setine

Gaze: Sem' atr has practiced so much his paralyzing gaze that its effects last for 1d4 rounds after Sem' atr stops staring at the eyes of his victim.

[7th Sea™]

Sem' atr - Villain

Brawn: 7; *Finesse:* 4; *Wits:* 6; *Resolve:* 5; *Panache* 4

TN to be hit: 30 (20 on ground)

Reputation: -12

Background: Curse (Human Fingers)

Advantages: Keen Senses

Attack Roll: 9k4 Claw, 9k4 Bite, 9k4 Large-Sized Hand Axe, 9k4 Squeeze

Damage Roll: 9k2 Claw, 8k1 + Poison Bite, 8k2 Crush, 10k3 Large-Sized Hand Axe

Skills: Ambush 5, Artifact Evaluation 6, Break Fall 2, Cold Read 3, Diplomacy 3, Escape 4, Footwork 5 (3 on ground), Natural Philosophy 6, Occult 5, Oratory 5, Poison 3, Rolling 2, Shadowing 5, Side-Step 4, Sincerity 5, Stealth 5, Survival 5, Syrneth Lore 6, Tinker 5, Tracking 5, Trap Lore 6

Special Abilities as in Islands of Gold™

CHAPTER FOUR: Ship (Irregular)

The Rum Room Runner

Article Type	Adventure
Spoiler Tag	Red
Canon Compatibility	Yellow
Author	Domingo (Kenneth Williams)

I just came home from Avalon aboard The Merchant Brig Faraway, an otherwise sound vessel that was at the time unfortunately plagued by drunkenness. It appears that one of the crew was a veritable Rum Room Runner, providing his mates with liquor from the ships own stores, and at a hefty price indeed.

Yours Honorably

Father Mathius

Till the light of Truth does shine

This is less of an actual adventure than a series of flavor events in succession to run behind, and intermixed within an actual adventure, or campaign set primarily at sea. It is intended to add fullness to more grandiose adventures, and is designed for a party made up primarily of common crewmen, and not officers, or passengers, but could be adjusted for either group.

1. An NPC crewman offers to sell a PC his share of Grog for a high but not unreasonable price (about 10c). Whether the first PC purchases or not, the NPC will offer additional Grog to the other PCs in the party as well. He will do so quietly, trying not to attract any unwanted attention.

If a PC makes a purchase he will be approached daily, and eventually told that the NPC can procure more if the PC wishes it.

A note here: any PC crewman who reports this behaviour will be shunned by the rest of the crew, and find small discomforts begin to abound, and general attitudes turned against them.

2. After this first incident PCs should begin to notice drunkenness in some of their shipmates.

3. The Gunner is caught drunk on duty, and punished. His dunnage is turned out, and it is discovered he has smuggled several bottles of good Inish Whiskey on board.

4. A slightly drunken crewman who is working directly with a PC causes a minor accident. Both are punished.

5. It is discovered that the ship's Grog supply has been diminished. The Captain asks for the guilty party to come forward. No NPCs will step forward, or give any information. There is a general turning out, any contraband stored in PC dunnage will be discovered, and they will be

punished for it. Otherwise nothing of note will be found, and the whole crew will be placed on half Grog rations.

The price of extra Grog will henceforth double in price (20c).

6. This is a good place for an interlude, if one has not previously occurred, a storm perhaps, or some other incident where the crew is forced to work together.

7. A PC is working with an obviously drunken shipmate when the shipmate caused a fortunately less deadly accident than possible. Both are punished.

8. A drunken shipmate falls (possibly to his death) overboard.

9. It is discovered that nearly all of the ship's Grog is missing. The Captain asks for the guilty party to come forward. No NPCs will step forward, or give any information. There is a thorough turning out, any contraband stored by PCs will be discovered, and they will be punished for it. The entire crews Grog rations will be suspended (possibly indefinitely, or at least until they re-supply) unless someone comes forward.

The price of extra Grog will increase significantly after this (50c).

10. A drunken shipmate working with a PC will cause a major accident resulting in at least one injury.

The PC and shipmate will be severely punished.

11. These types of events will continue to occur, and punishments should become more and more severe until the PCs take some action to end the theft of Grog on board, and/or its distribution. It should not be difficult to determine who the culprit is, but acting openly, or reporting to officers will gain the PCs the permanent resentment, and distrust of the entire crew.

A few notes regarding shipboard life, and punishment that may seem obvious.

On any ship with more than a handful of crewmen aboard factions develop, on ships with large crews there are often many, but even on ships with only a few hands there is generally some division among them. PCs will certainly find themselves drawn into one of these factions.

I have left a great deal here to the discretion of the individual GM, the NPCs to be used, and the level of punishment to inflict. This is intended to allow you to paint the picture you wish of adventure upon the seven seas, but if your players aren't upset by the punishments, justly or unjustly, levied upon them then ...YOUR NOT DOING YOUR JOB.

This is the first in a series of backdrop adventures designed for the common crewman.

The Faraway - A Sample Merchant/Smuggler Crew

Article Type	Characters
Spoiler Tag	Yellow
Canon Compatibility	Yellow
Author	Domingo / Tec – goblin (d20™ stats only)

This quick reference list is written in the following format, and followed by more detailed descriptions:

Position/Rank – Name (Nationality) (Brawn, Finesse, Wits, Resolve, Panache)

Abbreviations: A (Avalon) Cs (Castillian) Cr (Crescent) Cy (Cathay) E (Eisen) H (Highland) I (Inish) M (Montaigne) U (Ussuran) Vn (Vendel) Vo (Vodacce) Vs (Vestenmannavnjar)

Captain – Innocent (Vo) (2,2,4,2,3)
 First Mate – Allen Nobleson (A) (3,3,2,3,1)
 Second Mate – Zack Ryan (A/I) (3,2,2,2,2)
 Master – Miles Fairservice (H) (2,2,3,3,2)
 Master's Mate – Duncan Ciderman (H) (4,2,2,2,2)
 Midshipman – Antonio Gambini (Vo) (2,3,3,2,2)
 Master Gunner – Gustov Richter (E) (4,2,3,3,2)
 Ship's Surgeon – Deiter Toth "The Butcher" (Vn) (1,2,4,1,3)
 Boson – Hank Surly (A) (3,2,1,2,1)
 Boson's Mate – Dan Meriweather (A) (2,3,2,2,2)
 Carpenter - Henri D'test (M) (2,3,2,1,4)
 Cook – Old Abe (A) (1,2,3,2,1)
 Master of Tops – Jeremy Topps (A) (2,3,3,3,2)
 Master of Fore – Brian McBlame (I) (3,3,2,4,2)
 Cabin Boy – Danny Peters (A) (1,3,2,1,1)

Foremast Jacks: Grant Tucker "Tuck" (A), Adam Farly (A), Jon Knute (Vn)

Able Bodied Seamen: Tim Tucker (A), Gil White (A), Romeo (Vo), Diego "El Guapo" (Cs), Jack Snow (A)

The Faraway – Avalon registered brig
 AKA The Devout – Vodacce registered

[d20™]

Base Cost: 45000 G
 Cost per Additional Level: 5000G
 Length: 70 ft.
 Width: 22 ft.
 Draft: 3
 Cannon: 20: twelve 6-pounders, 4 12-pounders and 6 boarding guns
 Masts: 2
 Oars: 0
 Movement Rate: 5
 Cargo: 15 tons
 Rudder: 3
 Crew: 35
 Armor Class: 13
 Hull Harness: 5
 Hit Points: 1540
 Starting Feats: Smuggling Compartments

[7th Sea™]

Brawn: 2
 Finesse: 2
 Wits: 5
 Resolve: 3
 Panache: 5
 Modifications: Hidden tow line (1),
 Smugglers compartment (3)

The Faraway "a legitimate trade vessel" is actually a key player in the Vodacce-Vendel trade wars. Under Avalon registry it transports the finest Falisci wines from Vodacce to Captain Innocent's contact in Vendel, where the hard to acquire overly taxed and tariffed vintage brings an extraordinary price. The vino is unloaded upon a secret beach along the rocky shores of Vendel's main island Oddis (avoiding above mentioned taxes and tariffs). But this is not the end of Captain Innocent's fine work. After such a drop, and unknown to his own Vendel contact, the Captain rendezvous with his Vestenmannavnjar contact among the raiders. The raider sells Innocent captured Vendel trade goods, for well below market value. Innocent then transports this otherwise legal cargo into Vendel dominated trade markets, like the Highland Marches, where he sells them for a staggeringly low price, undercutting all legitimate Vendel merchants. Innocent then makes his way back towards Vodacce trading in legal goods along the way.

Captain Innocent

[d20™ 3.5]

Male human(Vodacce) Courtier 3/Noble 2/Pirate 3/Spy 2/Captain 2: CR 12; SZ M humanoid; HD 7d6+2d8+3d10; HP:38; Init +0; Spd 30ft; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +7; Grapple +11; Atk +7 unarmed strike melee (d3) or +9 mw pistol ranged (d10/x3) or +8 mw rapier melee (d6/18-20); Full atk +7/+2 unarmed strike melee (d3) or +9 mw pistol ranged (d10/x3) or +6/+1 mw rapier melee (d6/18-20) and +5 sailor's knife melee(d4/17-20 x3); SA Cunning Plans, Sneak Attack +2d6; SQ Alias (DC 22), Contacts, Gossip, Motivational Speech, Talent, Style & Grace, Friends in High Places, wealth x2; AL N; SV Fort 4, Ref 8, Will 13; Str 10, Dex 12, Con 9, Int 18, Wis 12, Cha 16;
 Skills: Appraise 13, Balance 15, Bluff 18, Climb 7, Craft (maps) 12, Craft (strategy) 10, Craft (wine) 7, Decipher script 8, Diplomacy 22 (20 in high society), Disguise 7 (9 when acting in person), Escape artist 15, Forgery 13, Gather information 14 (16 with high society), Hide 7, Intimidate 4, Knowledge (economics) 9, Knowledge (local) 8, Knowledge (nobility & royalty) 10, Move silently 5, Perform (dance) 8, Perform (oratory) 12, Profession (navigation) 6, Profession (sailor) 7, Profession (tactician) 5, Sense motive 6, Spot 5, Survival 6, Swim 4; Languages: Avalon, Castillian, Eisen,

Montaigne, Ussuran, Vendel,
Vestenmannavnjar, Vodacce;
Feats: Improved Grapple, Improved
Unarmed Strike, Iron Will, Leadership (score
15), Pirate Trick (Over the Side!), Skill
Focus: Escape Artist, Skill Focus: Profession
(Tactician), Two-Weapon Fighting; Arcana:
Friendly;

[7th Sea™]

Captain Innocent: Scoundrel

Brawn: 2

Finesse: 2

Wits: 4

Resolve: 2

Panache: 3

Reputation: -30

Backgrounds: Obligation (To the Falisci
family) 2

Arcana: Friendly

Advantages: Avalon (R/W), Castillian (R/W),
Eisen (R/W), Montaigne (R/W), Ussuran,
Venal (R/W), Vestenmannavnjar, Vodacce
(R/W), Linguist, Left Handed.

Skills:

Courtier: Dancing 1, Etiquette 3, Fashion 1,
Oratory 3, Diplomacy 4, Gossip 2, Lip
Reading 2, Politics 2, Scheming 2, Seduction
1, Sincerity 4

Criminal: Gambling 3, Shadowing 2, Stealth
2, Ambush 2, Cheating 2

Merchant: Vintner 2, Shipwright 1, Sail
Maker 1, Accounting 3, Appraising 3,
Haggling 4

Sailor: Balance 4, Climbing 2, Knotwork 2,
Rigging 2, Cartography 3, Navigation 2, Pilot
1, Sea Lore 2, Swimming 1, Weather 1

Spy: Shadowing 2, Stealth 2, Bribery 4,
Conceal 2, Cryptography 2, Disguise 1,
Forgery 3, Lip Reading 2, Poison 1, Sincerity
4

Streetwise: Socializing 4, Street Navigation
3, Shopping 2, Underworld Lore 4

Captain: Strategy 1, Tactics 1, Ambush 2,
Bribery 4, Cartography 3, Diplomacy 4,
Gunnery 1, Incitation 3, Leadership 2,
Logistics 2

Dirty Fighting: Attack 3, Attack (Imp.
Weapon) 2, Eye Gouge 2, Kick 2, Parry
(Imp. Weapon) 2, Throat Strike 2, Throw
(Imp. Weapon) 2

Fencing: Attack 3, Parry 4

Firearms: Attack 3, Reload 4

Knife: Attack 3, Parry 2, Throw (Knife) 2

Wrestling: Grapple 4, Bear Hug 2, Break 2,
Escape 4, Head Butt 2

A medium sized man with short curly black hair, and dark eyes, Innocent sports a round belly on his stocky frame, but still moves like a steadfast man of the sea. His years do not show harshly upon him, and his gleaming smile beneath his thick black moustache curled high at the ends, makes most men, and women, feel kindly inclined to the gentleman sailor. He has worked moving Falisci wine most of his days as a captain, since a chance encounter gaming with a young Donello Falisci won him his first shipment. While the two are not exactly friends there is a gentleman's bond between them, and as Prince Donello has made Innocent a rich man, the patriot, and capitalist is quite loyal to him. Innocent is not a particularly brave man, and so prefers to move mostly legal cargo, stay out of fights, and flee in his fast ship when possible. He is not a great seaman, but knows how to hire men that are, and men that tend to be loyal to him. He values loyalty above all else, and will not tolerate a turncoat. He has a strong sense of "Vodacce" honour, and his word is his bond. He is a man with many friends and contacts, and knows how to make more when necessary. He would rather use a bribe than the barrel of a gun to get what he wants, and considers trickery, and deception honourably applied to be the height of wit. Despite his love of money he has been known to give charitably, and when farming implements, or tools are among the Vendel goods he receives from his Vestenmannavnjar contact he sets sail to the Eisen markets where they are most in need. His deal with Prince Falisci includes the distribution of Vendel trade goods into the markets they dominate at cut-rate prices (generally less than half the going rate, which is still nearly 50% over what he pays). In exchange he receives a discounted rate on the finest wine in all of Théah, as long as he distributes exclusively to the Vendel. Innocent has no problem with this, as his contact is willing to pay a top price for the vintage as long as he can get it to him along the dark jagged hidden beaches of Oddis in the middle of the night.

Allen Nobleson

[d20™ 3.5]

Male human(Avalon) Pirate 5/Wanderer
5/Helmsman 1: CR 9; SZ M humanoid; HD
5d10+5d8+d6; HP:53; Init +2; Spd 30ft;
AC 19 (+2 Dex, +1 Int, +6 unarmored
defense proficiency), touch 13, flat-footed
10; BAB +9; Grapple +11; Atk +12 (+10 if
using 2 weapons) mw rapier melee (d6/18-

20 x2) or +14 pistol ranged (d12/x3); Full atk +10/+5 mw rapier melee (d6/18-20 x2) and +9 sailor's knife melee(d4/17-20 x3) or +14 pistol ranged (d12/x3); SQ all ahead full +2, evasion, intuition +1, roguish style, uncanny dodge, ward of the albatross; AL LG; SV Fort 5, Ref 12, Will 6; Str 14, Dex 14, Con 11, Int 12, Wis 14, Cha 8; Skills: Balance 16, Bluff 2, Climb 11, Concentration 5, Craft (maps) 6, Craft (tactics) 6, Diplomacy 2, Jump 7, Knowledge (economics) 6, Knowledge (history) 4, Knowledge (law) 12, Knowledge (local) 8, Knowledge (mathematics) 4, Knowledge (nobility & royalty) 6, Knowledge (philosophy) 4, Knowledge (science) 3, Listen 5, Perform (dance) 1, Profession (navigator: sea) 10, Profession (sailor) 11, Profession (siege engineer/artillerist) 7, Ride 6, Search 3, Spot 5, Survival 7, Swim 6; Languages: Avalon, Castillian, Montaigne, Vendel, Vodacce; Feats: Alertness, Iron will, Skill focus (balance, profession (navigator), profession (sailor)), Two-weapon fighting, Unarmored defense proficiency (beginner), Weapon expert (pistol); Arcana: Loyal;

[7th Sea™]

Allen Nobleson: Henchman

Brawn: 3

Finesse: 3

Wits: 2

Resolve: 3

Panache: 1

Reputation: 10

Backgrounds:

Arcana: Loyal

Advantages: Avalon (R/W), Castillian, Montaigne, Vendel (R/W), Vodacce (R/W)

Skills:

Courtier: Dancing 1, Etiquette 2, Fashion 2, Oratory 1

Sailor: Balance 4, Climbing 3, Knotwork 3, Rigging 3, Cartography 2, Leaping 2, Navigation 3, Pilot 3, Sea Lore 1, Swimming 2, Weather 3

Scholar: History 1, Mathematics 1, Philosophy 1, Research 1, Astronomy 1, Law 3

Servant: Etiquette 2, Fashion 2, Menial Task 2, Unobtrusive 2, Accounting 2

Athlete: Climbing 3, Footwork 2, Sprinting 1, Throwing 2, Break Fall 1, Leaping 2, Rolling 2, Swimming 2, Swinging 1

Captain: Strategy 2, Tactics 2, Bribery 1,

Cartography 2, Gunnery 2, Incitation 1, Leadership 1, Logistics 3

Fencing: Attack 3, Parry 3

Firearms: Attack 4, Reload 5

Knife: Attack 2, Parry 3

Rider: Ride 2, Animal Training 1 (horse)

The illegitimate son of an Avalon noble, Allen took early to the sea. He has a strong sense of honour and loyalty, and knows that Innocent relies upon his seamanship, and steadfastness. Allen likes to be needed, and trusted. In Innocent he finds both. Innocent allows him to run the ship mostly his way, and that suits him fine. He likes an orderly ship, clean, and polished, and keeps the Faraway ready for action at all times. He doesn't allow himself to be concerned with Innocent's business practices, though he is not above giving a cautioning word (in private) about some of the captain's seedier contacts. He is never disrespectful however, he sees Innocent as a great businessman, who relies on him to keep his tool of the trade (the Faraway ship) top shape. He is happy though that the captain rarely deals in illegal objects, as he finds criminal activity unsettling, not that that includes their night time drops, which he simply sees as a part of a good seaman's duty. He will not tolerate slovenliness, or disrespect of the captain on what he considers 'his' ship (though he knows who is ultimately in charge).

Antonio Gambini

[d20™ 3.5]

Male human(Vodacce) Assassin 2/Pirate 4/Spy 2/Wanderer 1/Ambrogia 2: CR 11; SZ M humanoid; HD 6d10+5d6+d8; HP:44; Init +2; Spd 30ft; AC 14 (+2 Dex, +2 Int), touch 14, flat-footed 10; BAB +8; Grapple +14; Atk +14 (+12 if using two weapons) main gauche melee (d6/ 19-20 x2) or +10 pistol ranged (d10/x3); Full atk +10/+5 mw rapier melee (d6/18-20 x2) and + 12 main gauche melee (d6/19-20 x2) or +10 pistol ranged (d10/x3); SA Death Attack (DC 15), Sneak Attack +2d6;SQ Alias (DC 28), Contacts, Evasion, Poison Use, Roguish style; AL LE; SV Fort 3, Ref 17, Will 2; Str 10, Dex 15, Con 9, Int 16, Wis 13, Cha 11; Skills: Balance 10, Bluff 9, Climb 7, Craft (maps) 5, Decipher script 10, Diplomacy 8, Disguise 6 (8 when acting in person), Forgery 6, Gather information 8, Jump 4, Hide 11, Intimidate 6, Knowledge (economics) 4, Knowledge (games) 10, Knowledge (local) 8, Knowledge (nobility &

royalty) 6, Move silently 11, Open lock 5, Perform (dance) 3, Perform (oratory) 4, Profession (navigator) 3, Profession (sailor) 6, Profession (siege engineer/artillerist) 4, Profession (tactician) 4, Spot 5, Swim 4; Languages: Avalon, Castillian, Montaigne, Vendel, Vodacce;

Feats: Combat reflexes, Left handed, Run, Parry, Side-step, Skill focus (knowledge(games)), Two-weapon fighting (virtual), Weapon expert (main gauche), Weapon finesse, Weapon focus (main gauche, rapier) ; Arcana: Ambitious, Arrogant;

[7th Sea™]

Antonio Gambini: Villain

Brawn: 2

Finesse: 3

Wits: 3

Resolve: 2

Panache: 2

Reputation: 0

Backgrounds: Obligation 2

Arcana: Ambitious

Advantages: Avalon (R/W), Castillian, Montaigne, Vendel (R/W), Vodacce (R/W), Left Handed

Skills:

Courtier: Dancing 1, Etiquette 2, Fashion 3, Oratory 1, Diplomacy 1, Gaming 3, Gossip 1, Lip Reading 1, Mooch 1, Politics 1, Scheming 3, Seduction 2, Sincerity 1
Criminal: Gambling 3, Shadowing 3, Stealth 3, Ambush 3, Cheating 3, Lock Picking 1, Scrounging 1

Sailor: Balance 2, Climbing 2, Knotwork 2, Rigging 2, Cartography 1, Leaping 1, Navigation 1, Pilot 1, Swimming 1

Spy: Shadowing 3, Stealth 3, Bribery 2, Conceal 3, Cryptography 3, Disguise 2, Forgery 1, Hand Signs 1, Interrogation 1, Lip Reading 1, Poison 3, Sincerity 1
Streetwise: Socializing 3, Street Navigation 2, Scrounging 1, Shopping 1, Underworld Lore 1

Athlete: Climbing 2, Footwork 2, Sprinting 3, Throwing 1, Leaping 1, Swimming 1, Side-Step 3

Captain: Strategy 1, Tactics 1, Ambush 3, Bribery 2, Cartography 1, Diplomacy 1, Gunnery 1, Incitation 3, Leadership 1, Logistics 1

Dirty Fighting: Attack 4, Attack (Imp. Weapon) 2, Parry (Imp. Weapon) 2, Eye Gouge 3, Kick 1, Throat Strike 2, Throw

(Imp. Weapon) 1

Fencing: Attack 4, Parry 2

Firearms: Attack 3

Knife: Attack 5, Parry 2, Throw 3

Ambrogia School (Apprentice) Exploit

Weakness 2, Feint 2, Pommel Strike 4,

Riposte 2

Antonio is the overly ambitious second son of one of Prince Falisci's 'hands'. The Prince had him placed aboard the Faraway ostensibly to watch over his interests, but has Innocent watching the boy as closely as the boy watches him. He hopes the boy will learn the sailor's trade, and humble a touch as he matures. Innocent does his best to nudge the boy in this direction, but he has been resistant so far, seeing sailing as poor men's work best left to those who cannot properly handle a blade. He reports everything Innocent does in detail to his father, who passes on what he feels he must to the Prince, whom his father knows, has a great respect for the man. Antonio's father is quite concerned that his sons ambition may lead to not only his downfall, but to the downfall of the family who has served Prince Falisci well so far, and has been treated fairly in return. Antonio hopes to one day take his father's place as the Prince's hand, and believes if he can find sufficient fault with Innocent to take the ship, the job will be his. Unfortunately his older brother Tiberius seems much better suited to the job, with his level head, and cool heart, at both of which Antonio sneers. He generally keeps himself in check when on-board the ship, seeing himself as a spy who must keep his place. But this does not keep him from showing the occasional disdain for the common crewmen aboard.

Gustov Richter

[d20™ 3.5]

Male human(Eisen) Fighter 6/Wanderer 1/Captain 1/Master Gunner 4: CR 12; SZ M humanoid; HD 6d10+d6+5d8; HP:71; Init +2; Spd 30ft; AC 19 (+2 Dex, +7 Unarmored Defense Proficiency), touch 19, flat-footed 10; BAB +10; Grapple +17; Atk +13 rapier melee (d6+3/18-20 x2) or +12 pistol ranged (d10/x3); Full atk +13/+8 mw rapier melee (d6+3/18-20 x2) or +12 pistol ranged (d10/x3) [Gustov can use almost anything as a weapon, so the above are just indications]; SA Cunning Plans, Deadeye, Give 'em Hell, Hit Location, Increased Critical, Increased Critical Modifier, Increased Rate of Fire; SQ Evasion; AL NG;

SV Fort 3, Ref 18, Will 2; Str 16, Dex 14, Con 12, Int 14, Wis 12, Cha 10;
 Skills: Balance 10, Climb 8, Concentration 6, Craft (maps) 8, Craft (metalworking) 8, Craft (tactics) 9, Diplomacy 3, Gather information 3, Jump 5, Knowledge (economics) 8, Knowledge (local) 5, Perform (oratory) 8, Profession (sailor) 4, Profession (tactician) 8, Profession (siege engineer/artillerist) 11, Ride 6, Sense motive 6, Survival 6, Swim 6; Languages: Avalon, Eisen, High Eisen, Montaigne, Ussuran, Vendel, Vodacce;
 Feats: Improved grapple, Improved initiative, Improved unarmed strike, Improvised weapon, Iron will, Leadership, Parry, Skill focus (profession(tactician)), Toughness, Unarmored defense proficiency (beginner) ;

[7th Sea™]

Gustov Richter: Hero

Brawn: 4

Finesse: 2

Wits: 3

Resolve: 3

Panache: 2

Reputation: 6

Backgrounds: Defeated (2)

Arcana: None

Advantages: Academy, Iron Will, Avalon, Eisen (R/W), High Eisen (R/W), Montaigne, Ussuran (ACQ), Vendel, Vodacce, Toughness Skills:

Merchant: Blacksmith 2

Sailor: Balance 3, Climbing 2, Knotwork 1, Rigging 1, Cartography 2, Leaping 1, Swimming 1, Weather 2

Streetwise: Socializing 1, Street Navigation 2, Scrounging 2, Shopping 2

Athlete: Climbing 2, Footwork 3, Sprinting 1, Throwing 3, Leaping 1, Long Distance Running 1, Lifting 3, Swimming 1, Side Step 2

Commander: Strategy 4, Tactics 3, Ambush 2, Artillery 4, Cartography 2, Diplomacy 1, Gunnery 4, Incitation 2, Leadership 3, Logistics 2

Captain: Strategy 4, Tactics 3, Ambush 2, Bribery 1, Cartography 2, Diplomacy 1, Gunnery 4, Incitation 2, Leadership 3, Logistics 2

Crossbow: Attack 3, Fletcher 1, Reload 3

Dirty Fighting: Attack 4, Attack (Imp. Weapon) 3, Parry (Imp. Weapon) 2, Eye Gouge 1, Kick 2, Throat Strike 3, Throw

(Imp. Weapon) 1

Fencing: Attack 3, Parry 3

Firearms: Attack 4, Reload 5

Heavy Weapon: Attack 4, Parry 3

Knife: Attack 3, Parry 2

Panzerhand: Attack 4, Parry 3, Uppercut 4

Polearm: Attack 4, Parry 4

Pugilism: Attack 4, Footwork 3, Jab 1, Ear Clap 3, Uppercut 4

Rider: Ride 2, Mounting 2, Trick Riding 1

Wrestling: Grapple 3, Bear Hug 3, Break 3, Escape 2, Head Butt 1

Gustov is a defeated man, who has found some measure of purpose in life serving aboard the Faraway, with a wily captain like Innocent. Innocent met the man in a bar where he was being viciously harassed by a group of young toughs. He could see that the man had no fear of the boys, but a great sadness in his heart. Innocent shamed the young men away with the power of his words, and as Gustov watched them walk away, Innocent turned and said something to him, which made him smile. It was the first time Gustov remembered smiling in over a dozen years. He soon found he had a place aboard the Faraway, and that his old skills were actually needed. While he still occasionally turns to drink when the nightmares of his past become too much, he is otherwise a reliable hand whom most of the crew, and officers respect. Mr. Nobleson does not like his drinking, and they have had some conflicts on the matter, but he casts no dispersions on the man's work, which he does with precision, and zeal. Though Innocent is rarely in need of the man's talents he allows him to keep the crew in top shape with the guns, and still occasionally makes the man grin. Though no one has ever heard what he says to make him do so. Gustov is old, perhaps in his late fifties, with short gray hair, and pale blue eyes, but his muscles are corded like iron, and his gaze makes most young men quake with fear.

Deiter Toth "The Butcher"

[d20™ shortened]

Field surgeon 4/wanderer 2/assassin 2; hp 22; AL NE

Feats: Membership: invisible college, University, Skill Focus (Heal, Knowledge (Mathematics)); Arcana: Deceitful

Fort +3, Ref +8, Will +5; Str 9, Dex 12, Con 8, Int 16, Wis 12, Cha 15

[7th Sea™]

Deiter Toth "The Butcher": Villain

Brawn: 1
 Finesse: 2
 Wits: 4
 Resolve: 1
 Panache: 3
 Reputation: -11
 Backgrounds:
 Arcana: Deceitful

Advantages: Alchemy, Connections, Avalon (R/W), Castillian (R/W), Eisen (R/W), Montaigne (R/W), Théan (R/W), Vendel (R/W), Vodacce (R/W), Membership Invisible College, Specialization (Balance 2), University
 Skills:
 Courtier: Dancing 1, Etiquette 2, Fashion 1, Oratory 3, Diplomacy 1, Gaming 1, Mooch 1, Scheming 3
 Doctor: Diagnose 4, First Aid 4, Dentist 2, Examiner 4, Quack 5, Surgery 4
 Scholar: History 3, Mathematics 4, Philosophy 1, Research 2, Astronomy 2, Natural Philosophy 3, Occult 4
 Spy: Shadowing 2, Stealth 1, Bribery 1, Conceal 1, Cryptography 3, Disguise 1, Forgery 1, Hand Signs 2, Interrogation 2, Poison 4
 Streetwise: Socializing 1, Street Navigation 1, Scrounging 2, Shopping 3, Underworld Lore 2
 Dirty Fighting: Attack 2
 Fencing: Attack 3, Parry 4
 Firearms: Attack 3
 Knife: Attack 4, Parry 2

Deiter is a thoroughly evil man with an unsettling disposition. His lanky, gaunt form gives most of the crew the creeps. His head is topped with wispy brown hair fading fast, and his bulging pale blue pupils sit in a spider web of red veins that nearly cover all of the white. He is a fair surgeon however, with a knack for treating the most tenacious diseases. As an added bonus, his appearance, and reputation keep most of the crew at work when they might otherwise be running to the sick bay with minor illnesses. His most unsettling characteristic seems to be disposition towards amputation, at the first sign of an infection. In the past four years he has performed over a dozen, and while all but one has lived, few have remained aboard the ship much after. Deiter is a little known member of the Invisible College, only Alvara Arciniega and their primary go between Devoren Rivinova are aware he has any connection to the college. Deiter is primarily

concerned with the search for immortality, but has little patience for research. He much prefers simply to test his theories, and ships full of ignorant sailors make excellent guinea pigs. He sends the results in coded form to Arcineiga; in exchange Arcineiga often sends promising elixirs to Deiter for large scale testing. Nine of the last ten ships Deiter has served upon over the last seven years have fallen victim to these 'tests', with not a man left aboard to tell the tale. He's currently awaiting his next shipment from Arcineiga, while continuing his own experiments. His fascination with amputation comes from a desire to successfully graft a preserved, heretofore unidentified, Syneth limb to a human host. His past attempts have not proven entirely successful, with a variety of maladies inflicted upon the recipient, including rejection of the new limb, and usually some form of mental disorder...but he still has hope.

Henri D'test (Maker of many beautiful things)
 [d20TM shortened]
 Commoner 6/Expert 3; hp 25; AL N
 Feats: Appearance (Above Average), Skill Focus (Craft (Carpentry), Craft (Sculpting), Craft (Ship)), Weapon Finesse;
 Fort +3, Ref +7, Will +6; Str 11, Dex 18, Con 10, Int 10, Wis 12, Cha 16

[7th SeaTM]
 Henri D'test: Scoundrel
 Brawn: 2
 Finesse: 4
 Wits: 2
 Resolve: 2
 Panache: 4
 Reputation: 6
 Backgrounds: Hunted (3)
 Arcana:

Advantages: Appearance (Above Average), Avalon, Castillian, Montaigne, Vendel (ACQ), Vodacce
 Skills:
 Artist: Sculpting 4
 Merchant: Carpenter 4, Cooper 2, Shipwright 4
 Streetwise: Socializing 3, Street Navigation 2, Scrounging 2, Shopping 2
 Dirty Fighting: Attack 3
 Fencing Attack 1, Parry 2
 Firearms: Attack 1
 Knife: Attack 3, Parry 2, Throw 2

Henri is a young man of no education, but exceptional natural talent. Tall, slim, and good-looking, he has never had to work too hard to get what he wants. His unscrupulous nature and lack of discretion have forced him to choose a life at sea. He is good with his hands, and able to carve any shape he desires from wood. He has done a number of placards, and mastheads for Innocent over the last few years, each more beautiful, and elaborate from the last. He finds the day-to-day work of a ship's carpenter dull and tiresome, and tries to embellish his work with as much of his unique style as possible to keep his mind off the tedium. If only he could have kept his hands off his last few patrons' women he might have been recognized as one of the great artists of his time.

Grant Tucker "Tuck"

[d20™ shortened]

Pirate 8; hp 52; AL L-NG

Feats: Improved Grapple, Improved Unarmed Strike, Pirate Trick (Death from Above), Skill Focus (Gather Information); Arcana: Exemplary

Fort +7, Ref +8, Will +3; Str 14, Dex 14, Con 13, Int 14, Wis 12, Cha 10

[7th Sea™]

Grant Tucker "Tuck": Hero

Brawn: 3

Finesse: 3

Wits: 3

Resolve: 3

Panache: 2

Reputation: 4

Backgrounds:

Arcana: Exemplary

Advantages: Avalon, Castillian, Montaigne, Ussuran (ACQ), Vendel (ACQ), Vestenmannavnjar (ACQ), Vodacce

Skills:

Sailor: Balance 4, Climbing 4, Knotwork 4, Rigging 4, Leaping 3, Sea Lore 2, Swimming 2, Weather 2

Streetwise: Socializing 4, Street Navigation 1

Athlete: Climbing 4, Footwork 2, Sprinting 1, Throwing 3, Swimming 2, Swinging 2

Dirty Fighting: Attack 2, Attack (Imp.

Weapon) 2, Parry (Imp. Weapon) 3, Kick 2

Fencing: Attack 2, Parry 2

Firearms: Attack 2

Knife: Attack 3, Parry 3

Pugilism: Attack 3, Footwork 2, Jab 4,

Uppercut 3

Wrestling: Grapple 3, Escape 4

"Tuck" as he's called aboard the Faraway is the type of sailor every captain dreams of having on board, honest, hard working, and ever an example to others. His is just above average height, strongly built, with short brown hair, and a sparkle in his eyes. He is generally happy to lend a hand, put in a good word, and quick with a smile. Most of the crew would trust him with their lives, and their secrets. He is possibly the best sailor on board, but has no aspirations of becoming anything more. He says he has no head for figures and no talent for command, but he's the one everyone on board looks to first when things get rough. If he has a fault, it's that he tends to be a bit over protective of his younger brother Tim. Jon Knute, and Jack Snow have some sort of long-standing grudge against him for a past slight, real or imagined.

Jon Knute (The Rum Room Runner)

[d20™ shortened]

Rogue 7; hp 24; AL CE

Feats: Run, Skill Focus (Hide, Open Lock), Weapon Finesse, Weapon Focus (Sailor's Knife); Arcana: Greedy

Fort +1, Ref +3, Will +1; Str 11, Dex 14, Con 10, Int 14, Wis 12, Cha 11

[7th Sea™]

Jon Knute: Villain

Brawn: 2

Finesse: 3

Wits: 3

Resolve: 2

Panache: 2

Reputation: -3

Backgrounds:

Arcana: Greedy

Advantages: Avalon, Castillian (ACQ), Eisen, Montaigne (ACQ), Ussuran (ACQ), Vendel (R/W), Vestenmannavnjar, Vodacce (R/W)

Skills:

Criminal: Gambling 2, Shadowing 2, Stealth 4, Ambush 3, Cheating 2, Lock Picking 4, Pickpocket 2, Scrounging 4

Sailor: Balance 3, Climbing 3, Knotwork 2, Rigging 3, Leaping 2, Sea Lore 1

Streetwise: Socializing 3, Street Navigation 3, Scrounging 4, Shopping 3, Underworld Lore 1

Athlete: Climbing 3, Footwork 2, Sprinting 3, Throw 2

Dirty Fighting: Attack 4, Attack (Imp. Weapon) 3, Eye Gouge 4, Kick 2
Fencing: Attack 2, Parry 2
Firearms: Attack 3
Knife: Attack 4, Parry 2

Jon would sell his own mother for a Guilder, given half a chance. Where money is concerned Jon has absolutely no morals. Pale skinned with nearly white blond hair, and dark deep set eyes he can't be trusted except to line his own pockets. He's a fair sailor, and does his work without complaint. He is generally quiet, and knows when to keep his mouth shut. Unless he's selling you something, you probably won't even notice he's there. When he figured out how to reach the liquor locker from the hold below he began a small, but fairly lucrative business, reselling the ships grog to his fellow crewmen, however his greedy nature has been driving him to drain more and more of the ships liquor. He knows it can't go unnoticed forever, but as long as shipmates keep offering him money for it, he can't bring himself to stop. Some poor fool will have to take the blame then, and it certainly can't be him. It's too bad no one would ever believe it was Tuck, but really anyone will do as long as it doesn't implicate him.

Jack Snow

[d20™ shortened]
Pirate 4/Rogue 3; hp 32; AL CE-CN
Feats: Skill Focus (Bluff, Knowledge(Games), Knowledge (Local)), Pirate Trick (Dagger Ride), Weapon Finesse, Weapon Focus(Sailor's Knife); Arcana: Greedy
Fort +1, Ref +3, Will +1; Str 11, Dex 14, Con 11, Int 14, Wis 12, Cha 11

[7th Sea™]
Jack Snow: Villain
Brawn: 2
Finesse: 3
Wits: 3
Resolve: 3
Panache: 2
Reputation: -2
Backgrounds:
Arcana: Greedy

Advantages: Avalon (R/W), Castillian (ACQ), Eisen (ACQ), Montaigne (ACQ), Ussuran (ACQ), Vendel (ACQ), Vodacce
Skills:

Criminal: Gambling 4, Shadowing 2, Stealth 3, Ambush 1, Cheating 4, Prestidigitation 1, Scrounging 1
Sailor: Balance 3, Climbing 3, Knotwork 2, Rigging 3, Leaping 2, Sea Lore 1 Weather 1
Streetwise: Socializing 4, Street Navigation 3, Scrounging 1, Shopping 1, Underworld Lore 2
Dirty Fighting: Attack 3, Attack (Imp. Weapon) 2, Eye Gouge 3, Parry (Imp. Weapon) 2, Throat Strike 1, Throw (Imp. Weapon) 1
Firearms: Attack 2
Knife: Attack 3, Parry 2, Throw 2

Jack is the ships' unofficial bookie setting odds on everything from how many miles the ship will make in a day to how many weevils will be found in the next loaf of bread. The stout dark-haired man likes to complain about everything from the food to the weather, but keeps it all before the mast, knowing better than to rise the ire of the officers or boson. He always has a couple of dice, and a deck of old cards to entice the bored or unwary. Most of the crew knows he doesn't always play fair, but he lets them win enough to keep them coming back for more. Jack is a steady companion of Jon Knute, and the two of them are often seen conspiring together.

Danny Peters

[d20™ shortened]
Commoner 4; hp 10; AL NG
Feats: Skill Focus (Climb), Small (bonus, due to age), Run, Weapon Finesse; Arcana: Fortunate
Fort +1, Ref +3, Will +1; Str 9, Dex 15, Con 10, Int 11, Wis 10, Cha 11

[7th Sea™]
Danny Peters: Hero
Brawn: 1
Finesse: 3
Wits: 2
Resolve: 1
Panache: 1
Reputation:
Backgrounds:
Arcana: Fortunate
Advantages: Avalon (R/W), Montaigne (R/W), Vodacce, Small
Skills:
Artist: Drawing 3
Sailor: Balance 1, Climbing 3, Knotwork 1, Rigging 1

Servant: Etiquette 1, Fashion, 1, Menial Task 2, Unobtrusive 3

Athlete: Climbing 3, Footwork 1, Sprinting 3, Throwing 1, Rolling 2, Swimming 1

Knife: Attack 1, Parry 1

Danny is a good-natured young boy, small and freckled. Captain Innocent took the street urchin under his wing after watching him deftly evade a large group of ruffians trying to steal from him a golden locket he claimed to have been his mother's. It contains the picture of a man he claims is his father, a great sea captain, though he admits to having no memory of the man. The captain now thinks he's good luck, and most of the crew has decided the same. He seems to be able to find all the captain's lost buttons, and never gets himself under foot in an action. When he's not hard at work, he's usually found in the top sheets sketching one thing or another.

Those crewmen whose statistics are not fully fleshed out above are listed here with brief descriptions.

Second Mate – Zack Ryan (A/I) [d20™ wanderer 4] [7th Sea™ 3,2,2,2,2]

Age 27, Height 5' 7", Weight 155lb, Hair Red (well trimmed), Eyes Green

Zack is a reliable officer well-versed in seamanship. He has strong ties to his Inish roots and won't abide racism aboard, though he is not prone to favouritism. He has a strong love of drink, though never when on duty, and is a fair pugilist. Fairness, and even tempered are the watchwords for Zack. He and Mr. Nobleson trade shifts as the watch officer.

Master – Miles Fairservice (H) [d20™ wanderer 3/ pirate 2/helmsman 2] [7th Sea™ 2,2,3,3,2]

Age 44, Height 5' 6", Weight 185lb, Hair Grey (and diminishing), Eyes Blue-Grey

Miles is the finest sailor on board. An old and steady hand at the wheel well versed in taking the Faraway through difficult straights. His knowledge of hidden coves, and beaches is unsurpassed, as is his piloting skill. He has a tendency to be quite verbose though, and shows an outward preference for fellow Highlanders. He is often heard to exclaim that Highlanders make the finest...

Master's Mate – Duncan Ciderman (H) [d20™ pirate 3/wanderer 1] [7th Sea™ 4,2,2,2,2]

Age 24, Height 5' 11", Weight 220lb, Hair Brown, Eyes Brown

Duncan is a hearty young man who couldn't be happier about learning under such an expert pilot as Miles Fairservice. One of the strongest men aboard Miles has been known to turn the wheel over to him in foul weather where his strength provides the needed guidance to the rudder in harsh seas. The two have formed a fast bond, and the young man stands in almost starry-eyed attentiveness whenever Fairservice speaks. Perhaps his only flaw in an unflappable belief in everything that Miles says.

Boson – Hank Surly (A) [d20™ wanderer 1/fighter 2] [7th Sea™ 3,2,1,2,1]

Age 31, Height 5' 10", Weight 180lb, Hair Black, Eyes Blue

Hank is every bit as surly as his name implies. He is a decent sailor with a strong work ethic that he believes should carry over to others. He thinks most sailors are slackers who would rather turn up the bottom of a bottle, than do a hard day's work. He has a strong respect for Mr. Nobleson who he believes is the only officer on board with standards as high as his. He has no tolerance for sea lawyers, and trying to talk your way out of a situation with Hank Surly is the surest way to double whatever punishment or work he was about to assign.

Boson's Mate – Dan Meriweather (A) [d20™ swashbuckler 2] [7th Sea™ 2,3,2,2,2]

Age 25, Height 5' 9", Weight 175lb, Hair Sandy Blond, Eyes Blue-Green

Dan is Hank's perfect counterpart, always cheerful, and full of encouraging words for a struggling crewman. While he has as little tolerance for slacking in one's duties as Hank, he is generally of the belief that most men will do their job if allowed to. Hank was impressed by the young man's strong work ethic, and overlooks his generally congenial disposition because of it.

Cook – Old Abe (A) [d20™ wanderer 5] [7th Sea™ 1,2,3,2,1 - Sea Lore 6]

Age Very Old? Height 5' 4", Weight 210lb Hair Wisps of White, Eyes Dark Brown

Not the best cook on the seven seas, he certainly is not the worst, and the way he spins a tale keeps most men's minds off what they're eating till their done. To hear it he's seen it all, done it all, and a few more things besides. The men generally trust and like him, turning to him for often needed advice, though they know they'd best be prepared for the whole tale that goes with it.

Master of Tops – Jeremy Topps (A) [d20™ pirate 3/topman 2] [7th Sea™ 2,3,3,3,2 - Eagle Eyes]

Age 27, Height 6' 3", Weight 175lb, Hair Brown (braided pigtails), Eyes Green

Jeremy has risen as high as he ever means to on a ship, and is quite content. He has the eyes of an eagle, and likes being up high where he can look down on it all. He is an excellent sailor, a master at the rigging, and climbs the ratlines as easily as most men walk. He and Grant Tucker are good friends.

Master of Fore – Brian McBlame (I) [d20™ pirate 1/wanderer 1] [7th Sea™ 3,3,2,4,2 – Misfortunate]

Age 31, Height 5' 7", Weight 185lb, Hair Red (Shaggy), Eyes Brown

Brian is a good seaman, who knows his duty, but around him more accidents seem to happen. They can never be shown to be his fault; he's just unlucky, as the crew would say. Brian usually has someone else to blame for these misfortunes however, and more than one new crewman has found himself in trouble after McBlame's baseless accusations have reached the ears of Mr. Surly.

Foremast Jacks:

Adam Farly (A) [d20™ wanderer 2] [7th Sea™ 2,2,2,2,2]

Age 24, Height 5' 8", Weight 165lb, Hair Brown (braided pigtails), Eyes Brown

Adam is a fair sailor, but his loyalties sway with the wind. Weak willed, and easily manipulated, this generally good man will side with whoever seems to be on top at the moment. He has one exquisitely carved wooden leg (D'test's work) after a minor accident gave Deiter cause to remove it.

Able Bodied Seamen:

Tim Tucker (A) [d20™ wanderer 2] [7th Sea™ 2,3,2,2,2]

Age 19, Height 5' 6", Weight 145lb. Hair Brown (braided pigtails), Eyes Brown

Grant's little brother, he has a high regard for his brother, and is always trying (sometimes too hard) to make him proud.

Gil White (A) [d20™ fighter 1/ pirate 2] [7th Sea™ 3,3,2,3,2]

Age 25, Height 5' 5", Weight 145lb, Hair Brown (prematurely graying at corners, braided pigtails), Eyes Light Brown

An unsavory, but seasoned sailor, Gil is usually up for whatever trouble he can find. He's a fighter, and a drinker, with no respect for women, or Theus.

Romeo (Vo) [d20™ Théan bard 3] [7th Sea™ 2,2,3,2,3]

Age 24, Height 5' 7", Weight 155lb, Hair Black (Single long braid), Eyes Dark Brown

A lover, not a fighter, but a fair hand in the sheets, Romeo likes wine, women, and an occasional song, he has a fair voice, and a fairer face. He is friendly, and likeable if a little forward with women.

Diego "El Guapo" (Cs) [d20™ swashbuckler 2/pirate 2] [7th Sea™ 2,3,2,2,3]

Age 27, Height 5' 8", Weight 165lb, Hair Black (Long tied into a Q when working), Eyes Deep Blue

"El Guapo" or the big liar, as his crewmates refer to him, claims just about everything. He has bedded noble women from all countries, has always seen a bigger wave, storm, rock, whale, or beast, has fought the greatest swordsmen, sirens, and seen the secrets of the Syrne. Some of this may actually be true, but it's very questionable just how much. He is a fair hand with a rope, sword, knife, or pistol though, and rarely shows fear in the face of obstacles, but whether this is because he's faced worse before, or simply an attempt to live up to his own stories is unknown. He has been aboard the Faraway only 2 years now.

The Faraway usually ships about another half dozen hands, (to include PCs) a large crew for a merchant vessel, but it helps when moving loads of cargo in the middle of the night, or manning more than a handful of cannons to deter the competition.

CHAPTER FIVE: Architects of Truth



Antoine Toile Du Crieux

Author	tec-goblin / Maria Moustaka
Topic	Character
Spoiler Tag	Yellow
Canon Compatibility	Red
References	Ravenloft™ Crossover Part One,
Story	

Dearest Nicoletta

My poor recently-learned writing cannot express the joy I felt when I learned that our small company of Architects can now profit of your experience, power, and your all-seeing mind. I felt extremely surer that our project can be fulfilled: we will learn, we will share and we will hide, above and behind all other organizations and powers in this world. It seems now that I have someone with whom to share the burden of preventing possible future mistakes of our colleagues from escalating to our revelation.

To introduce you to your new colleagues (or underlings, as this term suits better all people whose fate we can change) and try to recompensate you for your generosity and wisdom to keep to yourself all things you have learned about my powers and past, I will introduce you to a new member of the Architects of Truth, the charming Monsieur Antoine Toille Du Crieux, who had the skill and luck (how weird term for something we can so easily manipulate) to be in the right place on a very important moment, so he knows things we want him to share with us.

But, let's start from the beginning of the life of this Montaigne gentleman. Antoine never had to work much on this: manipulating people, and

charming ladies was always natural to him, particularly if you count his rumored unparalleled handsome characteristics. Many women – some older than me – have fallen into the trap of his golden curly hair, excellent skin, and body, promising much which I am not used to writing down.

Even the fact that his real mother was the most famous jenny of Bastonne, and the fact that he lived in the brothel helping them didn't stop him from being welcome in some noble parties. His real father didn't care much anyway-he had left alone his mother before Antoine's birth, but Antoine made up for his lack of rank with sheer amounts of seduction, taught to him by the colleagues of his mother.

This skill caused him to travel to Vodacce, to work as a gigolo. I won't elaborate much on the typical bad-tempered snobbish temperament of this period of his life – he behaved as a typical noble who had all the money he could spend, and all the charm he needed to avoid traps in the court. The hoax was working well, and many rich women were paying for his companionship – a quite dangerous job anyway, which he practiced with the help of Josephine, a young mademoiselle he had taken under his wing to protect her, and teach her how to survive in this world.

Some time during a travel to Casigula Rosa, he met the courtesan Angelika: they both needed a way to blackmail a particular Vodacce noble, who, among other things, had learned too much about Antoine. Their crazy adventures to blackmail him included a trip to the Schwartzen Walden (which cost him the life of Zozephine), some attacks on houses in Casigula Rosa, and many more, which made Antoine able to fight for his life, and taught him much about working with others. As the months went, Antoine started feeling pure attraction for Angelika, and started valuing some aspects of women. When things calmed down for a while, Antoine was changed. He started a bigger business, managing to become a manager of all jenny houses in Casigula Rosa, but he treated his jennies with respect – they looked so much like him, using the same ways to solve problems... He started behaving to them as if they were his daughters.

At some moment, Antoine had to leave for a travel in the Midnight Archipelago. He, and his colleagues, now hardened by battle, and knowing (too) much about the world, stopped what Antoine claims to be a “Syrneth Invasion” in one of these islands. He claims that the Barrier was opened in that moment, and, while the Syrneth were let out, “something other” came through. I suspect it has something to do with the recent changes I think you also sense in our world, so I will try to make more of his descriptions.

Current Status

Today, Antoine has returned to his girls, mourning for the death of Angelika, but still working with particularly wealthy women, or men, or people who have much important information.

GM Secrets

As you may have noticed, dearest, some parts of Antoine's life have been left in the dark. Considering he will hardly admit the reality of the things below, I think it's useful to inform you about some things I learned after personal research.

I'll start from the reasons he left Montaigne. Even used in his noble way of life, all the world moved around Antoine when he met a young musketeer from Charouse: a boy with green eyes, red hair, and tempting cheeks. Antoine tried very little to fight his desire. Few facts are known about their short but passionate affair, except that Antoine's name was forever spoiled as that of a

guy in his homeland. That bothered very little Antoine by that time, as he also had become a musketeer to follow his beloved anywhere. Then his beloved suddenly married a woman of court, a beautiful, if somewhat old, noble with much money, and left for her estate. Antoine was left behind, betrayed, and with his heart broken.

Antoine was too ashamed to return to his homeland. He had lost everything, was left in an army he hated, and needed a way to revenge noble women (“that bitch stole my husband”), and gain the money he was used to. The instinct of self-preservation made him resourceful, and made him leave his country for Vodacce, where he practiced his talents, and charm to take away as much money as possible from rich women. He thrived in what he imagined as their “undoing” (they almost always had more money to spend elsewhere, though). That time he was very careful on the information he was leaving about his character: he manipulated women, and gay people (I can see a Cups strand connecting him even to a Vodacce general) as we manipulate everyone, but still was careful from moving from one place to another, and avoid the revelation of his job, and sexual preferences.

As far as Angelika is concerned, I suspect her to be a Sophia's Daughter, and that she initiated Antoine into the organization during their adventures, fascinated by his abilities, in both combat and social skills. I suspect she needed a leader for a local group of Sophia's Daughters, and Antoine, with his base of operations, influence, money, and leadership talent, fit the job. I strongly suspect that by the time he went to the Midnight Archipelago he had strong connections to Sophia's Daughters, even knowing who their local leader is, and had to organize an expedition against their Syrneth enemies. I suspect this courtesan has managed to seduce Antoine, and that her death cost him much.

I also have strong clues that Antoine, and his colleagues were the reason behind all this chaos in Casigula Rosa (terrorist attacks, freeing criminals, attacking particular nobles), and that accidentally they had helped Villanova find the city unprepared for his attack. [The previous paragraph involves a campaign where Villanova conquered Casigula Rosa by sea. If this didn't happen in your campaign, just ignore the paragraph].

Even in recent days, Antoine hides much – his brothel, aside from a profitable institution, is also a Sophia's Daughters safe house, and a hoard of local, and arcane knowledge, which he gathers, and uses to inform Sophia's Daughters. There are also things he doesn't know: following the strand connecting him to Prince Villanova, I learned that the Captain of the ship with which Antoine went to Midnight Archipelago was actually a Villanova spy. That means that Villanova already knows something about the events on Carls Island, and knows too much on the associates of Antoine.

That opens two subjects:

One is how could we stop all this important information from leaking to too many ears. Maybe an attack on Villanova now that his Witches are too occupied searching for his wife isn't too crazy.

The second is whether we should protect Antoine from the danger that some of his secrets are known by Villanova, so as to save one useful Architect, or do we just keep the threat alive, so that we are able to blackmail him later.

Veronica

Adventure Hooks

Players can meet Antoine as the leader of a local jenny house, and a source of information they need, which he may provide if they reward him with information he needs, or do a mission that Architects of Truth, Sophia's Daughters, or just the brothel needs accomplished.

They could also be involved into erasing all information that has been leaked by the Villanova spy mentioned above, or try to help Antoine escape from a possible blackmail by Veronica.

Alternatively, they may meet him during one of his previous adventures (alone, or together with his fellows – normally a Swordsman, a Sidhe, a Necare Assassin/Scrying Sorceress, and an Eisen sniper/healer, but Gms may select them as they see fit) in the Schwarzen Walden, Sange Tara, Marcina, or on the Island of Carlos.

Finally, there is something that even Veronica doesn't know: Josephine lives – instead of dying, she was transported to the Land of Mists (if you play the *Masque of*

Rapier's Edge Ravenloft crossover scenario which you can find in this issue) where she was saved by a cleric of Ezra, and a half-vistana. Neither of them knows how to contact the other, but this leaves interesting adventure possibilities.

[d20 3.5 stats]

Male human (Montaigne) Théan Bard 2/Courtier 2/Musketeer 1/Noble 4/Valroux Swordsman 5/Ambrogia Swordsman 1: CR 15 SZ M humanoid; HD 6d8+2d6+6d10+14; HP: 86; Init +2(Dex); Spd 30ft; AC 24 (touch 23, flat-footed 11); Atk +17 mw rapier (d6+3/18-20 x2) or +15 pistol (d10/x3); Full Atk +15/+10/+5 mw rapier (d6+5/18-20 x2) and +15 mw main gauche (d4+3/19-20 x2); SA bardic music 2/day (inspire courage +1, *fascinate*, countersong), seduction, taunt; SQ talent, style&grace, nimble, Friends in High Places, Seduction (all calculated in the stats), wealth x2, bardic knowledge +3; AL N-NG; SV Fort 6, Ref 9, Will 19; Str 10, Dex 14, Con 12, Int 14, Wis 12, Cha 16; Skills: Balance 10, Bluff 22 (16 feinting in combat, 24 with women), Climb 1, Decipher script 5, Diplomacy 23 (25 in high society or with women), Gather information 16 (18 with high society or women), Heal 3, Intimidate 13, Jump 5, Knowledge (arcana) 7, Knowledge (geography) 5, Knowledge (history) 6, Knowledge (nobility & royalty) 7, Knowledge (the planes/ravenloft) 4, Knowledge (religion) 4, Knowledge (Syrneth) 7, Knowledge (war), Listen 5, Move silently 4, Perform (acting) 14 (16 with women), Perform (sex) 21, Perform (singing) 15 (17 with women audience), Profession (gigolo) 6, Profession (tactician) 4, Ride 6, Search 6, Sense motive 11, Spot 5, Swim 4, Tumble 14, Use magic device 7; Languages: Montaigne, Vodacce; Feats: Appearance-Above Average, Combat Expertise (with rapier or Valroux style), Combat Reflexes, Exotic Weapon/Armor Proficiency (Main Gauche), Iron Will, Leadership (half a brothel, a small SD party), Left Handed, Membership (Architects of Truth, Sophia's Daughters), Parry (with rapier or Valroux style), Power Attack (with Valroux Style), Skill Focus (Profession: Tactician), Two Weapon Fighting, Unarmored Defense Proficiency (Beginner, Intermediate), Weapon Finesse, Weapon Focus (Main Gauche), Weapon Focus (Rapier), Weapon Specialization (Main

Gauche), Weapon Specialization (Rapier);
Arcana: Hedonistic, Lecherous;

[R&K stats]

Antoine Toille Du Crieux- Hero

Brawn: 2; *Finesse*: 3; *Wits*: 3; *Resolve*: 4;
Panache 4

Reputation: 15

Background: Lost Love

Arcana: Lecherous

Advantages: Appearance – Stunning,
Connections (Ally) (Mondavi general),
Connections (Ally) (Bernoulli general),
Inheritance (10 – not exactly inheritance,
but a measure of his resources),
Membership (Architects of Truth, Sophia's
Daughters), Montaigne (R/W), Specialty
(Ride), Syrneath Artifact (thalusian gauntlet,
thalusian sword), Vodacce (R/W)

TN to be hit: 20 (25 with fencing sword)

Courtesan: Acting 2, Etiquette 1, Fashion 1,
Jenny 3, Cold Read 3, Gossip 2, Mooch 2,
Politics 2, Seduction 4, Sincerity 2

Captain: Strategy 1, Tactics 1, Bribery 1,
Diplomacy 4, Incitation 3, Leadership 3

Scholar: History 2, Mathematics 1,
Philosophy 1, Research 1, Occult 3,
Theology 1

Acrobat: Balance 1, Footwork 3, Leaping 1,
Rolling 3

Bard: Etiquette 1, History 2, Oratory 2,
Singing 2, Diplomacy 4

Dirty Fighting: Attack (Dirty Fighting) 1

Fencing: Attack (Fencing) 4, Parry (Fencing)
4

Knife: Attack (Knife) 4, Parry (Knife) 3,
Throw (Knife) 2

Ambrogia (Apprentice): Feint (Fencing) 5,
Pommel Strike (Fencing) 1, Riposte

(Fencing) 1, Exploit Weakness (Ambrogia) 1

Valroux (Master): Double Parry

(Fencing/Knife) 5, Feint (Fencing) 5,

Tagging (Fencing) 5, Exploit Weakness
(Valroux) 5

Joseph Geirr - the Manipulator

Author	Hawk / tec-goblin
Topic	Character
Spoiler Tag	Yellow
Canon Compatibility	Yellow

Dear Don Baltasar,

I share with you your concerns about the nature of our fellow Architect, Joseph Geirr. I don't think that the information you handed him can harm our society, but in any case, you should be very careful when dealing with other Architects. As Architects of Truth it's in our nature to try to learn about our fellows and hide information about us.

At an early age, Joseph Geirr established himself as one of the best and brightest students in the Vendel Archipelago, a young man whose talent and intelligence were something to be admired and emulated. Jozef excelled at everything he did, voraciously devouring any knowledge that was made available. So vast was his intellect that, by the age of 8, he had surpassed all of his tutors and was himself tutoring students more than twice his age. He was an uncanny judge of people, and became a master of judging motive and the subtle maneuverings of debate and salesmanship. "Spend 5 minutes with him," stated a professor who had once tutored him, "and the lad could convince you of his own inexistence." It would seem that he was

destined for a great place in Vendel society.

But though his genius was obvious, there was another aspect of the boy's mind that was less well known. He lacked a conscience, and was completely devoid of compassion whatsoever. That isn't to say that he didn't understand these concepts, but every show of emotion, no matter how small, was carefully orchestrated to achieve some desired effect. He experimented with his talents by using the people around him as test subjects, making note of their reactions and behavior to his manipulations. In more than one case, duels would be fought and people killed as a result. The fact made no difference to him. He would stand by and watch dispassionately as a saber was thrust into someone's heart, reveling in the fact that his machinations had brought it about. He always kept his hand in all of his schemes carefully hidden, and no one ever seemed to suspect his involvement.

It was through these experiments that Jozef found that by properly controlling the flow of

information, almost any desired effect could be achieved. On a grander scale, the fate of entire organizations or even governments could be manipulated. All that would be required was the right information. So at the age of 13, he convinced a Vesten ship captain to “save him from the clutches of Vendel tyranny” and set about exploring the known world, using his skills to “fund his grand expedition” and to develop a group of contacts to form the core of an information gathering network. During his travels he came in contact with the group known as NOM, an organization that seemed to share much in common with his own ideals. He became a member in short order, replacing another who had the misfortune of being burned to death, and added the group to his growing list of contacts.

There is one area, however, in which Jozef does not excel. With all of his study, he found little time to practice swordsmanship, and found that he possessed little talent for the art. Recognizing early on that he would on occasion likely need a bodyguard, he kept an eye open on his travels for the perfect candidate. He found what he was looking for while traveling in the Empire of the Crescent Moon.

While traveling amongst the Kurta-kir tribe, he came in contact with a warrior tribesman who fought with such great passion and fierceness that none he met would even think of challenging him. “Were an army arrayed against him as great in number as the stars in the sky,” boasted the tribal leader, “still they would be no match.” The respect and admiration was not shared, however. The attention garnered by his martial prowess also caused the swordsman’s beautiful sister to catch the leader’s eye. The tribal leader stated that he would honor his family by taking the young woman as a concubine in his harem. The swordsman, already disgusted at the man’s self-indulgence, believed his sister to be above a mere concubine, and rankled at the dubious “honor” that the leader had bestowed upon his family, but there was little that could be done. Jozef learned of this, and offered to help. Taking what he’d learned of Crescent customs, he impressed a man of higher stature in the tribe, a man who was looking for a suitable wife for his young son. He was so successful, that upon the noble meeting the woman arranged for her to be made his son’s first wife. The Crescent has served as Jozef’s sword since.

In addition to having a good swordsman at his side,

Jozef recognized the tremendous benefit of Porte, and set about early finding someone who could provide this valuable service. While staying with a certain noble family during a fact-finding trip to Charouse, he came upon some information that tenuously linked the family with the murder of a well-respected diplomatic official, a man close to the King. Several members of this family were master Porte sorcerers. Jozef became a close confidant of the family, serving as a teacher to the family’s young children and in particular befriending the eldest son, a powerful Porte adept close to achieving masterhood. When the time was right, he set the plan in motion.

The actual guilt or innocence of the family was irrelevant; bring the right group of people together, give them a few pieces of information, and nudge them in the right direction, and the truth would become what they made it. By the time he was finished, most members of the family were dead. Jozef managed to “warn” several of their number before the Lightning Guard could get to them, including the now-patriarch of the family. The family was now destitute and on the streets, but Jozef arranged passage for the remaining family members to a remote island in the Midnight Archipelago. Additionally, he offered to support the family while they were in hiding, until they could affect a return to their homeland. While placing no obligation upon the young Montaigne for this, the second offered to help Jozef in return for all he had done for his family. He remains absolutely dedicated to Jozef, and would do anything he asked, no matter what.

Jozef Geirr is a Vendel gentleman in his late forties. He maintains a full head of hair, but it has turned almost completely white. He dresses well but not ostentatiously, preferring subdued colors, particularly black. While his looks are similar to many others from the Vendel Archipelago, his personality is another matter. He uses his manner and speech as a tool, playing on the emotions of others to become exactly what they want him to be, using them to achieve his goals, then discarding them just as easily if necessary. He is, however, very careful to stay in the good graces of those with whom he has dealings. If someone becomes a problem to him and it is unavoidable, he makes the problem disappear, always with the utmost secrecy, and always in a manner that he believes will serve him best.

I hope you don't need anything more, but if you

do, let me now and pay the necessary check.

Faithfully yours,

Father Mathiu

[d20™ 3.5]

Male human (Vendel) Courtier 9/Noble 1:
CR 10 SZ M humanoid; HD 9d6+d8+10;
HP:46; Init +0; Spd 30ft; AC 10, touch 10,
flat-footed 10; Full atk +5 mw dagger melee
(d4/19-20 x2) or +4 pistol ranged (d10/x3);
SA see the heart (DC 13), twist the heart
(DC 17); SQ enhanced leadership, gossip,
talent, style & grace, Friends in High Places,
versatile (forgery), wealth x2; AL LE; SV
Fort 4, Ref 3, Will 11; Str 10, Dex 10, Con
12, Int 16, Wis 12, Cha 17;

Skills: appraise 10, bluff 24, decipher script
6, diplomacy 23 (30 when lying), forgery
16, gather information 18 (20 with high
society), intimidate 16, knowledge
(economics) 15, knowledge (history) 9,
knowledge (local) 15, knowledge (nobility &
royalty) 16, listen 7, perform (oratory) 11,
ride 5, sense motive 14, spot 9, swim 4;
Languages: Avalon, Crescent, Eisen,
Montaigne, Vendel; Feats: Gifted Liar, Iron
Will, Leadership (score 16), Membership
(Architects of Truth), Skilled Liar; Arcana:

Deceitful, Scheming

[7th Sea™]

Joseph Geirr - Villain

Brawn: 2; *Finesse*: 2; *Wits*: 5; *Resolve*: 4;
Panache 4

Reputation: -10

Arcana: Deceitful

Advantages: Avalon (R/W), Crescent (R/W),
Eisen (R/W), Montaigne (R/W), Vendel
(R/W), Connections (Ally – Crescent
bodyguard), Connections (Ally – Porté
Sorcerer), Membership (Architects of Truth),
Noble, Specialty (Cold Read x3), Specialty
(Ride)

TN to be hit: 5

Captain: Strategy 1, Tactics 1, Bribery 1,
Diplomacy 5, Leadership 3

Courtier: Dancing 1, Diplomacy 5, Etiquette
3, Fashion 3, Gossip 4, Lip Reading 2,
Mooch 2, Oratory 5, Politics 4, Scheming 3,
Sincerity 4

Scholar: History 2, Mathematics 1,
Philosophy 2, Research 1, Natural
Philosophy 1

Merchant: Accounting 2, Appraising 2
Cold Read 3, Ride 1

Knife: Attack (Knife) 1, Parry (Knife) 1

CHAPTER SIX: House Rules



Fate Lashes d20™

Author tec-goblin
Topic House Rule
Spoiler Tag Green
Canon Compatibility Yellow

“I tried very hard, used every bit of knowledge and experience, pulling the strands methodically to achieve this, but they kept snapping into my hands, face and body. I put up after hours without sleep, only to look at myself and see all this blood oozing from everywhere on my body. The physical wounds haven't healed completely yet. The spiritual ones will never do...”

A d20 variant, incorporating the original 7thSea™ idea of fate lashes.

Add Concentration (Con) to the Fate Witch class skill list.

Whenever a fate witch uses a metamagic feat with a spell, she can choose to declare “pulling too hard on the strands”. This has the following effects: [Note: The level of the slot the spell would have used if the fate witch hadn't “pulled too hard” will be referred to as the “original slot”]

- She spends for the spell a slot of its normal level, instead of an increased one. For example, if she wants to cast an extended *dominate person*, she has to spend a 4th level slot, instead of a 5th level one. In this way, the fate witch can cast spells more powerful than her level might imply. For example, an 8th level

fate witch can cast in this way an extended *confusion* spell, even if she normally has no 5th level slots. No fate witch can use this variant to cast a spell altered by a metamagic feat whose original slot is of level higher than 3 + the highest fate witch slot she has available when fully rested. The fate witch of the above example could not cast a heightened to level 9 *charm person* spell, because 9 is higher than 3+4 (the higher slot she has available when fully rested).

- During the casting of the spell, the fate witch has to make a sorte check (DC 10 + original slot's level). The fate witch cannot take 10 in this check, and a natural 1 is always a failure. If the fate witch fails, she suffers from a fate lash and takes the original slot's level in d6s of slashing damage. If the fate witch is damaged, she has to make a Concentration check following normal rules to cast the spell successfully. A fate witch damaged by a fate lash has to make a Fortitude save with the above DC or suffer 1d4 Charisma damage, which is healed after 3 months.
- A fate witch killed or brought to 0 Charisma by a fate lash rises as an Unraveled (see Heroes, Villains, and Monsters™ or the variant Unraveled template that appears in this netbook).

BEHIND THE SCREEN: FATE LASHES VARIANT

This variant tries to catch the original R&K feel of “risking too much power”. As an additional option for fate witches, it increases a bit their power level, but the dangers involved with a failure (particularly the Charisma damage) will make players think twice about using it. A high level Fate Witch will commonly make use of this variant to extend or sometimes heighten a bit her *charm person* spells, with minimal risk. The variant will make use of heightened and sometimes extended spells more common, particularly in critical moments of the campaign. As far as silent and stilled spells are concerned, Swashbuckling Arcana™ is unclear on the fact whether the Sorte spells require verbal components, or whether the limited somatic components of them could be waived with the still spell feat.

Alternate rules: If you use the Ravenloft™ madness rules, the fate witch should make a Madness save instead of the Fortitude save for Charisma damage, with the same DC. If you are using the Sanity Points OGL variant, in addition to the Charisma damage, the Fate Witch has to make a sanity check (sanity damage 1/ 1d8).

Drama to the People! – House Rules for Drama Die

Article Type	House Rule
Cannon Compatibility	Yellow
Spoiler Tag	Green
Author	Luke

[7th Sea™]

Here are a few ideas to help make sure that people get the most out of their drama dice and tailor the rules for the enjoyment of your players (and your GMs!)

Drama Dice per player

The basic rule of receiving drama dice equal to the lowest trait is a fine idea. It promotes well-rounded characters and advances with the progression of the game. That's all well and good but what if someone doesn't want to play a well-rounded hero? The big, dumb brute with a heart of gold might be a really fun character for the right person. Would you want to penalize this player because they didn't want to buy their Wits score up? How about the strong-willed yet physically fragile Baroness? Should she be penalized, too?

Instead, try just *giving out a flat 3 Drama Dice per player*. That way, everyone has the chance to pull off a great stunt. This is especially helpful in the beginning of a campaign, as some character concepts will normally suffer immensely from starting with only one Drama Die.

Drama Dice for Experience Points

This one's a touchy subject for a whole lot of people. Many people concur that allowing people to trade unused Drama Dice for XP causes players

to hoard them. Rather than trying outlandish stunts and pulling off the kind of schemes that will leave your tongues wagging for years, you end up rewarding mediocrity by giving characters of stingy players extra experience. I say ***Drama Dice no longer convert to Experience Points.***

Drama Dice on Initiative

It's generally assumed that you cannot spend Drama Dice on two specific rolls in the entire game: Initiative and Damage. Either or both would be a little overpowering in combat. There is an option that would allow you to have some influence over your initiative total, however. In my game, players have the option of *spending a Drama Die to add an exploding, kept die to their initiative total for the entire round but not adding an action die.*

This is a very limited use but it can occasionally be enormously helpful. Let's say you have a round in which you really want to go first. The Crown Prince will fall over the ledge on phase 2, for example. Fortunately you roll your initiative and come up with 1, 1, and 5. Unfortunately the evil Bandit King rolled a 1, 6 and 7. That means you both get to go on one but he gets to go first and is standing right next to the fraying rope that the Prince is desperately clinging to. You suspect that the Bandit King is not above giving that fraying

rope a little assistance, so you spend a drama die and add the result (an 8, for example) to your initiative total. The Bandit King's total is 14 and your was 7, but is now 15. Congratulations. You

get to run over and grab his tabard just before the Bandit King cuts through the remaining strands of the rope.

THE REAL ARCHITECTS

Credits

Alex Bero (**Ceasar Vestini**) is a student at Bard College in New York. He is studying Japanese language and literature, and will be graduating this spring. He is a long-time fan of 7th Sea, the RPG and the CCG, as well as a fan of L5R. He has yet to go to a major gaming con, a fact which he hopes to soon change. In his spare time, now that his Senior Thesis is done, Alex reads, plays go (poorly), skis, listens to Calxico and Opium Rose, and dreams of being a bartender one day.

Andy Aiken was born in Belfast in 1689, the youngest of nineteen children. He quickly demonstrated the keen intellect, aplomb and rapier-sharp wit that was to become a hallmark of his early life when, at the age of 2, he debunked the theory of classical mechanics in a series of amusing haiku.

After obtaining a doctorate in Tourism Management from Cambridge University in 1781 he embarked on a succession of humanitarian missions in Kyrgyzstan, Swaziland and Azerbaijan, returning home briefly to star in a rock opera, and invent Freeform Jazz. After winning 5 gold medals in the 1856 Olympic games, he was awarded the Nobel Prize for Mathematics. An award-winning playwright and actor, he accepted an honorary advisory post with the RSC in 1972. In his spare time he confuses Americans, and writes about himself in the third person.

Evi Spanou was born in Athens, in 1982. She's a graduate of "Ornerakis" Art School. She's made the illustration for the book "Cocktail Molotov", and a caricature for the "Carefour, e-mail" magazine.

Hawk currently makes his home in Duluth, MN where he works as a support technician for a major hospital system. He enjoys playing and running 7th Sea games, as well as hiking, working with computers, and reading. Job duties have thus far preventing him from developing more material for the Netbook, but he hopes that things quiet down a bit so he can contribute a bit more.

Maria Moustaka insists that she has left the building, but you could find her somewhere

roleplaying Antoine Toille du Crieux. Yes, THAT lovely lady.

Kenneth Williams (**Domingo**) is a freelance broadcast and communications specialist having directed projects such as the GRAMMYS, LATIN GRAMMYS, and B.E.T.s. He lives in Southern California with his wife Christine, and his two daughters Lorna age 2 years, and Bridgette age 3 months. In his spare time he reads and writes fiction, graphic literature (comic books), and gaming material. He is a prolific gamer, and has been role-playing for over 20 years, maintaining a weekly group for most of that time. He enjoys 7thsea, Call of Cthulu, Warhammer fantasy, Shadowrun, Villains & Vigilantes, and AD&D 1st ed..

The **Lady Grace's** alter ego Katie White is keeper of the Bastard Muse, and currently tormenting 7th Sea players in Cleveland, Ohio. In between her players' screams of agony, her hobbies are cooking, writing, the band Rush, e-wrestling, and fine wine. She highly recommends the webcomics Something

Positive (<http://www.somethingpositive.net>), Cheshire Grin (<http://www.cheshire-grin.net>), & Fuzzy Knights. (http://www.kenzerco.com/periodicals/fuzzyknight/sfkonline_current.php) Katie would also like to give thanks to her fellow Mighty Bastards, specifically Mike (AKA Ulf) & COB (AKA Fortunato, AKA That damn Vodacce).

Nicolas Kyriazopoulos Panagiotopoulos (**Tecgoblin**) is studying information system science, and computer science. He is a member of almost all 7thSea, and Ravenloft communities around. A huge CCG fan, he works as a corrector, and translator on the Lord of the Rings RPG books into Greek. He is also to be blamed for many book reviews, and Greek Ravenloft tournament adventures. He has also worked for a year as a Decipher Product Champion. In his spare time, he eats mushrooms, and listens to Converter, VNV Nation, Wumpscut, and Diary of Dreams (and many more).

A Matter of Some Importance, part 1 - Epilogue

Article Type Fiction
Cannon Compatibility Yellow
Spoiler Tag Yellow
Author Ceasar Vestini (Alex Bero)

Isabella Villanova refused to let her hands fidget while the Tessatore's guards were watching her. Mere men with swords would never have agitated her so completely, but these were Scrivelli, and it took all of her effort not show her nerves. Men who were resistant to Sorte! It was bad enough that the Unbound existed at all, but that such resistance had actually been bred into the Scrivelli was foolishness. They sat opposite her in the lavish waiting room, their hands calmly resting on the hilts of the Twisted blades, looking for all the world as though they were not just as nervous as she was. Being a Widow offered some small comforts, and Isabella was relieved that they were at least as afraid of her as she was of them.

A door opened at one end of the chamber, and a Strega with the bearing of a queen strode angrily through. She spared a brief glare for the Scrivelli, as though they were at fault for not promptly informing her that a guest had arrived, and then turned to Isabella.

"Come. I hope you have a good explanation for this." The anger in her bearing was completely absent from her voice, an effect that chilled Isabella to her core. She was dealing with a vicious woman, and Isabella was not certain that her status as a Widow could protect her from an angry Piccarda Villanova.

"I do, Signora." Isabella answered softly. It was one of the earliest tricks she had learned - speak softly, don't let your fear show, and almost anyone would believe that you were in total control.

They arrived at a sitting room that Isabella had the misfortune to know well. Piccarda took only a brief moment to snap at a servant to bring some wine before she turned to Isabella. "So what is so pressing that it should interrupt one of my private meetings?" She sat as she finished her question, but her bearing remained rigid and stiff.

"You have heard, Signora, of the diary of Beatrice Caligari?" Isabella began, without bothering to even ask for a seat.

"Of course," responded Piccarda, who paused as a servant arrived bearing wine and glasses. The two Strega watched her as she came in, and the poor girl nearly spilled the contents of her silver tray as she filled the goblets. After her hurried departure, Piccarda continued. "Its contents have been widely debated among the Tessatore for months now, ever since we heard of its disappearance from Montaigne. Why?"

"A man by the name of Federico Raymondi recently received a package from a correspondent of his in Mondavi territory. I have reliable informants who claim that a portion of Beatrice's notes are in that package."

Piccarda leaned forward and regarded Isabella with unreadable eyes. "What do you mean, 'a portion'? Has Caligari's diary been found or not?"

"I believe that her diary was found elsewhere, and that a portion of her notes were copied by an Eisen scholar. Ignorant of the significance of what he had, he lost possession of the diary and passed his notes on to a Vodacce contact. Somehow, these notes made their way into the hands of Signore Raymondi."

"Which section of the diary? It must be significant if you brought it to me now." Piccarda's hands knit in front of her, and her voice grew sharp. "I didn't nominate you to the position of Widow so that you could waste my time, Isabella. Get to the point, or I will let the Tessatore have you, and you will not get away with just a Crowning this time."

Isabella couldn't keep herself from licking her lips nervously. 'Just a Crowning' was like losing 'just' a hand. She once again wondered what favors Piccarda had called in to get Isabella the respected position of Widow, and why Piccarda had even made the effort. "The section wherein Beatrice discusses her theories regarding Black strands."

The silence from Piccarda was thunderous. Isabella waited, hoping that she had not misjudged her

timing. After a long moment, Piccarda rose, sipped her wine, and quietly spoke. "Bring those notes to me, Isabella. Do whatever you have to do. If Raymondi needs to die, I will see to it that the governor's men won't get involved." She turned to look Isabella directly in the eye. "Whatever you have to do."

Isabella bowed. "Si, Signora. I will not fail you."

"I know," Piccarda whispered as Isabella left. She had been a good investment, after these past few years, despite her dubious background. The other Tessatore members had been bewildered when Piccarda nominated Isabella for the position of Widow. 'After all,' they had said, 'we have only just finished punishing this woman for interfering in Tessatore business. She was warned to step down, she was warned that her beloved husband was a traitor, and yet she defended him, nearly killing a member of the Prince's Hand in the process. Why do you support her, limited as her Sorte now is?'

Piccarda hadn't had an answer at the time. She just reminded some of them of favors from the past, of debts unpaid, and Isabella was chosen as one of Porta Serafina's ten Widows. But how that decision had born fruit! The others looked at a candidate for Widow and only saw pedigree and Sorte ability. Piccarda saw in Isabella much more. She had seen strength, resourcefulness and a willingness to do anything to succeed. Where the other Tessatore members scorned her for her Crowned Sorte, Piccarda had seen an agent who was beneath the notice of everyone, and therefor an agent in the best position to strike without warning. More importantly, Piccarda had carefully nourished a loyalty in Isabella, had seen to it that Isabella knew exactly whom to thank for her unexpected change of fortune.

As Piccarda returned to her meeting, she quietly laughed to herself. 'You will not fail me Isabella. You are too good for that.' Armed with her good humor, she entered the massive chamber the Tessatore used for their meetings. "Now, ladies, where were we?"