

Villain's Kit™



• *Novus Ordum Mundi Membership* •

7th Sea



Villain's Kit

Developed by Jim Pinto

Drake Footprints by Kevin P. Boerwinkle, Ken Carpenter, Jim Pinto, Erik Yaple & John Zinser

The Powder Keg by Marcelo Figueiroa, Patrick Kapera, Jim Pinto, Jennifer Wick,
John Wick, Kevin Wilson, Ray Yand & John Zinser

How To Build the Perfect Villain by John Wick

Cover Artist: Carl Frank

Maps and Floorplans: Cris Dornaus, Jim Callahan

Interior Artwork: Cris Dornaus, Jim Callahan, Thomas Gianni, Patrick Kochakji, Raven Mimura & Jennifer Wick

Interior Layout: Jim Pinto

Artwork Prepress: Brendon Goodyear, Steve Hough

Line Editor: D.J. Trindle

Editing: Scott Gearin, Jim Pinto, Laura Segarra, D.J. Trindle & Rob Vaux



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Introduction

Thank you for purchasing the *7th Sea* Villain Kit and for joining *Novus Ordum Mundi*. You are about to start a journey unparalleled in gaming history. We hope the ride is worth it. But why a separate book for Villains?

We wanted to distinguish the difference between *Novus Ordum Mundi* and the other Secret Societies. This book is for GMs and it details much of what you will receive from quarter to quarter. Future adventures will have a similar format and will involve your Heroes in the world of Théah.

This book includes the first adventure in the series of fan-interactive supplements available only to members of the *7th Sea Society*. Sending in the registration form at the end of this book to AEG *automatically* makes you a member of the Villain secret society available only to GMs. *Novus Ordum Mundi* is the only group that the players are *not* allowed to join. As GM, you'll receive information about all the other secret societies and four interactive adventures per year that will affect the *7th Sea* storyline. If you already signed up and received this book as part of your membership, do not send in this form again.

Running fan club adventures is just like running any other adventure, except you are required to keep track of the action. As this is the first of a series of interactive storyline adventures that AEG will be publishing through the secret society memberships, we made it a little longer and we added a lot of information that won't always be available. Typically four pages in length, these adventures will include a form to send in with game results, detailing exactly how the future of Théah will be affected. Your games will have an impact. Heroes that are members of Secret Societies will have obvious agendas in the adventures.

Running fan club adventures is just like running any other adventures, except you are required to keep track

of the action and detail the results for the plot. As this is the first of a series of interactive storyline adventures that AEG will be publishing through the secret society membership, we made it a lot longer and we added a lot of information that won't always be available. Typically four pages in length, these adventures will include a form to record your results and send to AEG. Heroes that are members of Secret Societies will have obvious agendas in the adventures.

In addition to adventures, *Novus Ordum Mundi* members will receive details on how to create challenging scenarios for other Secret Society members. If someone in your group belongs to the Invisible College, for instance, they will receive vital information on a mission they must complete, while you receive detailed instruction on how to challenge the Heroes. Future letters will help flesh out the details.

Using This Book

This is an introductory adventure. If you have never Gamemastered before or if you're shaky on the details of running a swashbuckling adventure, this book explains and details every step for you. At the end of each section is a list of important questions. Some, the world feedback questions, appear again at the end of the book. Other questions simply draw your attention to important plot elements. To save time, only the questions we've asked will be taken into account when tabulating world effects.

Once you've played through the adventure, answer all of the questions on the form and send it in to AEG. You will find our address at the end of this book.



Secret Societies

The story of *7th Sea* is being told in many forms. The CCG tells the tale of the Pirate Captains and their crew; the *7th Sea* RPG tells the story of the Seven Nations and their rise to power and fall from grace; while the *7th Sea* Miniatures Game will follow a much different story (you'll just have to wait and see). Remember, that the Secret Societies of Théah have different goals from everyone else. The Secret Societies have unique agendas that oppose the Kings, Queens, Pirates, and Scoundrels of Théah. Therefore, they have a very different tale to tell.

As a Hero's membership in a Guild or Secret Society is not mandatory, neither is membership in AEG's. Heroes and players that pass on the opportunity to belong to such a prestigious group, however, miss an entirely different story going on behind the scenes, beneath the streets, and between the shadows. Unlike the open wars happening on the surface of the story, the Secret Societies are waging personal vendettas and honorable duels with some of Théah's most important people.

If you're not familiar with all of the Secret Societies, below is a list of everyone currently making an entrance in the story.

Die Kreuzritter

Die Kreuzritter is a secret order of holy knights who serve the Hierophant directly. They are champions of virtue and righteous avengers of the poor and downtrodden. They answer to nothing but their own code of valor (there is no Hierophant at the moment) and members of *die Kreuzritter* enact the will of the church as they see fit. The Inquisition sees them as an obvious threat.

Players who join *die Kreuzritter* are kept up to date on the inner politics of the Church of the Prophets. Their activities are rooted in stealth and secrecy and many members will find themselves pitted against powerful, influential nobles who have gained the attention of the Church.

Explorer's Society

An independent agency that preserves the heritage of the Sryneth race, the Explorer's Society studies artifacts in their original state and catalogs the ancient race that predates man. With extensive connections and funding, the Society takes a stand against tomb robbers and opportunists bent on looting the Sryneth ruins. Exploration and adventure are promised to all that join this world renowned group.

Players who join the Explorer's Society are updated on newly discovered ruins and important Sryneth artifacts. From time to time, players are called upon to serve the needs of the Society.

Invisible College

Secretly experimenting against the will of the Inquisition, the Invisible College is an organization of church scholars devoted to the advancement of technology and reason. Their methods are questionable, but they are advancing the scope of knowledge for the good of all Théans.

Players who join the Invisible College are privy to all of Théah's leading technological advancements and will help to disseminate secrets to important scientists and scholars around Théah. Their activities must remain hidden from the Inquisition, as many of the College's patrons and scientists are important public figures and members of the Church.

Knights of the Rose and Cross

The Rose and Cross are united under a banner of adventure and revelry. They are a fraternity of disparate men and women sworn to defend the ideals of camaraderie, charity and justice. They have one secret, and they guard it with their very lives.

Members of the Rose and Cross that take the vow receive updates on missions, upcoming events, and detailed adventure hooks to keep the adventuring spirit alive in Théah.

Los Vagos

Los Vagos is a secret society dedicated to protecting the King of Castille and overthrowing his enemies. The order's greatest enemy, of course, is the Inquisition, which *El Vago* himself has fought time and again. He and his allies are the defenders of the King and the self-proclaimed saviors of the people.

Heroes who join *Los Vagos* are members in an important order dedicated to upholding truth and freedom for the Castellians and all followers of the Church. As such, they will learn about secret moves against their King and the treachery that lies at the heart of the nation.

Rilasciare

The free-thought society is the most vocal and outwardly aggressive secret society, while hiding their identities from the whole of Théah society completely. Few know where they are from and how they get about. One thing is for certain: their aims are to create discord within the workings of large organizations and free important minds from the shackles of mediocrity. They are a threat to organized thought.

As a free-thinking member of the Rilasciare, players are asked to judge everything, accept nothing, and know for themselves what is right and what is wrong. Therefore, updates from the free-thought society include which of the leading powers in Théah are a threat to humanity and which serve the ever-important cause of freedom.

Sophia's Daughters

Sophia's Daughters are more than just a woman's cult hoping to bring equal rights to Théah's "fairer sex". They are a veiled political machine, maneuvering Théah's men in directions only they know the course of. In boarding and finishing schools, they test and train young women in matters covert and clandestine, then place them next to men in positions of power — pointing them in the *proper* direction.

They work within the Merchant Guilds (particularly the Jenny's Guild) to keep women safe and help lower-class women to better themselves. They support Queen Elaine, have powerful allies in Vodacce and placed young Ketheryna in Ussura.

The Daughters also use magical means to further their goals. Glamour fascinates and beguiles the weak-willed, Porté passes secret orders across nations and Sorte manipulates fate to their advantage. It is rumored that they have potions that keep a woman's youthful beauty long after the rose should have faded from her cheeks.

Each member of the society is required to keep a detailed journal, sending copies to the nunneries controlled by the Daughters, where they are assimilated and organized into their great library. These journals comprise one of the most accurate recordings of history in the world, completely hidden from the eyes of men.

Vendel League

Competition is healthy. Economic freedom is essential to the freedom the Vendel League enjoys. The Vendel League is not about to say much else regarding the economic state of Théah. The more people spend, the more money changes hands and the bigger the merchant and craftsmen class grows. Therefore, a strong middle class means an even stronger League.

Although not a secret society as the others are (they hold public auctions, invite heads of state to visit them and host parties, galas and festivals), the Vendel League is powerful and effective at pulling the economic and political strings of Théah. The introduction of the Guilder, the development of organized labor and the push for guilds and mercantile trade under their control has solidified their power base and made the League the most socially acceptable of "secret agenda" types in Théah.

Drake Footprints

“Drake Footprints” is a short adventure that is generic enough to fit into any campaign. Though most of the names are Montaigne and Avalon, they can easily be changed to any nationality.

Adventure Overview

“Drake Footprints” takes place in three parts.

Part One starts in the middle of a battle between a pirate ship and a merchant ship. As the Heroes capture the villainous merchant, they discover a map to a lost fortune. Unfortunately, an important part of the map is missing. The only man who has it is locked away in a Montaigne prison.

Part Two involves the Heroes breaking that very man out of the prison. The prison is on an island and a veritable fortress. It will be no mean trick to get in, let alone get the man with the missing puzzle piece out.

Part Three picks up as soon as the Heroes have the two pieces of the puzzle put together. After all, what sort of buried treasure doesn’t have a trick to finding it... or a guardian to dissuade the cowardly?

How to Run 7th Sea Adventures

First, keep the moving. If the Heroes are stagnating the pace with arguments and lengthy discussions, throw Brutes at them. Brutes with explosives are a great argument breaker.

Cutting the action into scenes also helps. Assume the Heroes reload their weapons and pick up all of their equipment between each scene. Forcing them to role-play the mundane slows down the action. In movie terms, this is called a “Cut To”. Instead of showing the Heroes sailing to an island, *Cut To* their ship off the shore, with the Heroes looking over their options.

Keep things moving and only sweat the details when it improves game play. Only make the Heroes worry about reloading or picking up their weapons when you’re about to throw them against a few hundred soldiers. Now it’s time to sweat.

Don’t forget, *7th Sea* is more cinematic and dramatic than it is realistic. If an NPC needs to sit up and charge at the Heroes after taking 18 dramatic wounds from musket fire, let it happen. Explain it later.

Getting the Players Started

This adventure assumes the Heroes are pirates or at least sea-going swashbucklers interested in stealing booty or hassling greedy merchants. Beginning GMs may have a hard time integrating musketeers and courtiers into this adventure. Don’t sweat it. Tell them that they’re going to be at sea and let *them* figure out a way to make their Heroes fit.

It may be important for the Heroes to get their hands on a ship (if they don’t already have one). In play-testing, the party was assigned to a ship named *The Victory* with a grizzled old captain named Cap’n Richard Meyer. Use them if you have no other option.

The story opens with the Heroes catching up with *The Drake*. As soon as everyone knows the plot and direction of the story the action can begin.

A Note to GMs

Lord Conrad Hix is known to be a powerful noble from Avalon. Most of his notoriety as a cruel merchant is due to his callous business practices and illicit means of obtaining cargo. As such, his reputation precedes him and many pirates have made him a target of scorn. This should help you get the adventure started. If not, we encourage you to make him a Nemesis of one of the Heroes.



Scene 1: The Drake

Overview: The Heroes are pirates attacking a ship named *The Drake*.

Goals: By the end of this Scene, the Heroes should have Captain Hix's map (even if he has to come along with it) and know that it leads to buried treasure.

Important NPCs (aboard the Drake): Captain Conrad Hix, Jans Hrilen Magnus Hvøsgen Kvireksen, Marion Hudson, Felina Gascon ("Six"), Georgina Julena, Bosun Carter, Pilot Willem Karls (see page 16)

The Action

Begin by explaining that the Heroes are on a ship chasing *The Drake*. After days of pursuit, you've finally caught up with her. Cry out: "There she is!" and point behind the players. Then, quickly drop into description of the Scene. Place two ships on the table and use the Naval Combat rules found in the GM's Guide on p. 181.

This technique is called "*in medias res*" which is a Latin term for "in the middle of things". The Heroes know they're on a ship, that they're pirates and they're chasing a merchant target. That's all they need to know. Time to fire the cannons and prepare for boarding! If your players ask questions, tell them to make their own answers. ("Who do I know?" they ask. You answer, "You're on a ship, you know everyone!") Limit the questions and keep to the action. Never slow down.

Boarding The Drake

The battle between the two ships should go as long as you like (we recommend 3 to 5 Naval Rounds). Before it is possible to destroy the ship, boarding *The Drake* becomes imminent. It is assumed that the pirate Heroes will want to be involved with the boarding party. This section will walk you through the attack.

The following happens aboard *The Drake* during the boarding action:

Brute Squads

The number of Brute Squads and unnamed Henchmen on the *Drake* is two times the number of Heroes on the opposing ship. If there are 4 Heroes, then the *Drake* has 8 Brute Squads and 8 unnamed Henchmen. Two of the Brute Squads are lowering dinghies into the water. Each dinghy can carry 12 people. They'll be ready to launch at the end of Round 3.

Captain Conrad Hix

The Captain runs to his cabin and thrusts his map into his jacket. On the 10th Phase of the 3rd Round, he leaps into a dinghy and begins to leave the Scene.

Jans Hrilen Magnus Hvøsgen Kvireksen

Jansen fights on the deck with the Heroes until he is or all the Heroes are Knocked Out. He would prefer not to kill anyone. However, Vendel Heroes are obvious targets for his anger.

Marion Hudson

Hudson will fight alongside Jansen until the Captain is ready to leave. Then, he'll join the Captain's side and fight his way to one of the dinghies. Hudson will fight to the death if necessary.

Felina Gascon & Georgina Julena

Felina and Georgina climb the rigging with 3 pistols and a rifle each and start shooting at the boarding crew. They reach shooting position at the beginning of Round 2.

Bosun Carter

Once boarding begins, Carter rushes down to the hold and begins scuttling the ship. At the end of Round 3, water begins to seep through the bottom of the ship.

Pilot Willem Karls

Willem runs to his own chambers, grabs his ledger and heads for a dinghy (different than the captain). He is not about to die for Captain Hix.



Fight Reminders

- The Heroes have 3 Rounds to get done what they need to do. At the end of Round 3, the dinghies fall into the water with any of *The Drake's* crew that have survived the fight.
- Brutes have 1 Action per turn, which occurs on Phase 6. Their purpose here is to keep the Heroes away from the officers.
- On Phase 10 of Round 5, the ship will begin to sink. It will take 5 Rounds for it to do so, if nothing is done to stop it. Also on that Phase, two dinghies are ready for anyone who wants one (the pilot and the captain). It will take the Heroes 3 Actions to lower one of the other four dinghies into the water.

- GMs may wish to have Heroes make a Wits Roll to notice each piece of the chaos with each Raise detailing an additional NPC. Bear in mind that no one character should see everything that is going on. In order to maintain the tension, it is necessary that only certain Heroes may be able to stop a particular NPC. If the Heroes are forced into seven different directions, this gives the GM an opportunity to use their weaknesses against them (i.e. the Lecherous Hero cannot fire upon the women, the Hero that hates small places cannot go below deck, and a weak sorcerer will not last long against the captain).

The Prize

No matter how the battle unfolds, the Heroes should be able to catch the captain. He would like to end the bloodshed quickly and so, at the appropriate moment, he offers the players a treasure map to cease the battle. He explains that the map is only one part of finding the treasure, however, and they need the second piece to get to it. The second piece, he explains, is in his brother's head. Unfortunately, his brother is in prison. He cannot free him alone. He will share some of the treasure with the Heroes if they help break his brother out of prison.

Let the Heroes barter for percentages, but Hix will not accept less than 50%. *"It is my map, after all. And only me brother has the code to findin' the treasure. I knows where he be. Do you?"*

The Heroes are in a bind. Forcing the information out of him — through torture or threats of violence — is out of the question. Anyone who actually goes through with such activities deserves nothing less than a -10 Reputation penalty. However the negotiations go, the Heroes (if they stopped the scuttling of *The Drake*) now have two ships, a fact even





Hix cannot deny. He lost the battle and was forced to surrender his ship. "I've lost me ship," he says. "Aye. Well, at least lets me keep half the treasure."

The Map and the Key

Conrad Hix, formerly Conrad Blackstone, and his brother Aaron buried the treasure together some 15 years ago. Conrad took the map with him, but Aaron memorized the coordinates. Without the coordinates, the map is useless. Captain Hix knows the island is west of the Frothing Sea, but beyond that the map tells little. He could search forever and never find it.

Captain Hix is more than willing to lead the Heroes to Talon Prison (*Prison de Serre*) on Footprint Island where Aaron is being held. The Heroes now know that Hix's brother, Aaron Blackstone, has the key to the map, but nothing else. Do not reveal that they buried the treasure together. This will conflict with their story later.

If the Heroes have killed Captain Hix then it may be impossible to learn about Aaron. If this is the case, you may wish to alter the adventure slightly to point them toward Footprint Island. One way is to have a minor NPC know that Hix had a brother in Talon Prison, and that he was trying to get enough money together to buy his freedom. Heroes can make a Wits + Navigation Roll at TN 15 to see if they know where Talon Prison is, or you can just allow a simple Wits Roll at a TN of 20 to see if they've even heard of it and ask someone for directions. Either way, the Heroes need to learn of the whereabouts of the island. If necessary, you may have to give them the information.

Did the Heroes kill the Pilot (Willem) of the ship?

Did the Heroes kill the Captain of The Drake?

Did any of the crew escape on dinghies?



Scene 2: Footprint Island

Footprint Island is difficult to approach. The island contains not only a prison, but a small town, *Serre*, as well. The players have two ways into the Prison, one of which is a little easier than the other. Each way is discussed in a separate section below.

The first way is through the tidal pools along the eastern edge of the island and up under the rocks. This will hide them from the guards, but there is the likelihood of someone being sucked under the water.

The Heroes may also enter the prison by docking at the port, bluffing their way through the city, and past the prison guards. This is not an easy feat and GMs may wish to encourage the Heroes to try another way in.

Path One: The Tidal Pools

The easiest way for the Heroes to get into the prison is through the tidal pools, under the rocks, and then up through a series of underground caverns that lead to the first level of the prison. However, no one (but Hix) knows this route exists, so it's hit and miss.

Approaching the tidal pools is a challenge. There are a series of dangerous rocks to the southeast of the island that must be navigated around to avoid notice. The dark of night is the only time the Heroes can successfully dock the ship near the tidal pools without detection. If both of these conditions are met, the Heroes may swim through the tidal pools.

Navigating around the rocks is not easy. Two *successive* Wits + Pilot Rolls at TN 15 are required to make it through the rocks. If two rolls in a row are missed, the ship runs aground on rocks and the keel begins to split. If this happens, the ship begins to sink and the crew will



have to jump for it. There is more than enough time to drop two dinghies into the water.

If the rocks are navigated successfully, the Heroes can take a small boat out to the tidal pools. The largest tidal pool is the correct one, known by the locals as the “big toe”. If asked, Captain Hix points at the right one, but he does not volunteer the information. He’d rather see how many sailors get sucked down by the “false” pools. The swim is easy enough. A Brawn + Swimming Roll at TN 15 will get a Hero or NPC through the water. GMs may wish to drown an NPC or two to enhance the danger and point them to the correct tidal pool.

Those who fail the roll will drown, as they are sucked under the waves. Use the rules for drowning in the *7th Sea* GM’s Guide on p. 174. Successfully swimming through the tidal pool leads the Heroes under a series of rocks and into an isolated cavern under the island. The water is still and calm in the cave and hard black rock can be seen in every direction, indicating that the pools are the only way in and out. An outcropping of rocks allows the Heroes to climb from the water and onto a stone crevice leading up and away from the water.

The crack is the Heroes’ pathway to the prison. It appears unused and apparently no one knows it is here. After meandering up and up, the path stops at a ceiling. A successful Wits Roll at TN 15 reveals that a single stone can be pushed up and out, opening a secret door in the cave ceiling (with a successful Brawn Roll at TN 10). Two Raises will ensure silenced motion. If the Heroes make a noise play up the tension of being “caught” and insert mumbled voices from above. If anyone should push the rock up, and make a successful Wits Roll at TN 10 to listen, read the following to the Heroes:

The ceiling opens to the floor of the room above you. You can hear muted voices as you lift the rock away. One man appears to be speaking in Montaigne to another. [If none of the Heroes speak Montaigne the following is overhead as “Et les nouveaux prisonniers?” “Transfèrent les tous de C à D.”]

“What of the new prisoners, sir?”

“Move all of the prisoners from General Cell Block C to General Cell Block D. More prisoners are coming in tomorrow and I want to make room for them. Anyone who does not fit into D should be taken out into the courtyard and shot. Tell the executioner he may have to work late tonight.”

A door squeaks open and then you hear footsteps trail off before a door closes again. Above you is a wooden ceiling about one foot high.

Noisy Heroes garner the attention of whoever is in the room. Otherwise, the occupants leave soon enough and the Heroes are now under the desk in the Captain’s Quarters (Room #1 on the Talon Prison map, p. 62). Now that the Heroes are inside, go directly to The Prison (p. 11).

Path Two: The Harbor

It is easy enough to park a ship in the harbor here. Enough merchant ships come through that no one will find another one suspicious. However, any crew who has earned a great deal of notoriety is sure to get a few stares and maybe a question or two from the harbor master. GMs may wish to improvise some random NPC encounters, but unless you’re trying to make things difficult, they should be able to move through the small town easily and find any non-lethal supplies they might need.

Serre, The Town

Serre is a small town of some 300 civilians, all of whom make their living off of the prison in one way or another. There are 16 buildings in the heart of the town and 50-100 residents living in homes that surround the city



proper. Serre is designed in such a way as to eliminate hiding places. Roads and alleys are very wide and buildings are far apart from one another. Additionally, the road from the harbor to the prison is not obstructed, allowing guards to see all the way down to the harbor. Even homes outside the heart of the city are built away from the others so as to deter prisoners from hiding in someone's backyard.

Additionally, every home and business has a special lamp filled with an oil that burns green when lit. These lamps are used to alert guards that an escaped prisoner has been spotted. In daylight the lamps are useless and shouts or gunfire are used instead.

The Prison Front

If the Heroes intend to go in through the front, they'd best have brought Guilders, booze, and/or Captain Hix with them, because the guards are not likely to allow entry otherwise. With the transfer of prisoners tonight, the Warden has put a tight control over movement to and from the prison. Every guard is on duty. Heroes intent on entering the prison must supply a bribe or successfully charm the guards. This will not be easy. One of the Heroes must make two successive Charm Rolls (Player's Guide p. 198) against a TN of 20 [5 + Target's Wits x 5 + 10 to represent the Warden's order]. If the Heroes are successful, the guards will allow them in to see Blackstone, but only for a short time. They are now inside the prison. You may advance to the Prison section below.

Blackstone is in a small but comfortable cell on the first level of the prison (Room #2). If the Heroes are merely there to get the "key" from him, he will not help them until he is far from the prison. If Conrad is there asking for the code without asking for Blackstone's freedom, Blackstone grows antagonistic, considering his brother's actions greedy and underhanded.

Buying Aaron's Freedom

For 5,000 Guilders, Conrad Hix can buy his brother's freedom. He has 600 Guilders saved in a Montaigne usury account. If the Heroes can come up with another 4,400 Guilders, Aaron Blackstone can be released. Note that *The Drake* is old and battered and is not worth more than 2,000 Guilders, with its cargo (less if the Heroes beat the ship up). Using the treasure is not an option. Aaron is not about to give out the key without the insurance of his freedom. GMs should deter the Heroes from merely "buying" Aaron's freedom.

Path 3: Other Routes

It is not uncommon for the Heroes to think of another way onto the island. However, the details of this adventure only cover the most obvious routes in. If the Heroes try anything else they will meet heavy resistance.

If anyone successfully climbs the cliffs (Brawn + Climbing TN 40), they can see the east side of the prison. Two large towers with searchlights look out over the expanse between the cliff to the prison. The north and south of the island have giant gun emplacements covering the sea. Ships which approach from this direction are fired upon.

The Prison

Reference the map of the prison on p. 62 while reading the following text.

The prison is designed to ensure that anyone moving between levels must pass through its main Courtyard (#8) and a central tower (#4). This allows everyone to see who is moving along the catwalk (#4a). There are three levels. The worst prisoners are kept on the top where they are least likely to escape. Aaron Blackstone is being held on the lowest level in Cell 14 (Room #2) with two other pirates.

Unless noted, all cell doors in the prison are locked and all locks require a Finesse + Lockpick Roll at TN 20 to pick.

Cells

There are numerous individual cells throughout the prison. GMs should roll on the following chart to see who is inside:

- | | |
|-----|----------------------------------|
| 1-2 | One beaten, bloodied prisoner |
| 3 | Two prisoners |
| 4-5 | One prisoner, sleeping |
| 6 | Two prisoners, arguing |
| 7 | Empty cell |
| 8 | Empty, burned-out cell |
| 9 | One prisoner, talking to himself |
| 10 | One near-dead prisoner |

Cell Blocks (A, B, C, D)

On the second level there are a number of large cell blocks. Each houses anywhere from 20–100 convicts. Individual cells are reserved for murderous prisoners and those who can afford better treatment. Older prisoners are put in these large cell blocks. The night that the Heroes arrive, the guards are emptying Cell Block C into Cell Block D (see the map) and the excess prisoners are being executed in the Courtyard (Room #8). The new prisoners arrive tomorrow.

Random Encounters in the Prison

Anytime the Heroes need a challenge or they are looking into a hallway to see who is there, roll on the following chart:

- | | |
|-----|---|
| 1-3 | Empty |
| 4 | Two Brutes leaning against a wall, talking |
| 5 | An unnamed Henchman giving orders to Brutes |
| 6 | Four unnamed Henchmen |
| 7 | One Brute, drunk |
| 8 | Two Brute Squads |
| 9 | Lieutenant Peter Guvriere and a Brute Squad |
| 10 | Captain Louis and Lieutenant Georges |

Uniforms

If the Heroes attempt to ever take a guard's uniform, there is a 2 in 10 chance that it will fit. In a five (or more) person party, the GM may rule that it automatically fits someone. Large and Small Heroes fit on 1 in 10.

Prison Captain's Quarters — Room #1

If the Heroes came up from the tunnels, they enter the building here. This room contains one wooden chair, one large wooden desk, two pictures on the east wall and a throw rug. The desk contains many forms, all written in Montaigne, and an old baguette (bread). If one of the Heroes makes a successful Wits Roll at TN 15, allow them to find the guard schedule for the evening. It lists every guard's name with a section and time. The pictures are simple and crudely painted (the Captain's wife made them). There is nothing under the rug.

Blackstone's Cell — Room #2

On the first level, just three doors from the Prison Captain's Quarters (Room #1) is Aaron Blackstone, Jacques Renault, and a man calling himself "The Kire". The three have a large, lush cell, with many accouterments. Blackstone has befriended the pair. They are not shackled, so if the Heroes can get the door open, Aaron and the others are free.

Move on to the "Escape Complications" section below once Aaron has been found.

Secured Entrance/Processing — Room #3

This is where prisoners are brought in from the outside. Many have come through into the prison, but few pass in the other direction. If the Heroes are trying to see a prisoner, the guards will be more helpful with a small bribe. If the Heroes are trying to sneak out, things may be a little more difficult. Depending on who is with the Heroes and how they appear, the guards will act differently. Refer to "Escape Complications" below for more information.

The Tower — Room #4

Along the outside of the tower is a spiraling set of stairs with a steel handrail. The stairs lead to the second and third level where there is a catwalk leading west on the second level and east on the third level. The stairs make one full turn around the tower from the first to the third level. Even here, in a prison, the Montaigne have made the architecture stylish before making it functional.

Warden's Office — Room #5

The Warden has left for the evening and this office is locked and empty. The lock on this door is sturdier and requires a Finesse + Lockpick Roll at TN 25. If the Heroes open the lock somehow, they find the room filled with knick-knacks and ornaments. There is a very large oak desk, one picture on each wall, two wooden chairs, and a large leather chair behind the desk. If the Heroes look under the desk, they find a loose rock, like the one in the Captain's office. A large keyed safe lies under the rock, built into the floor. The Warden keeps the only keys and only a Finesse + Lockpicking Roll of TN 30 will open it. Inside the Heroes will find travel papers, travel vouchers, blank furlough forms, accounting records, names of prisoners with preferential treatment, two bottles of fine wine, a marque to a usury account in Crieux in the amount of 19,000 Guilders (he's been taking bribes for a long time) and a small bag of 1200 Guilders.

Interrogation Room — Room #6

A simple room with a small wooden table and several chairs. There are many blood stains in the room — on the walls, chairs, floor, and table. There is a 1 in 10 chance that someone is being "interrogated" at the moment.

Outer Corridor — Room #7

On the first level, this is the only way from section to section. Random encounters and the sounds of foot falls should be heard from time to time as the Heroes move from room to room. Due to the curvature of the corridor, the line of sight is only 30 feet.

Courtyard — Room #8

The only way to and from the tower is through the Courtyard. Unless the Heroes are disguised, they will be spotted by prison guards. Assume four to six random encounters if the Heroes enter the Courtyard without a plan. If they are trying to pass through while disguised, roll two or three times to see through their disguises. Brute Guards roll 2k1 vs. (5 + 5 x worst Disguise Knack in the group).

Guard's Barracks — Room #9

All of the Guard Barracks contain several rows of bunks and at least one or two random encounters. The doors to the Barracks are never locked. If an alarm has been triggered, Brutes are here gathering their gear together.

Escape Complications

Getting out of the prison may be just as hard as, if not harder than, getting in. If the Heroes have been quiet and alerted no one to their presence, then the escape may seem flawless. However, depending on how they came in, they may have trouble getting out. If spotted, an alarm in the form of shouts and gun-fire will erupt through the prison. Increase the number of opportunities for combat by a significant but fair amount.

Did the Heroes bluff their way in and are now trying to free Aaron?

First, they must overcome the guards that escorted them to the cell. Then they should disguise themselves and hope no one recognizes them. There are many guards at the front, but most are concerned with the incoming prisoners tomorrow and are not going to hassle guards taking out prisoners. However, everyone knows Aaron, Jacques, and The Kire and the guards get 2 Free Raises to see through their disguises.

Bribing the guards here could work, but if the guards notice the Heroes are all dressed in uniforms going off duty, they may suspect something (after all, everyone is

on duty). With a successful Contested Wits + Sincerity Roll against the target's Wits + 10, the story will work for about 30 seconds before someone chases after them.

The chase down the hill to the town should be action-packed and the Heroes better hope that someone is ready to get the ship underway. Otherwise, they may not get off the island in time.

Did the Heroes come in through the tunnel?

They can go back down the tunnels, just as easily as they came in. However, GMs may wish to have a few guards waiting in the Captain's room for the Heroes, to spice up the escape. Gunfire will alert every guard in the prison, forcing the Heroes to flee. Assume that the first wave of guards are 5 Rounds behind the Heroes.

Friends

Aaron doesn't want to leave without Jacques and The Kire, but if the Heroes refuse to take them, The Kire replies, "The Kire will make his own way, my friend. The sea is not so large that you will not see The Kire again." The two disappear into the prison and escape on their own.

Double Cross

If Aaron and Conrad are together, then they attempt (at key moments) to break away from the party. Without the map and the coordinates, the Heroes are left empty handed and the two Blackstones can retrieve the treasure anytime they wish.



Deciphering the Map

If the Heroes help Blackstone escape, he sings a shanty for them, a shanty which contains the treasure's coordinates. He will profess (read: lie) that he has never been able to crack the code. "Aye. The shanty was handed down by me father." He actually wrote the shanty himself.

*Off the coast of Carleon
Twenty Vessels fought for gold
All the ships fought valiantly
All but one were lost at sea
The single ship that did survive
Her men they numbered fifty-five
The crew was mad or so they say
They turned on the captain straight away
A dozen men stood by his side
And with their pistols turned the tide
So when you're hopeless, if you're keen
You'll remember those thirteen*

The key to the map lies in the only actual numerals in the song: 20, 55, and 13. Clever Heroes that understand latitude and longitude will immediately recognize that 55 is N and 20 is W. However, the 13 is not as obvious. Heroes who make a Wits + History or Wits + Sea Lore Roll at TN 15 can recall the 13 Degree Debates of 1614. The Church used their own Longitude, which is approximately 13° W of the Pirate Meridian and 3° East of the Montaigne Meridian. Blackstone knows that the coordinates are for the Pirate Meridian, but those that do not know this may assume it uses the Vaticine Meridian. Therefore the Heroes may think to add or subtract 13 from 20. This is a ruse. 20° W is the *correct* coordinate.

Cut To...

The proper coordinates are 55° N and 20° W Théan Meridian. If the Heroes use the correct coordinates and make a successful Navigation Roll at TN 15, they will find the location in a few days' time. GMs should advance to the next scene. If they've guessed incorrectly, have the



ship meander the ocean for a few days, with the promise of “land” ahead.

Did the Blackstones survive?

Did the Blackstones escape?

Did the Heroes free Jacques and The Kire?

Did the Heroes kill Jacques and The Kire?

Scene 3: Treasure Reef

The island hiding the buried treasure is actually a reef. The Heroes may have the right coordinates, but be unable to spot any land. That is because they must wait for low tide for the reef to show itself. It is wet right now and just below the water line. Once dusk comes, the water line will be low enough for the reef to appear.

Reefs are very jagged, and the Heroes should drop anchor and take a dinghy to the only safe spot on the island: two heavy boulders resting against the reef. Tarring their feet (pirates rarely wear shoes) or wearing heavy boots will keep them from cutting their feet open on the reef. Allow them a Wits + Sea Lore Roll at TN 10 to figure this out. Remember, if they do not have the Skill the TN is 15 and 10s are not re-rolled. Heroes walking across the reef without protection suffer a Dramatic Wound once an hour.

Following the Map

Once on the reef, following the directions on the map is simple enough. A Wits + Navigation Roll at TN 10 will lead them across the reef, past a large collection of sand, between two beds of sea fungi, past a large clam, and on into an underground cave filled with water. If the Heroes do not know to look for it, the cave will not be obvious as it is filled with dark, sandy water. The pool is 18 feet deep. At the bottom, a treasure chest is wedged in the soft, wet silt.

Someone needs to swim down and return with the chest. It is locked and opening it underwater is not an option.

Therefore, someone must bring it back up to the reef. Tying it to a rope works, or a Brawn + Swimming Roll at TN 25 will allow the Hero to pull it up to the surface. Either way, the Heroes must break or pick the lock once the chest is above water. The TN to pick the rusted lock is 20, while breaking it is a Brawn Roll at TN 25. The chest is air-tight and no water has entered it all these years, so everything inside is intact.

Inside the chest is the booty that the pirates seek:

- 2000 Guilders worth of coins from all over Théah
- A large green Castillian vase painted with hawks and fish (worth 100-1000 guilders)
- A fine dagger in a locking, metal sheath
- A small rug from some foreign land (possibly Cathay or Crescent Empire) worth 200-2000 Guilders
- A thick, heavy coat made of fine cotton
- A large bag full of sand
- A crude looking (almost worthless) stone tablet with four rough indentations. There is a ruby in one. Any character that touches the ruby and spends a Drama Die becomes immune to fire damage until the end of the Scene. GMs should have fun with the Heroes as they experiment with the tablet. GMs interested in following this storyline should have the Heroes search out the other three gems (which means finding out where it came from, which means finding out how the pirates got it in the first place). Whether the other gems have powers – and what they do once brought together – is up to the GM.

Sandbar Spider

While the party is on the island a giant spider makes its way out of the sand. The spider lives on the reef and has become very adept at walking along the jagged coral. As a result, it can move much faster than the Heroes and if necessary escape into the sand bar when wounded.

The spider is as tall as two people and as wide as six. It has two mouths, each covered by crab-like appendages that pull detritus into its jaws. The spider also has a taste



for flesh and is not above breaking off a piece of the Heroes to satisfy its hunger. The eight large legs are slick, covered in wet sand, and very strong.

The spider on this reef is unique and GMs should play the alien nature of the beast. The Blackstones have never seen the spider and are not likely to recognize it.

How it attacks

The Spider is silent and will make its first attack against a random unaware Hero before initiative can be rolled. This surprise attack is made by rolling a Contested Wits + Ambush Roll against the Hero's Wits. If successful the Hero is Ambushed and cannot act for one Phase, plus an additional Phase for each Raise. Additionally, the target has a TN of 5 to be hit by the spider until the effects of the Ambush have expired.

Sandbar Spider: Villain

TN to Hit: 20

Brawn 5, Finesse 3, Resolve 4, Wits 2, Panache 3

Attack Roll: 6k3 Bite

Damage: 5k2 Bite

Hunter: Ambush 5, Footwork 3, Stealth 4, Tracking 3

Hunger Flaw

Once per Round any one Hero may spend a Drama Die to induce Hunger in the spider. When this flaw is activated, the spider suffers a 2k1 penalty to all its attack rolls for the round – the pains are distracting and nagging. If this flaw is invoked and the spider successfully attacks a PC, it adds 1k1 to its damage as its giant jaws and mouth lock onto the Hero.

Did the Heroes find the reef?

Did the Heroes kill the spider?

Who got the tablet?

At the end of this book is a photocopiable form which GMs should send in to AEG. It includes all of the important questions necessary for storyline impact.

Important NPCs

Drake NPCs

Brute Squads

The brute squads aboard *The Drake* are only Threat 1 Brutes, mostly carrying clubs, knives, or swords.

Unnamed Henchmen

Many of the crew members aboard *The Drake* are hard working, vital members. However, in combat they are still no more efficient than a Brute. Therefore the important crews have received very small stats. GMs that want more of a challenge for the Heroes are encouraged to increase a stat by a point or two.

Brawn 2, Finesse 2, Resolve 2, Wits 2, Panache 2

Athletics: Footwork 2, Sprinting 1, Throwing 1, Climbing 1

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

Pugilism: Attack (Pugilism) 1, Footwork 3, Jab 1, Uppercut 1

Firearms: Attack (Firearms) 1, Reload (Firearms) 1

Sailor: Balance 2, Climbing 2, Knotwork 2, Rigging 2

Villains and Henchmen

Although technically only Hix and Karls are Villains and the remainder of his crew are Henchmen, they can be used just like Heroes. GMs interested in incorporating these NPCs into a campaign are welcome to use the information below. Remember, there are times when you will have to make decisions as a GM that are not fully defined by the the adventure. By understanding the NPCs as individuals, it becomes easier to determine their actions and motivations.

All of the crew speak Avalon, plus their native tongue. Willem speaks every language of Théah including Kanu (see the 7th Sea Newsletter – *The Crow's Nest* #0).

Captain Conrad Hix

At the age of 40, Captain Hix commands a crew of 60 aboard *The Drake*. He is considered immoral and uncouth. As his methods are questionable and self-serving, Hix has garnered a reputation as a “scoundrel” among merchants. Even the Vendel League, known to do anything for a Guilder, revoked his membership in the Merchant’s Guild. Unincorporated, Hix now sells and ships whatever he can to get by.

Years ago Hix went by the name Blackstone. Back then, the Blackstone pirates hijacked whatever they could and both Conrad and Aaron had hefty prices on their heads. Now, Hix tries to “walk the straight path”, but the need for currency has forced his business practices to become less than honorable (old habits die hard). Three years ago, his brother Aaron was taken prisoner by *l’Empereur’s* Musketeers and jailed on Footprint Island. He has been trying to earn enough booty to buy his brother’s freedom ever since. Once Aaron is out, the two can recover their treasure and retire. That is all Hix is concerned about.

Brawn 3, Finesse 4, Resolve 4, Wits 3, Panache 3
 Reputation: -26
 Advantages: Large, Scoundrel
 Arcana: Misled
 Languages: Castille, Montaigne
 Donovan (Journeyman): Bind (Buckler) 5, Disarm (Fencing) 4, Riposte 4, Exploit Weakness (Donovan) 4
 Athletics: Footwork 4, Sprinting 2, Throwing 2, Climbing 1
 Fencing: Attack (Fencing) 4, Parry (Fencing) 3
 Pugilism: Attack (Pugilism) 2, Footwork 4, Jab 2,
 Firearms: Attack (Firearms) 3, Reload (Firearms) 2
 Captain: Strategy 2, Tactics 3, Ambush 1, Bribery 3,
 Diplomacy 1, Gunnery 2, Leadership 2, Logistics 1
 Sailor: Balance 3, Climbing 1, Knotwork 3, Rigging 3,
 Cartography 1, Leaping 2, Navigation 3, Pilot 2,
 Sea Lore 2, Swimming 1, Weather 2

First Mate Jans Hrilen Magnus Hvøsgen Kvireksen

Jansen is a Vestenmannavnjar through and through. He joined on with Hix when rumors of his business practice reached the Islands. Any man willing to undercut the morally bankrupt Guilds was a friend of Jans Hrilen Magnus Hvøsgen Kvireksen. He is loyal and hard-working, but Jansen couldn’t care less if there is a price on Hix’s head. He’s prepared to take over the ship any day the Captain can’t perform his duties. Someone has to continue the war against the Guilds, right? GMs should not assume that because Jansen has a cause to fight of his own, that he would turn his back on his mates, but if the Heroes say the right things, he’ll probably be enraged enough to forget the rest of the ship. Especially if a Vendel is involved.

Jansen is somewhat small for a Vestenmannavnjar, but his little frame is quite sturdy. When fighting, Jansen is more concerned with beating his opponent and less concerned with killing anyone, unless one of the Heroes is a Vendel. Jansen prefers using an axe over a sword, although he’s handy with most any blade.

Brawn 4, Finesse 3, Resolve 4, Wits 3, Panache 3
 Reputation: 3
 Advantages: Toughness
 Background: Vendetta 3
 Languages: Eisen, Ussuran
 Leegstra (Apprentice): Beat (Heavy Weapon) 2, Lunge (Heavy Weapon) 3
 Athletics: Footwork 4, Sprinting 3, Throwing 4, Climbing 3
 Heavy Weapon: Attack (Heavy Weapon) 3, Parry (Heavy Weapon) 2
 Fencing: Attack (Fencing) 2, Parry (Fencing) 2
 Pugilism: Attack (Pugilism) 3, Footwork 4, Jab 1
 Firearms: Attack (Firearms) 2, Reload (Firearms) 2
 Sailor: Balance 1, Climbing 4, Knotwork 2, Rigging 3, Navigation 2, Pilot 1, Sea Lore 1, Swimming 1

Navigator Marion Hudson

Marion has known Hix for more years than anyone else on the ship. He served with both of the “Blackstones” when they were young pirates, and now that Conrad has changed his name and is working to get his brother out of prison, he’s become more sympathetic to the Captain’s plight. Of all the crew, he is the most loyal and most likely to die for the Captain.

Brawn 3, Finesse 3, Resolve 2, Wits 3, Panache 3

Reputation: -8

Advantages: Able Drinker, Montaigne

Donovan (Apprentice): Bind (Buckler) 1, Disarm

(Fencing) 1, Riposte 2, Exploit Weakness (Donovan) 3

Athletics: Footwork 3, Sprinting 1, Throwing 2,

Climbing 2

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

Pugilism: Attack (Pugilism) 2, Footwork 3, Jab 1

Firearms: Attack (Firearms) 3, Reload (Firearms) 2

Sailor: Balance 2, Climbing 2, Knotwork 3, Rigging 3,

Sea Lore 1, Swimming 3

Felina Gascon (Six)

Felina goes by the name Six, although none of the crew could tell you why. She’s referred to by the crew as “That Crazy Montaigne Wench”, which makes her smile when she hears it. No one’s certain what her duty is on the ship, but Hix keeps her on anyway, despite her bouts of anger and frequent musket shots at passing ships. Felina likes to fight and gamble. She’s rather good at one, and not so much at the other.

Brawn 2, Finesse 4, Resolve 3, Wits 2, Panache 3

Reputation: -17

Advantages: Vodacce

Athletics: Footwork 4, Sprinting 2, Throwing 3,

Climbing 3

Fencing: Attack (Fencing) 3, Parry (Fencing) 3

Firearms: Attack (Firearms) 3, Reload (Firearms) 1

Dirty Fighting: Attack (Dirty Fighting) 1, Attack

(Improvised Weapon) 2

Georgina Julena

It is rumored that Georgina is the niece of Captain Hix, although you wouldn’t know it to see her. Hix is always yelling at her, riding her about one thing or another, and once put her in the brig for two days for talking back. Despite the treatment, she seems devoted to her work, never frowning or complaining about it.

Her official job is irrelevant as Georgina seems to do most any task asked of her. She spends a great deal of time with Six learning how to fight. Georgina is not a pretty woman. Her eyes are a bit large and her face is long, making her head look too big for her body. Most everyone avoids her gaze. Willem’s been trying to teach her High Eisen, to no avail.

Brawn 2, Finesse 3, Resolve 2, Wits 1, Panache 2

Reputation: 0

Firearms: Attack (Firearms) 1, Reload (Firearms) 1

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

Servant: Menial Tasks 2, Unobtrusive 1

Bosun Carter

Carter clearly hates everyone aboard the ship. He’s a surly, ugly, mean old man who finds pleasure in two things – being nasty and ordering people around, which coincidentally is all he is good at. Carter especially hates Willem and Jansen. The lower class of sailors respect him, even if he’s not liked.

Brawn 4, Finesse 2, Resolve 3, Wits 2, Panache 2

Reputation: -16

Advantages: Large, Castille, Eisen, Montaigne

Athletics: Footwork 2, Sprinting 1, Throwing 1,

Climbing 2

Captain: Strategy 1, Tactics 1, Leadership 3

Heavy Weapon: Attack (Heavy Weapon) 2, Parry

(Heavy Weapon) 2

Pugilism: Attack (Pugilism) 3, Footwork 4, Jab 4

Firearms: Attack (Firearms) 3, Reload (Firearms) 2

Sailor: Balance 1, Climbing 2, Knotwork 3, Rigging 1,

Navigation 1, Swimming 1

Pilot Willem Karls

Willem was born to fine Eisen parents. Both were Objectionists during the War of the Cross and fought valiantly to defend their homeland. When they died in the war, a 13 year old Fritz Guren moved to Avalon and changed his name to Willem Karls. With a large inheritance and a hatred for Church, Government, and Castille, Karls dove into private schooling away from the Vaticine. He attended the best universities and academies in Avalon. His inheritance began to disappear under the burden of his immature nature, but when Karls turned 19, he knew more than most men twice his age.

When his money had almost run out, he was approached by Javier Rios del Guzman, an important member of the Rilasciare, inviting Willem to join the free-thinkers. It wasn't hard for Karls to decide what he wanted, and his oral entrance exam was completed in near record time.

Now, at the age of 28, Willem Karls is an important member of the Rilasciare. Although he loves being a pilot, he uses *The Drake* merely as a way of delivering important messages to contacts within the society. No one aboard knows Willem is a Rilasciare. If the fight is going exceptionally poorly against the Captain, Karls will throw down his weapon rather than die for a such a miserable cause. He may even aid the Heroes, if necessary. Rilasciare and Sophia's Daughters Heroes may feel a kinship to him, even if they don't know about his Secret Society affiliation.

Karls is carrying a ledger of dates and events that are important to the Inquisition. Each page details important Bishops and Cardinals within the church and the times of important speeches and convocations. It is important to the Rilasciare that the ledger reach a Sophia's Daughter safe house in Buche within the next six days. Karls will work with the Heroes to meet his goals and will even go as far as to offer 350 Guilders if the Heroes will deliver him to Buche. He will under no circumstance mention why he is going, or what is in the ledger.

Brawn 2, Finesse 2, Resolve 2, Wits 5, Panache 3

Reputation: 11

Advantages: Linguist, University

Arcana: Worldly

Donovan (Apprentice): Bind (Buckler) 1, Disarm (Fencing) 1, Riposte 1, Exploit Weakness (Donovan) 1

Athletics: Footwork 4, Sprinting 3, Throwing 1, Climbing 2

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

Sailor: Balance 1, Climbing 1, Knotwork 1, Rigging 1

Assume many relevant civil knacks at 2-4.

Talon Prison NPCs

What They Know

Everyone knows who Blackstone is. There is a 1 in 10 chance when asked that a guard will not know where he is located. All of the guards know about the prisoner transfer. 1 in 10 guards know that the Warden sells prisoners their freedom.

Brutes

The Brutes on Talon Island are all slovenly guards who have grown used to things being quiet. They are for the most part tired and unskilled. They are armed with rapiers, and are considered Threat Rating 1 Brutes per the rules in the *7th Sea* GM's Guide (p. 167).

Unnamed Henchmen

A handful of Montaigne prison guards are a little more skilled than the rest. These soldiers do not become commissioned quickly on such a remote prison. Aside from the Captain and Warden, everyone else of rank is considered an unnamed Henchman. Brutes do not have keys to the cells, but the Henchmen and Villains do. Henchmen only have keys to the floor they are assigned.

Brawn 2, Finesse 2, Resolve 2, Wits 3, Panache 2

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

Athletics: Footwork 2, Sprinting 1, Throwing 1, Climbing 1

Villains and Henchmen

Warden Gerard Martin

The Warden does not appear in this adventure, but GMs may wish to know a little more about him. Gerard is a greedy, overweight man, bent on fitting into “elite” society despite his background. Born sixth of eight children and with no inherent wealth, Gerard joined the military after buying his own way through an Eisen War Academy. Although not the worst school in Eisen, Gegen Academy is known for its ruthless tactics and fierce battle cries.

Gerard returned to Montaigne interested in moving through commissioned ranks as quickly as possible. His men were involved in small skirmishes from time to time, but Gerard’s name was never on the lips of important men, to his chagrin. In 1650, he took a piece of shrapnel in his leg during a routine exercise, ending his military career.

After a short stay of duty, Gerard was assigned to Footprint Island, where he became Captain of the Guard. In 1659, he was promoted to warden, but still unable to garner the attention of the nobility. Under his leadership,

the prison *apparently* runs smoothly. Montaigne’s lack of concern over day-to-day operations allows Gerard to do whatever he likes. He is resolved to the fact that no one in high society will ever accept him. As a result, he’s become a heavy drinker. He has never been happy with the work on the island and looks forward to the day he can retire with a large cache of guilders.



A Short Note About Henchmen

Some GMs may find that Henchmen are weaker than Threat Rating 2 and above Brutes. In some cases, this is true. This was not the intent of the system. As a result many of our personal in-office games are now using the rule that Henchmen are “Knocked-Out” after suffering a number of Dramatic Wounds *equal* to their resolve. This is still far weaker than a Villain or Hero, but keeps them in the fight a lot longer. If you find this system works for you, we encourage you to make it a permanent rule change for your games – you have our permission.

Captain Louis Étalon du Toille

The Captain is an efficient and well-liked man. His guards look up to him, rather than the Warden, who seems to never have any time to do his job. He was born to a prominent noble family and chose to join the military despite his older sister’s urging to remain in their estate serving as her Marquis and seneschal. He maintains a polite relationship with everyone, but knows the importance of duty. He often cites precedent and does “what anyone else would have done.” Pragmatic at times, he will kill a man if he *has* to.

Brawn 2, Finesse 2, Resolve 2, Wits 3, Panache 2

Reputation: 15

Advantages: Avalon, Castille

Valroux (Journeyman): Double-parry (Fencing/Knife) 4,

Feint (Fencing) 4, Tagging (Fencing) 5, Exploit

Weakness (Valroux) 4

Firearms: Attack (Firearms) 3, Reload (Firearms) 2

Athletics: Footwork 2, Sprinting 1, Throwing 2,

Climbing 2

Fencing: Attack (Fencing) 3, Parry (Fencing) 3

Knife: Attack (Knife) 1, Parry (Knife) 1

Captain: Strategy 3, Tactics 2, Ambush 1, Leadership 3, Diplomacy 2

Lieutenant Georges D'Argeneau

Versatile and quick on his feet, Georges is a great swordsman, serving the Musketeers and doing his tour of duty on the island as required by law. He is an honorable duelist, a member of the Swordsman's Guild and an accomplished leader. Use the stats for Unnamed Henchmen for Georges but increase his Panache by 2.

Lieutenant Peter Guviere d'Allais

A simple and quiet man, Peter is far from "noble" in his behavior. He is not afraid to send someone to their death when his own honor has been impugned. Although not aggressive, the men fear his quiet and almost sociopathic nature. No small talk or simple conversation escapes his lips. The men know better than to ask him a routine question. Use the stats for Unnamed Henchmen for Guviere, but increase his Resolve by 1 and his Wits by 1.

Prisoners

Aaron Blackstone

Aaron Blackstone and his infamous brother were once known as the Blackstone pirates. Three years ago the Montaigne Navy caught Aaron in the Frothing Sea. He was sent to Talon Prison to spend the rest of his days. Since then, his brother Conrad has sent 50 Guilders a month to the Warden to insure Aaron better treatment. If he can save up 5000 Guilders, he can buy his brother's freedom.

In the meantime, small payments insure a privileged cell for the elder Blackstone. The cell is sixty feet from the Captain's quarters; Blackstone lives here with two other pirates who have also bought their station in the prison. The two small-time pirates in Blackstone's cell are Jacques Renault and The Kire. The two tried to build a small navy, of low, fast ships, but a Montaigne Admiral (Gavreille Dubois) cornered them in a Crieux port a little over one year ago. They've been here with Aaron ever since.

Villain

Brawn 2, Finesse 3, Resolve 4, Wits 3, Panache 3

Reputation: -19

Advantages: Able Drinker, Scoundrel

Arcana: Proud

Donovan (Journeyman): Bind (Buckler) 4, Disarm (Fencing) 4, Riposte 5, Exploit Weakness (Donovan) 4

Athletics: Footwork 4, Sprinting 3, Throwing 2, Climbing 3

Buckler: Attack (Buckler) 2, Parry (Buckler) 3

Fencing: Attack (Fencing) 4, Parry (Fencing) 3

Firearms: Attack (Firearms) 3, Reload (Firearms) 1

Knife: Attack (Knife) 2, Parry (Knife) 1, Throw (Knife) 2

Sailor: Balance 4, Climbing 3, Knotwork 3, Rigging 3, Leaping 2

Jacques Renault

Jacques' best friend and most trust ally is The Kire. The two met a few years ago and remained good friends ever since. Working with privateers, merchants, and pirates, Jacques and The Kire have each had the honor of saving the other's life. Since then, The Kire feels secure in calling Jacques his "back-brother" and Jacques colorfully refers to The Kire as "little brother". After the last "job", the two hitched a ride on a few sailing ships before landing in Talon Prison for "High Seas Crimes". Jacques has been looking after his friend ever since.

Jacques' understanding of tactics and command of language made him an excellent balance to The Kire's dominating personality and unearthly size. Jacques himself is very calm and reserved. Despite his Montaigne background, he is a friend of many people and he does not come off as an arrogant swordsman. Rather, he is a confident duelist and hardy combatant that many remember, long after he has spared their life.

He is a very loyal individual, always willing to champion a noble cause. However, where The Kire is concerned, Jacques' loyalty is almost fanatical. He would surely die for his friend.

Hero

Brawn 2, Finesse 4, Resolve 3, Wits 3, Panache 4

Reputation: 15

Advantages: Faith, Linguist, Avalon (R/W), Castille (R/W), High Eisen (R/W), Eisen (R/W), Montaigne (R/W), Thean, Vendel, Vodacce

Arcana: Loyal

Background: Obligation 3

Valroux (Journeyman): Double Parry (Fencing/Knife) 4,

Feint (Fencing) 5, Tagging (Fencing) 4, Exploit

Weakness (Valroux) 5

Athletics: Footwork 5, Sprinting 3, Throwing 3, Climbing 3

Fencing: Attack (Fencing) 4, Parry (Fencing) 3

Hunter: Stealth 5, Survival 3, Tracking 5, Traps 3, Ambush 6

Knife: Attack (Knife) 2, Parry (Knife) 5

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

Scholar: History 2, Mathematics 1, Philosophy 2, Research 2, Theology 3

Spy: Shadowing 4, Stealth 5, Disguise 3, Sincerity 3

Streetwise: Socializing 3, Street Navigation 2,

Underworld Lore 2

The Kire

The Kire may well be one of the largest men in Eisen and definitely the largest in the prison. He towers over most everyone at a staggering six feet and six inches, and weighs more than 350 lbs. His muscular sculpting is covered by layers of insulation that add to his mass. His body runs with scars and his beard is wild and unkempt. His walk resembles that of a General moving through a crowd of subordinates. An aura of leadership surrounds him that no one can explain. He claims not to be a leader, but rather a soldier of Eisen. His mass and charm say otherwise.

The Kire speaks of himself in the third person. When he walks into a room, he announces himself by saying: "The

Kire is among you." Few find it funny, as it is obvious he is serious. For reasons that are unclear, he holds a great distaste for Avalon, as does his companion Jacques. If asked about it, he says "That damned Berek ruined The Kire. I will have his head." He never elaborates and it is not clear if Jacques knows either. When asked what his name means, he responds: "The Kire's actions give meaning to his name, not the other way around."

The Kire is in prison now — not the sort of place a charismatic and energetic man likes to be. Without his panzerhand, his fighting skills are useless against armed guards. But in combat, The Kire prefers to wear the *panzerfaust* on his right hand and heft an axe in his left. The Kire does not fear bleeding for a cause, or dying. It's simply that the latter never happens.

Hero

Brawn 5, Finesse 3, Resolve 3, Wits 3, Panache 2

Reputation: 23

Advantages: Academy, Large, Left-handed, Toughness, Avalon, Eisen (R/W), High Eisen (R/W)

Arcana: Inspirational

Background: Vendetta 2, Vow 1

Eisenfaust (Apprentice): Beat (Heavy Weapon) 3,

Bind (Panzerhand) 5, Disarm (Panzerhand) 4, Exploit

Weakness (Eisenfaust) 2

Athletics: Footwork 3, Sprinting 2, Throwing 1, Climbing 2

Commander: Strategy 3, Tactics 4, Ambush 3, Incitation 4, Leadership 3

Dirty Fighting: Attack (Dirty Fighting) 2, Attack (Improvised Weapon) 3, Throw (Improvised Weapon) 3

Firearms: Attack (Firearms): 1

Heavy Weapon: Attack (Heavy Weapon) 4, Parry (Heavy Weapon) 2

Panzerhand: Attack (Panzerhand) 2, Parry (Panzerhand) 4

Sailor: Balance 3, Climbing 2, Knotwork 2, Rigging 2,

Leaping, Pilot 1

The Powder Keg

The Powder Keg is a generic tavern that Game Masters can drop into any *7th Sea* campaign. A detailed map can be found on p. 50. The tavern has a unique back-story, depending on where you choose to place it. But enough of that. Let's see what's inside the 'Keg.

Location

Everyone knows about the 'Keg, so finding it isn't hard. Located on Fifth Street, between a bakery and a store that sells cottons and silks, it's where tough types come to relax and the rich come to slum. Just about anyone and anything can be found in here. And if you're looking for work, you've found the right place.

Architecture

The Powder Keg is a run-down building with planks nailed over old holes in the walls. The floor and north wall are made of wood, the west and south walls of stone, and the east wall of brick. The east wall also has a short row of belaying pins just to the north of the stage. The railing holds eight pins.

The stage at the south-east corner is made of two types of wood (from two different shipwrecks), neither of which match the hardwood floor. The cellar is all stone, with a cedar ceiling and wine rack. The kegs are made of walnut or oak depending on the quality of the liquor inside. The bar is mahogany and sanded smooth and clean, an indication of the bartender's obsession. The tables are made of various types of wood, as if bought at different times. The east wall has some nets and rigging on it, but nothing that would qualify as "authentic". The windows are thick glass and the front door is made of heavy oak that can be barred from the inside. The bouncer stands at the front door night and day, an almost permanent addition to the tavern.

Interior

There are four round tables, three long tables with benches, a bar, a dartboard, a cannon, a real powder keg, and over 30 chairs filling the main room. There is a single square table with a permanent blood stain at which no one ever sits. Three windows face out to the north and the only exit is the front door. A small door set in the floor opens to a set of stairs. These stairs lead to the cellar and only the owner knows of the secret exit from the cellar up a flight of stairs to the alley above.

Bar

The bar is fine mahogany and stands out above all other things inside. There are nine stools lined around the bar, but up to 20 people can fit around the bar on crowded nights. At the far end of the bar, near the powder keg, is the 'swill barrel'. Each night the bartender fills it with whatever combination of spoiled liquor and left-over spirits he can find. For 20 cents you may drink from it all night. More than once a dead mouse has been found in the barrel, at which time the bartender kindly offers a refund and removes the mouse.

Cannon

This field artillery cannon no longer functions, as cement fills the barrel half way up and the fuse mechanism has long since been deactivated. On most nights, petty cash is stored there inside a large bag of cotton filled with cotton. This gives the impression of wadding and distracts people from its actual purpose. A cannonball is then placed over the bag, once again adding to the illusion. There are dents in the floor where the cannonball has rolled out onto the floor. No one except the employees knows that the petty cash is stored there.

Tied to the cannon is a rope that leads to a ring in the ceiling, supporting the chandelier. It is often raised and lowered, by tilting the cannon up and down. The cannon faces out on the street and is a great attraction for bringing in new-comers.

Dartboard

The dartboard is a constant focus of attention and the most frequent customers are the best players. Once a week, the owner challenges anyone to a game of darts. If anyone can beat her, they get free drinks all night. If they lose, they buy the house a round. Gillian's not very good, so she's not afraid to give out the drinks once in a while.

Powder Keg

A very authentic powder keg, obviously from some ship, stands next the bar on the south wall. A large cat named 'Fishland' sleeps on top of it most every hour of the day. When not sleeping, the cat can be found eating scraps of peanuts and bread from the floor. The powder keg is hollow and is not used for anything at all. However, it is sealed tight and only the owner and bartender know how to open it.

Inside the keg is a short, narrow shaft down 30' to the sewer system. It is often used as an escape route or that have enough for help. There are rungs in the shaft; any climbing down should be careful as the drop is fast and loud.

Events

Arm Wrestling

Next to darts, arm wrestling are the most popular competition at the Powder Keg. Although Gillian, the owner, rarely rewards barbaric behavior, the winner often earns a match with Gino who twists the sore arm of opponent before lifting him from his seat, making the 'winner' beg for mercy. A dunk in the sea usually follows.

Dart Tournney

Once each month, the bar hosts a tournament of 16 players, first come, first serve. Each player pays one Guilder to play and the winner is allowed bragging rights and free drinks for the next month. Ilyia is in charge of the tournament and has Gino remove any rowdies and cheaters from the tavern.

Drinking Contests

A great way to increase sales is to have men drink until they drop. An even better way is to have drunk people bet on who can finish an entire jug of 'Gillian's Own', a secret recipe that only she knows. Black, bitter, and as thick as mud, Gillian's secret brew has never met its match. As a result, no one knows what you win if you finish the jug.



Villain's Kit

Free Drinks

This is actually a hoax and all of the regulars know it. Every once in a while, Gillian gets it in her mind to put on another 'Free Drinks' night at the pub. A crier goes out and tells passer-by that they are serving free ale and beer inside the Powder Keg. Once inside, if anyone asks for a Free Drink, the bartender whistles for Gino and he comes over and dunks them in the swill barrel. If they stick around, Doherty offers them a tankard of ale. If they accept, Gino dunks them again.

Stage Shows

Magicians, actors, charlatans, singers, bards, and dancers are all part of the regular entertainment at the Powder Keg. Every night there is something new and Gillian makes sure that the performances never grow stale. Every Redi night, a bawdy crew of musicians perform their regular stage show of lewd songs and limericks.

Items of Note

Drinks

Berek's Stout

Berek's Stout is a world famous drink named after the infamous pirate. It's known for the clever smiling pirate printed on the bottle. The design has him lifting a drink as a toast, while steering the ship. Although Berek has nothing to do with it, many people order it just for the mystique. At 2 cents a mugful and with a weak after-effect, the stout sells well and often.

Gillian's Own

A secret recipe, this mixture of mead, stout, lager, and pale ale is thick and heady. Even the hardest of pirates can rarely finish *Gillian's Own*. Murky and bitter, few have the taste for such an exotic concoction. At half a guilder a glass, few can afford it. Gillian insists that the drink is harmless and better for you than the swill barrel. No one believes her and only a handful ever buy it.

Snob Ale

Doherty found this quaint little drink while visiting an Eisen vintner in Avalon (Heinrich Schültz Drisner). Although he makes over a dozen varieties of wines, he makes one ale on the side. Doherty loves it and buys all he can. After all the costs are taken into account, the ale goes for 20 cents a bottle, ten times the price of a normal drink.

Three Rock

Everyone loves the house ale on tap. Three Rock is a thick reddish ale that only takes a few glasses to fill one up. At 4 cents a glass (3 if you bring your own tankard), Gillian doesn't need to sell much to make a profit.

Unemench

Gillian doesn't enjoy the taste of "regular" beer, so she only offers one. *Unemench* is the second most popular Eisen beer and she gets a great deal when buying in volume. Her cellar is full to the top with cases of *Unemench*, despite how poorly it sells.

Wines

The Powder Keg offers a number of wines, with some of its best coming from Castille. The names change on a monthly basis, due to availability (and the war), so Gillian keeps a constantly changing list of wines and prices. She isn't a fan of Montaigne wines, despite the fact that her patrons all love them, but she keeps two or three brands available at all times. She can't pronounce them and doesn't care to. She simply lists them as "Red", "White" and "Expensive".



Menu

Every night the cook makes shepherd's pie, a thin meat stew, and a special dish. Many of the patrons have a favorite meal despite not knowing what's in it. Some of the specialties are:

Bean Barrel	Mercy Roast
Crackling Kidneys	Reis' Revenge
Crow's Juggler	Roasted Fire 'Jacks'
Dragon Steaks	Scurvy Stew
Dregg's Legacy	Spiced Meat
Fate of the Goose	Thunder Potatoes
Feast of the Peasant	Trout and Cheese
Hen's Teeth	

Fishland

No one claims ownership of the cat, but it has become a regular addition to the tavern. Covered in black and orange stripes and weighing over 15 pounds, the beast has left a permanent sag in the top of the keg, where it sleeps most every hour of the day. Fishland has been known to kill a mouse or two, drink from puddles of spilled beer, and stretch, but that's a full day's activity. Gillian loves having the cat around, because as long as it is on the Keg, no one is going to try and open it.

It is an unspoken rule that anyone messing with Fishland gets dunked in the swill barrel – which is just fine with Gino.





NPCs

Gillian, Owner

Gillian is the owner of the Powder Keg. She was born in the Highland Marches, but made her way here after many failed ventures. The Powder Keg is really the first thing Gillian's done right. Maybe it's the combination of workers and location. Maybe it's the fact that some pirate by the name of Berthold Dreggs died and left her a ship and some booty so she could build this place. Or maybe it's just that people will always want a good stiff drink in a place where they can relax.

Gillian has many "acquaintances" in the area that she can call upon for most any task. Most of them work here. Others, like Luger Schtoff, come in and sit at a single table every night and provide valuable services to those who need them. She's as competitive as any man and enjoys a stiff drink and even stiffer words. However, she does not drink to excess anymore — she and Doherty have a pact.

Most patrons don't see much of Gillian. She's not exactly "social". When she says something, though, everyone knows she means it. She hasn't racked up a great deal of good friends, but the ones she has are as trustworthy as they come. She does make an appearance to play darts.

John Doherty, Bartender

John Doherty met Gillian a few years back, when they were both on all-week binges of alcohol and song. Both would compete and carouse for hours. When ol' Dreggs died, Gillian asked Doherty if he could sober up and serve drinks all day, to which he replied "Longer than you can." The two have been sober ever since.

Vollo the Cook

When you want the best cook in the world, you hire a Montaigne. When you want the third best in the world, you hire a Vodacce. Vollo is the son of a fourth-rate courtesan family. His only skill is putting butter, booze,

lard, and something dead into a pan and making it taste good.

Barmaids

Twins, Hrena and Gilda

Two girls named Hrena and Gilda are the most popular barmaids in the city. These lithe specimens are the object of many a man's fancy. Whenever they are working, the Powder Keg is full of men interested in catching a glimpse of either or both.

Old Lady, Ilyia

If the twins get all the lookers and tippers, Ilyia gets all the drunks. Twice as old as most anyone in the place, Ilyia moves as if she were still in her teens. In fact, she enjoys engaging in physical feats with all of the regulars and she's one of the best dart players in the city. Even Gillian enjoys taking her work apron off and going a few rounds with Ilyia.

Gino the Bouncer

Gino is a short, scary looking Vodacce man. Although his frame suggests Ilyia could handle him, muscles upon muscles lie underneath those loose sleeves. Gino has been known to carry out drunk Eisen two at time; even after dunking one in the barrel twice. Rumor has it that he wrestled an Ussuran to the ground once and the man never returned. Gillian never tells Gino when someone is getting out of hand as he knows how to handle riff-raff. When not breaking arms, he stands diligently by the door waiting for trouble makers to step out of line.

"Captain of the Barrel"

No one knows his name; he's just some old beggar. Each night, though, he's there, drinking from the 'barrel' and every once in a while reminding Doherty that it's empty. Interestingly enough, the 'captain' knows all of the port schedules, has memorized all of the city guard patrolmen's names and shifts and knows more stories and songs than the most accomplished Inish sailor.



Luger Schtoff, Friend of a Friend

Luger Schtoff is not the typical Eisen. Quiet and reserved, Luger is far from the 'panzerfist'-wearing war-monger stereotype so often associated with his people. Luger is the man you go to see when you want to know something, need a job, or need help. He's connected. If anyone is looking to get out of the country, Luger and Gillian can help... for a price.

Luis Velez, Old Church Scholar

Every night, one minute after the Church bells ring, an old man armed with a large tome makes his way into the Powder Keg. Luis Velez del Ontiveros is a regular of the 'Keg and every night he orders a Castillian wine and a stout. He sips each slowly over the course of three of four hours as he pores through his book. Whatever the reason, he loves to read in the loud surroundings of the 'Keg and some nights he's still there when the place is closed down and Gino is hefting stragglers out the door.

Ilyia knows what to bring him, he always pays well, and he never says anything to anyone. Gino and Doherty have taken it upon themselves in the past to stick up for Velez when drunken patrons have given him trouble.

Durant, Montaigne Fencer

Heavy and jovial, "the Marquis Durant" — as he calls himself — is everyone's best friend. A retired swordsman, Durant still wears his Swordsman's Guild insignia and from time to time, his old Musketeer tabard. The colors have faded a bit and his girth stretches the fabric, but when the lighting is right, he looks better than most in this place.

Durant has been around; he's seen a lot and none of it has gotten him down. He wears a smile for everyone and buys drinks for those that need it. He loves a good drink and a good meal. He's got a thing for the ladies too. Rumor has it, he's been seeing Ilyia, but she'd sock anyone who repeated such an ugly rumor.

Regulars

There are many regulars who make their way into the bar. Most are sailors, merchants, travelers, or locals that love the ever-changing odor. Most have been developed above, but GMs are encouraged to create and enhance some of their own patrons as they see fit. Below is a short list of people that have taken a shine to the Powder Keg who are left for you to embellish. Not all of them should be regular in your campaign. That could get monotonous. Those that do show, however, should be there every third trip or so.

Important Regulars

- 1 A 'fence' who is friends with Luger — she is sitting with him, waiting for someone
- 2 A Castillian inventor
- 3 A gnarly pirate captain and his six best crewmen
- 4 A local architect who is well known for his construction of an important monument
- 5 A powerful politician or noble slumming with locals
- 6 A sewer worker who orders a drink and sits by himself in a lonesome corner
- 7 A storyteller who talks to whomever will listen
- 8 An Avalon gambler with his own cards and dice
- 9 An off-duty Jenny
- 10 One or two city watchmen

Attitude

- 1 Adventurous
- 2 Angry
- 3 Despondent
- 4 Fierce
- 5 Generous
- 6 Patriotic
- 7 Sad
- 8 Vengeful
- 9 Villainous
- 10 Worried

Visitors

The visitors in the Powder Keg stand out. They talk loud, play darts with the wrong people, drink from the swill barrel and argue with Gino or Doherty. Over time though, some visitors turn into regulars and some regulars turn into permanent fixtures. Below is a chart that GMs can roll on from time to time to see if anyone interesting enters the Powder Keg.

Important Visitors

- 1 A *die Kreuzritter* knight, in disguise, on a quest enters quietly and sits alone.
- 2 A known criminal is sulking in a dark corner. He's looking to buy forged papers, find work aboard a ship, and flee the country. He's too proud to ask for help, however, and has been sitting alone for over an hour.
- 3 A large man is talking loudly and pushing people around. Apparently, he's looking for a fight.
- 4 A Montaigne marine is hitting on the twins. They appear to fancy him, making many of the other patrons very jealous.
- 5 A peasant, using a false name and dressed like a nobleman, is buying everyone drinks. He is now drunk.



6 A spy for Castille is sitting at the bar, slowly sipping his drink and listening to all of the gossip. He speaks many languages and calls himself a merchant.

7 A Vendel merchant with an entourage of assistants is buying drinks for people, but mostly only powerful and important individuals are getting his attention.

8 A young Fate Witch and her bodyguard have made a quiet, yet very noticed entrance. He does all of the talking for them and she avoids everyone's gaze.

9 An Ussuran noble looking for his missing sister. He has just arrived in town and needs a guide. He is carrying a great deal of coin and jewelry.

10 A well-dressed Eisen pirate captain is in a quiet corner talking to Luger. They have not touched their drinks.

Attitude

- 1 Aloof
- 2 Confident
- 3 Cunning
- 4 Friendly
- 5 Idealistic
- 6 Ignorant
- 7 Immoral
- 8 Paranoid
- 9 Secretive
- 10 Thorough

The Nations

The Powder Keg can be dropped into any nation in Théah. Its flexible nature makes it an ideal location in some of the seedier parts of any city, but even the Montaigne can expect to have a place like this where the rich come to slum.

As you may have guessed, since the Powder Keg is so generic, there has to be something unique about it, depending on where you're playing. Below is a list of things you can add to the Powder Keg to make it an important adventuring HQ for your *7th Sea* campaigns.

Avalon

The Powder Keg in Avalon is a favorite of the locals. Words of its notoriety has spread north and south. Heroes visiting the Avalon Powder Keg have a 1 in 100 chance of finding Mad King O'Bannon himself here — although he's not likely to help anyone. Drinking and making the patrons nervous is just part of his charm.

The Powder Keg is a hotbed of intrigue in Avalon, where all manner of Highlanders, Inish, and Avalon meet to remind each other that their island is the best. Placing it on a county border or in a sea port can help increase tension.

Castille

The Powder Keg is a safe house for *Los Vagos* — the *El Vago* League. Gillian supports the cause and has been known to help smuggle people out through the cellar or the powder keg. *El Vago* would never jeopardize the tavern by showing up himself, but sends his assistants from time to time.

PCs interested in adventuring in Castille can easily aid or deter the cause by learning more about the intricate nature of *Los Vagos*. Hero members of *Los Vagos* will be sure to make a mental map of everyone and everything here. Making friends with Doherty, Gillian and Luger can help immensely.

Eisen

Here, the Powder Keg is a home for mercenaries and men-at-arms looking for work. Ever full with soldiers looking to spend as little as possible, Gino and crew have their hands full getting the 'mudfarmers' to drink. Payment for drinks is always a sore issue as well.

Adventure in Eisen is easy to come by; money is not. With a tavern full of men looking to fight, help comes easily. Heroes looking to hire others have many choices to pool from. Heroes looking for work have much competition.

Montaigne

The Powder Keg is unusual in Montaigne. Few cities would have such an eye-sore. Yet, the amount of noble traffic here keeps the doors open and the cash box full. Gillian's tavern is louder in Montaigne than any other place and the workers are a little happier about what they do. Festivals, holidays and all-night parties make it even livelier.

Montaigne's attendance at the Powder Keg is enormous. The door remains open all night and people must shuffle out to the foyer and entrance to find a place to stand. It is very easy to find a noble or aristocrat willing to sponsor the Heroes' adventures from a Montaigne-based Powder Keg. Crieux or Doré are more logical locations for such a place than any other region in Montaigne.

Pirates

If the Powder Keg is a pirate hang out, it still needs to be in one of the seven Théan nations. However, pirate dives at the edge of a dank harbor are rarely adopted by the locals as "historic" venues. Pirates that frequent such a place will find there are no locals there nor anyone else for that matter. They can pretty much have it all to themselves.

In such a place, the Powder Keg is considered a safe haven from conflict and all pirates respect it; no one

raises a blade against another in here. Song, drink, and stories are all part of the pirate fanfare.

Here, Heroes can meet for the first time, plan adventures and take a break from the harsh life of swashbuckling and fighting typical of the high seas. In fact, anyone looking for work here is sure to leave empty handed. A Powder Keg campaign set within a Pirate sector is relaxing and fun, not a place for work and toil.

Ussura

On the edge of civilization, the Powder Keg is the Heroes' last chance to see humanity for another thousand miles. Provisions and other necessities are all available at a large mark-up, but friends of Gillian are welcome to whatever they need (she'll keep a tab, in case you return).

Since the frontier never ends in Ussura, just stepping out of the tavern can be an adventure.

Vendel

The antithesis of the service-based Vendel world, the Powder Keg is an oasis in a sea of opportunists. Everywhere you visit in Vendel, the people are looking to "do business". Here, the Heroes are free to enjoy a drink without fear that someone will try to sell them something or ask for an "investment". In fact Gillian and company are careful to know everyone that comes in and trouble makers and charlatans are shown the door.

Adventuring in Vendel can increase the amount of mercantile trade and allow Heroes to develop "illicit" connections that are not available elsewhere. GMs may wish to consider making Luger a Vendel named Bjørn or Hadris to fit the locale and increase his usefulness in this country. After all, even if Gillian doesn't like the League she may have to make a few "necessary" contacts.

Adding the angle of the ever-present Vendel League, GMs can incorporate a host of greedy merchants and their greedy subplots into the Heroes' lives. Most will have to be very quiet about what they do here, however.

Vestenmannavnjar

There are a number of Vesten interested in doing away with the merchants. As a result, thievery is higher in Kirk than in any city in Théah (to hear the Vendel tell it). People are always looking to fence an item or two and the Powder Keg always has someone looking to buy and someone looking to sell.

If the Heroes want to be part of this chain, then they can begin by making connections with important people. From there, they can begin a life of crime or conversely work for the Vendel trying to shut the operation down — not an easy task.

Vodacce

No single place in Vodacce is safe from the prying eyes of the Fate Witches. However, in the case of the Powder Keg, that's not a problem. Gillian's tavern is ideal for smuggling out women interested in freeing themselves from the shackles of Vodacce society. Her rates are fair, too, as a Vodacce-based Powder Keg is home to a Sophia's Daughter Gillian.

PCs in Vodacce can become part of the smuggling operations and help Gillian find a sanctuary for courtesans and Fate Witches alike. If one of the Heroes is a Fate Witch, Gillian will be sympathetic and generous with her time and resources.



GM Tools

This section provides GMs with important gaming tools to enhance play and improve existing campaigns. Below you will learn how to use nation-specific Brutes, exploit language barriers and build the perfect villain.

Nation Brutes

In the *7th Sea RPG*, there are a number of rules for brutes based on threat rating, etc. With that in mind, it is important to note that the core books describe Brutes in a very generic fashion, so that they may be used anywhere. However, GMs may wish to use Brutes who reflect the nation they are in. Montaigne brutes should be faster than most and Castillians are graceful warriors. Below, you will find a list of Brutes and their usefulness in your games.

Avalon

The land of Avalon is known for its beauty, serenity, and “perfect” environment. Everything just seems to go right in Avalon. To reflect this, an Avalon Brute Squad is allowed one re-roll per Scene (if they live that long). If your Heroes are moving through Brute Squads, make sure to use their re-roll quickly.

Castille

Castille Brutes are just as fast and light-footed as the rest of the country. Brute Squads from Castille roll and keep one extra die when they attack. Therefore a 6 man, Threat 1, Castille Brute Squad rolls 7k2. When pitting the Heroes against Castille Brutes, remember that even with only three men left, they will be formidable.

Eisen

The Eisen are renowned for being hardy and resilient. Putting an Eisen down is hard enough; *keeping* an Eisen down is a task left to heroes. As such, Eisen Brutes require two hits before they go down. This means that a

Hero had better be going twice before the Brutes if he doesn’t want all six men attacking him next phase.

Montaigne

Montaigne is known for style over anything else. With unmatched speed, Montaigne duelists are the best Théah has to offer. The Brute Squads of Montaigne emulate this well, with an additional Attack each Round. A Threat 2 Brute Squad would have 3 Attacks per Round. This can be potent at higher levels.

Pirates

Pirate Brutes are fast, nimble, and hard to get a bead on. As such, Pirate Brutes may move from one level to another without penalty, as if on the same level. This movement is only for changing one level at a time and the benefit is lost if two or more levels are changed in a single phase.

Ussura

There are more Ussurans than any other people on Théah. Ussuran Brute Squads are traditionally made of eight men rather than six. Keep in mind that they roll eight dice, not six, when all of them are up.

Vendel

The Vendel do not have Brutes of their own. Most are retainers or mercenaries, hired on from other nations. Without a singular identity of their own, they rarely develop a style of fighting. As such, any Vendel Brutes that appear in your game use the same rules as generic brutes.

Vestenmannavnjar

Although the Vendel do not have special Brutes, the Vestenmannavnjar do. Tough, strong, and vengeful, the Vesten Brutes do not hold anything back. Even getting one to notice he’s been hit is a task fit only for another Vesten. Double all damage dealt to Heroes by Vestenmannavnjar Brutes.

Vodacce

“Resourceful” and “dirty” is a pair of words used to describe a Vodacce fighter. “Still standing” is another. A Brute Squad from Vodacce always rolls at least 3 dice, no matter how many Brutes are left standing.

Head Shots

At the end of this section (on pages 42 through 45) are sixteen “Head Shots”, pictures of generic NPCs that GMs can use from time to time to illustrate *who* the Heroes are talking to. GMs should photocopy, cut, and paste these pictures to cardboard to be used during play. Under each picture is a short two-word title, describing the NPC. This is not a hard and fast description, but a short remark to fuel your imagination.

Players may also use them for their Heroes if they find a headshot they are particularly fond of.

Extra Forms

On pages 47, 48, and 49 are the Campaign Handout, Villain/Henchman Sheet, and Quick Reference PC forms. We hope these are self-explanatory and GMs will put them to good use. The most powerful tool of the three is the Campaign Handout, which GMs can use to inform Heroes of what to expect from the campaign. It takes into account “The Other 100 Points” as explained on p. 134 on the GM’s Guide. The Campaign Handout includes room for GMs to approve only certain Nations, Knacks, Magic, Schools, and most anything else available in the *7th Sea* RPG.

Action Maps

On pages 50 through 59 there are seven action maps that GMs can use to enhance combat and game play. We recommend that you photocopy the pages out of the book and use them for combat and role-playing situations where the action and location of Heroes is important.

What Did You Just Say?!?

Despite the fact that there is a language called Théan, not everyone speaks it. Sometimes NPCs say something in a language that the Heroes cannot understand, but game situations where the GM says “blah, blah, blah” lack authenticity. Therefore, it may become necessary to confuse the Heroes with random, nonsense sentences (just to add some flavor or befuddle the players some more).

Below is a list of expressions that the NPCs can use when the Heroes are eavesdropping on their conversations. No translations are provided. After all, the players do not need to make sense of these *sounds*.

Avalon

This should be easy enough. Although the Heroes may be Montaigne, with no “Avalon” references, a thick enough Irish, Scottish, or English accent is perfect here. Muddle the words with really bad English or a really thick Cockney accent.

Castille

Castillian is a beautiful, buoyant language with cadence and rolling Rs. Flamboyance is a natural part of the language and none consider it forced.

¿Que no?

¿Hablas Castillo?

¿Como está usted?

Muy bien, gracias.

¿Como se llama?

Me llamo Ricardo.

¿Donde está el camino?

¿Quieres algo de tomar?

No tengo tiempo para ti.

Cuando tengo tiempo, venga aqui.

Mis vacas son muy tristes.

Piso mojado.

Ahora.

Eisen

Eisen is a guttural, ulating language. The words are sharp and the consonants are quick. The throaty sound of most words makes it difficult for most Théans to pronounce. High Eisen sounds similar but is much quicker. The sentence and sound structures are usually more complicated with longer Us and Os.

Ich weiss' nicht.

Ich verstehe nicht.

Guten tag, mein herr.

Sprechen sie Eisen?

Danke schön.

Bitte sehr.

Ich bin ein Bauer.

Schnell. Aufmachen da drinnen.

Das ist nicht mein Gepäck.

Montaigne

Most foreigners think that Montaigne sounds pinched and nasal. However, the soft, flowing, artistic sound of Montaigne makes it arguably the most beautiful language in Théah. Which is ideal, because most words were created with the notion of how they would sound.

Comme çi, comme ça.

Comment ça va?

Comment t'allez vous?

Où est le chambre blanc?

Je ne parle pas Montaigne.

Je m'appelle Jacques.

Ne lui donnez plus à boire. Il a le vin mauvais.

Maintenant. C'est le nom de mon frère.

Apeliez-vous Léon Étalon du Toille?

Pirates

Although somewhat educated, Pirates spend their lives speaking with a defined accent that is difficult to break. 7th Sea is a pirate game, so we hope you've seen a movie or two with strong accents and inflections. A list of Pirate terms appears on p. 96 of the Player's Guide.

Ussura

Rough, like its people, the Ussuran language is hearty and comes from the belly. The As are long and thoughtful, and Us are stretched out longer than most other languages (excepting Eisen and Vendel). Most words are pronounced loudly, even when someone is trying to be quiet.

Doss vedanya.

Ya nye ponemayu.

Zdravstvooeetye.

Nye govoryo po-Ussura.

Govor'eetye po-Ussura?

Zdravstvooeetye kak vee pozhivayetye?

Syr?

Da.

Nyet.

Vendel/Vestenmannavnjar

Bear in mind that most Vendel do not use their native language. Montaigne and Avalon have replaced the national language on a grand scale. Those that still speak the ancient language of Vestenmannavnjar notice a significant relation to Ussuran and Eisen. All vowels are very strong and long. Js are pronounced Y. The language sounds a bit stifled to foreigners. The hodge-podge nature of Vestenmannavnjar is due to the many different island dialects united under a single tongue.

Jag begriper inte ett dugg.

Han är uppkallad efter sin morfar.

Få påhälsning av tjuvar.

Ha pengar till mat.

Hur mår du?

Hon talar Vestenmannavnjar.

Soldaterna bevakade gränsen.

Det bekommer mig inte.

Jag bryr mig inte om det.

Vad gör du?

Kirkjubæjarklauster.

Vill du skicka mig smöret.

Vodacce

Once considered a romantic, beautiful language, Vodacce has evolved into an angry, excited language. Although most sound very relaxed and thoughtful when speaking, the majority of people hearing Vodacce believe that is heated and passionate. Most words end with a soft, fading vowel sound.

Bella, bella.

Come Stai?

Io mi chiamo Salvador.

Capisce?

Scusa mi, dove e il scattole?

Cuesto pranzo e delizioso.

Io non capisco.

Il cuore ha le sue ragioni che la ragione non conosce.

La passione tinge dei propri colori tutto cio che tocca.

Che cos'è il piacere, se non un dolore straordinariamente dolce.

Building the Perfect Villain

Villains are an essential element in a *7th Sea* campaign. They set the tone of the game, showing Heroes exactly where the stakes rest. If your Villain kicks Heroes when they're down, he'll set the pace for their actions. Likewise, if he just pulls a pistol and shoots them, he'll show your Heroes exactly what they'll have to do to bring him down.

This section details how to use Villains in your campaigns, defines his role in a story, and builds a Villain from the ground up, starting with his past, his motives and even his ethics. We'll discuss how to role-play him, fit him into your campaign and how to keep him showing up just when the Heroes least expect it. Finally, we'll talk about giving your Villain resolution... by death, disappearance or redemption.

A Little Talk About "the E-Word"

7th Sea is a game of moral extremes: there is Good and there is Evil and never shall the two meet. Before we talk any more about Villains, perhaps we should define exactly what an Evil Act is.

Thought and Deed

As far as *7th Sea* is concerned, there is no such thing as an Evil Thought; it is when thought turns to deed that Evil occurs. All human beings suffer the pangs of temptation. Théans believe that the ability to say "No" to temptation is a virtue, and exercising that virtue brings one closer to the Creator.

Ends and Means

"If your means are just, the end cannot be otherwise."

– Clement from *The Five Hundred Questions*

The Five Hundred Questions, one of Théah's oldest surviving books, is a dialogue between the Old Empire philosopher Klymosthynes (modern Théans know him as "Clement") and his students. One of his students asked, "Teacher, does the outcome of an act justify the means I employ?"

Clement only half-answered the question. "If your means are just," he said, "the end cannot be otherwise."

For Heroes, the same rule applies. Heroes do not fall into the "ends justify the means" camp. That's for Villains. The "two wrongs do not make a right" philosophy lives here. Just because a Villain steals from a Hero does not mean the Hero may now steal from him.

Murder in 7th Sea

In the *7th Sea* game system, characters are not killed, they are Knocked Out. Even gunfire cannot kill someone without a deliberate act from a Hero or a Villain. That act is called murder. Murder is always an Evil Act, under any and all circumstances.

Heroes do not commit murder. Ever. Self defense is not murder, but it is killing. Heroes only kill when they are forced to by Villains and their cronies. Heroes do not enjoy killing, they regret it. The act haunts some Heroes to their graves.

It's Your Call

In the end, as Game Master, you have the final say over all actions. If you sense your players getting close to the E-Word, stop them and let them know. A single Evil Act can send Heroes into the Villain camp faster than they can say Novus Ordum Mundi.

But then again, they don't know that phrase, do they?

What is a Villain?

*villain, n. 1. a cruelly malicious or evil person; scoundrel.
2. a character in a play, novel, or the like, who constitutes an important evil agency in the plot.*

— Webster's Unabridged Dictionary

ambition, n. An overmastering desire to be vilified...

— Ambrose Bierce's *The Devil's Dictionary*

It could be said that you can find out a lot about someone by asking them who their favorite villain is. A few may mention the classics: Fu Manchu, Professor Moriarty and Ming the Merciless come to mind. Shakespeare has his share of memorable dastardly fellows, such as Richard III and Iago. Many even call up a few Disney villains as their favorites.

My favorite villain is Keyser Soze from the Bryan Singer film, *The Usual Suspects*. If you have not seen the movie, it comes highly recommended.

Your Villains can summon the same emotions that their aforementioned cousins do. In order to do so, we're going to have to give them the same loving attention. First, what role do you want your Villains to play in your campaigns? If you can answer this, your Villain is half finished.

Bringer of Conflict

If plot is the engine of story, then conflict is the gas in the tank. Your Heroes are the protagonists, but in order for there to be a story, there must first be conflict. If there is no conflict in your story, your Heroes will find a nice, cozy tavern, sit down and start drinking.

The chief role of your Villains is to provide your Heroes with conflict. Standing between your Heroes and their needs are Villains. By isolating your Heroes' needs and using a Villain that challenges their abilities, you are well on your way to creating the Hero's journey.

Building The Villain

We've determined why we have Villains in the first place, but a Villain who has no motivations of his own is nothing more than a literary device, as exciting as igneous rocks.

In order to make your Villains more interesting, three-dimensional and fun, take a look at the following considerations. You don't have to figure out your Villain's entire character before your Heroes meet him — a little ambiguity leaves you a lot of room for improvisation — but having even a little clue to his personality will help you establish a firm first impression.

The aforementioned Keyser Soze is a powerful example of how to properly orchestrate a villain's actions in your stories without revealing who the real villain is.

Goals & Motives

No one is evil for the sake of evil.

No one.

Every Villain has his reasons for being a despicable, dastardly fellow. Villains who are "just evil" lack substance and cause and effect, important elements to every epic. The most exciting Villains are those with a reason for being nasty. Below are some of the most common motivators for acts of depravity and evil. Your villains should focus on one or two.



Acceptance

"All I desire is your love, madame. What evil can come of wanting to be loved?"

Some Villains just want to be loved. Of course, most of them want to be loved by someone who's in love with someone else, but no self-respecting Villain would let a little detail like that stand in his way.

A Villain looking for acceptance is generally very concerned with his appearance and demeanor; he doesn't want word of his amoral acts getting back to his paramour. Often times, he even goes out of his way to ensure she thinks the most of him. It could be said that the character of Valmont in *Dangerous Liaisons* is a Villain looking for acceptance. This desire slowly changes into a need for redemption (see Redemption below).

Aggression

"Laws are created by the weak to protect them from the strong."

Bullies. We all know them and we all hate them. That's why they make great Villains.

Aggression is like a drug: the more you use it, the more you want to use it, and the more you find you have to use it. Physical violence is an easy solution to almost any problem, especially if you're the biggest and the strongest. A Villain who uses aggression to get what he wants often find he has to use it to keep what he has. Fortunately for him, he enjoys using it so much, he usually doesn't mind. Just remember the fourth law of nature: there is always something bigger and more powerful than you.



Ambition

"Of course the Prophet preached against ambition. He was the one at the top."

Villains with the Ambition motive don't care who's ahead of them on the social ladder; those folks are going to fall. Preferably with a knife in their back. Preferably with *your* knife in their back.

Ambitious Villains are best when they're ruthless. Richard III is a great example of a merciless man on his way to the crown. He kills men, women and children – or, at least arranges for their murder – then casts away all those who helped him get to the top so he can wear the crown all by himself. Of course, that attitude left him with no allies, but Ambitious Villains seldom keep friends for more than a day or so.

Autonomy

"A man has only one voice he must listen to, and that is his own."

Autonomy is similar to ambition, but the Villain who desires autonomy wants to live his own life by his own rules. This doesn't sound very Villainous. However, a problem arises when others try to meddle with his autonomy.

Many *James Bond* Villains are perfect examples of a people looking to free themselves from "conventional" societal restraints. They want to live alone on an island and never be bothered by another human soul. Unfortunately, the uranium they've stolen to power their underground lairs is seeping radiation into a nearby school, fishery or hospital.

This Villain isn't necessarily looking to be King. In fact, he probably doesn't want to wear a crown at all. Monarchy puts too many limits on one's freedom. But, if everyone were to disappear, he certainly wouldn't complain – as long as a few Brutes remained to do his bidding and fetch his dinner.



Nationalism

"There is only one thing I am concerned with, and that is the welfare of our wounded nation. Any Eisen who does not put his life and soul on the line to heal her is not worthy of the name his father gave him."

Parents will do anything to protect their children. Nationalists will do anything to preserve their homeland. "We will pay the price, but we will not count the cost" is a very heroic sentiment, but like all heroic sentiments, it travels into Villain territory once it's been taken too far.

Other times, however, Villains use the sentiment to drive good men to evil means. The quote above about Eisen is a perfect example. Eisen needs Heroes desperately, but some seek to use that notion to further their own goals. El Vago's love of Castille, on the other hand, does not further his own ambitions, but serves Good King Sandoval.

Order

"Theft. Murder. It's all around us. Only a strong man can bring order to this world. A man unafraid to break the law to make justice."

You know his name. He lurks in the shadows of a big gothic city with his cowl and utility belt and his sleek, high-tech car. He swings through the night thwarting crooks and distributing justice to the wicked. You know his name — but is he a Villain? He doesn't murder anyone and he upholds the 'spirit' of the law. He's doing what's right in the name of a noble cause, isn't he? By all accounts that should make him a Hero.

That all depends if you think he's trying to bring order to the city, or if he's out on his own personal vendetta. Everything comes down to intent. Put it this way: If someone else came into the city and did a better job than he does, would he retire?

Revenge

"The meek arm themselves with justice. The righteous arm themselves with revenge."

Revenge works best when it's righteous. In other words, give purpose to the Villain's anger. If the Hero is dueling the Villain, the Hero could make a mistake. Instead of disarming the Villain, he severely wounds him. Perhaps he cuts out an eye, or lops off an ear or misses entirely and hits the Villain's son.

Now, when the Villain comes looking for revenge, what's the Hero going to say? Apologize? You think that's going to make everything all right? If the Villain has a legitimate hatred for the Hero it makes it harder to "make things right."

All too often in roleplaying games, personal injury (physical and otherwise) is only used with Heroes. Stick it to a Villain and watch the games begin.

Vanity

"I'm not confident. I'm convinced."

Let's face it, some girls like the Bad Guy. Confidence can sway us like no other charm. We're all attracted by people who are self-assured and charismatic, regardless of their gender. We like being around those who have their act together.

The charismatic Villain can be one of the most dangerous. He makes evil look so very simple... and inconsequential. He gets what he wants because the people he abuses don't do anything to resist him. They want to be close so when he abuses them, they just think, "Well, maybe it's because I did something wrong."



Ethics

The next important step is asking yourself “What is my Villain willing to do to get what he wants?” In other words, you have to question his ethics. Here are three viewpoints to consider.

Doing the right thing for the wrong reasons

Villains often do the right thing for selfish or evil reasons. Billy Zane’s character in *Titanic* is a great example. At the end of the film, as the great ship sinks into the ice-cold waters, he grabs a little girl and uses her to get on a lifeboat. Sure, he saved the little girl’s life, but he wouldn’t have done it if it wasn’t the key to saving his own.

Doing the wrong thing for the right reasons

The hardest Villain to figure out is the misguided one. Villains who take hostages to free others being held against their will take the “Two wrongs makes a right” point of view. “If you’re going to take hostages, then I’m going to take hostages” is not a Heroic viewpoint. On the other hand, the Villain is attempting to do the right thing. His jaded sense of right and wrong, however, has put him on the wrong side of the fence.

The *Batman* Villain Mr. Freeze is a great example of the “wrong thing for right reasons” Villain. His wife suffers from a deadly disease. In order to

keep her alive long enough to find a cure, he began researching cryogenics. Unfortunately, due to circumstances beyond his control, Mrs. Freeze’s cryo chamber was damaged. Now, Freeze ‘must’ steal to keep her chamber operating. When her chamber is damaged beyond repair, he swears revenge instead of trusting the matter to the authorities.



Doing the wrong thing for the wrong reasons

Finally, we have the despicable monsters who don’t care about ethics. These are the Villains who simply do the wrong thing for the wrong reasons. They are selfish for the point of being selfish. They steal because they can. They murder because they can.

It’s all too easy to let this kind of Villain get out of hand. The other two are much easier for players to believe. Sociopaths like this are just animals in human skin who need to be put down. Give your Villains motivations other than “I’m Evil!”, even if it’s just “...because I’m smart/daring/strong enough to get away with it”.

Think of the one thing that makes the Villain extraordinary. Sharpen it. File it down to a deadly edge. Pit the Heroes against this creature. Intersperse appearances of your great villain with little bullies that

can’t think their way out of a closet, contrasting greatness against mediocrity.



Arcana: The Perfect Mirror

A perfect tool for building your Villain's personality is the list of Arcana in the *7th Sea* Player's and GM's Guide. Pick an Arcana for your Villain and play it to the hilt. Everything about a Villain – from what he wears to what he eats and drinks and who he spends time with – can all be reflections of his Arcana. Be careful that your Villains don't become one-dimensional caricatures, rather than the colorful figures you need for your games.

Here's some examples of how to use the Arcana as a theme for your Villain.

Environment

Surround your Villain with symbols that reflect his inner nature. A Villain with the Ruthless Wile usually spends time in his dungeon watching torture sessions, while a Villain with the Seductive Wile spends his time with Jennies and beautiful, naive nobles. A Villain who is Self-Controlled finds his home in the courts, rebuffing Heroes' verbal daggers, while Commanding Villains are usually found on the battlefield.

Past

While a Villain's past is sometimes defined by his Backgrounds, Arcana can also tell a lot about his sinister beginnings.

Brilliant Villains spend a great deal of time in school, while Fanatical Villains are usually associated with a Secret Society. Regal Villains have at least a bit of noble blood in their veins, while trying to find out a Careful Villain's past can be a series of adventures all in itself.

Appearance

A Villain's appearance can be the best way to show off his Arcana. The walk of a Misfortunate Villain says "I'm looking out for trouble", while Uncanny Villains have a stride that rings of certainty. Megalomaniacal Villains tend to stand out in a crowd (in a very loud way), while



Adaptable Villains like to wear digger's coats full of little solutions to unforeseen problems.

When a Merciful Villain smiles, it looks very different from the Cruel Villain's grin. Likewise, when the Arrogant Villain slowly draws his sword from its sheath, it looks very different from the Cowardly Villain's attempt to fire a pistol.

Abilities & Resources

An important factor in your Villain's personality is the level of resources at his disposal. Some Villains are filthy rich, while others live in abject squalor. Some have an entire legion of soldiers at their beck and call, while others have nothing more than their sword, their wits and a thirst for revenge.

A Villain's resources aren't just limited to money. An officer in one of Théah's armies has an almost limitless supply of Brutes and Henchmen to draw from, not to mention powerful political allies. Courtiers also have resources outside the money purse, including legal ties that can bankrupt a Hero.

Imagine a Hero who comes home one day to find his house claimed by the throne, his family clapped into irons and his friends running for cover. He has nothing. No resources, no allies, no means of gaining revenge for his family. All he can do is fight. Of course, the Villain who caused all this has hired the best Swordsman in Castille to fight for him, but nothing can stand in the way of a Hero's revenge, right?

A Villain's Twenty Questions

Here's a brief list of Twenty Questions for your Villains. Answer them in your Villain's voice and see what you come up with. Don't be surprised if he or she comes up with answers you didn't count on! If this still isn't enough for you, find an in-depth psychological exam. After answering 500 questions about your Villain, you'll have developed a fully functioning psychological profile.

1. What is more effective: brute force or psychological torture?
2. Whom do you trust?
3. How do you organize your plans?
4. What is your current objective?
5. What is your ultimate objective?
6. What will you *not* do to obtain what you want?
7. What is more important: to be loved or feared?
8. Who are your victims of choice?
9. Does your family/spouse know what you're doing?
10. Who gets to see you with your guard down?
11. How do you feel about the Church and other social institutions?
12. What is your relationship with the Secret Societies?
13. What's your favorite food and drink?
14. Blondes, brunettes or red-heads?
15. What do you know about the Syrneth?
16. Money or influence?
17. Satin shirt or cotton pants?
18. When did you know you were a Villain?
19. What kind of Hero do you admire? What kind do you despise?
20. How will you die?



Making Him Fit

There are so many ways to make a Villain fit into your campaign. The list below is only a sampling.

Boss

Making the Villain your Heroes' boss is perhaps the most evil thing a GM can do. *La Femme Nikita* (the French film and – surprisingly enough – the TV show) is a perfect example. Heroes are honor bound folks who usually do what they're told if it's for a noble cause. However, if the Villain gets a bit of reward out of it, do they refuse? After all, consider the noble cause...

Be aware that making the Villain your Heroes' boss can be a cliché. "Luke, I am your father," is cool once. Don't be obvious, and don't do it just to "surprise" the Heroes. Do it because it makes sense.

The Heroes Created Him

Consider a Villain created by a Hero's recklessness. Imagine the enormous sense of responsibility sitting on that Hero's shoulders when he realizes that the greatest evil in Théah came about because he zipped when he should have zagged. Flashback techniques can really enhance play here, by having the Heroes role-play in the past from time to time. When the Hero finally learns that it was that gangly youth in a crowd that was injured and has been harboring resentment ever since, the player's eye will get a little wide.

Rival

They say competition is good for the soul. They also say second place is the first loser. Heroes usually fall into that first camp. A rival for a position or a lover can be friendly or deadly. GMs are encouraged to test the Heroes' patience with such a rival. Villains usually fall into that second camp best and many of the *7th Sea* Backgrounds reflect Rivalries, Nemeses, Vendettas, etc., A hero without something to hate is an unemployed hero.

Ally

When Heroes are forced to work with Villains, all kinds of *accidents* can happen. Guns can misfire, swords can break, feet can slip... you get the idea. This can work exceptionally well if the Heroes know ahead of time that the Villain is the Villain. With no proof, cause, or recourse to do anything about it, they'll be frustrated and angry, not to mention suspicious...

Seduction

What self-respecting Hero isn't inspired by a pretty face? How about a pretty face that gets him to whack potential Heroes-in-training? How about a pretty face that gets him to betray his friends and turn to a life of Villainous crime? Love isn't blind, but it only has one eye (which happens to have a cataract).

Reluctant Villain

Finally, we have the Villain who has no other choice. Duty and honor have a way of making you forget the rules. Bad guys know that good guys fail. This job is too important to let a few rules get in the way of success – and now you've got a rogue vigilante on your hands, exacting his own brand of justice.

Conclusion

Villains are the most important part of *7th Sea*. They provide a mirror for the Heroes to balance themselves against. How desperate is the need for Heroes? Take a look at the Villains. If the world is riddled with larger than life deviants on every corner, the Heroes will be that much more important. A world with sneaky, powerful villains hiding behind nobility and laws pits the Heroes against a greater challenge. With care, concern and attention, your Villains can grow from simple concepts to full-fledged characters, worthy of your Heroes' hatred and your players' adoration. If the Heroes curse him in character, he's a great threat. If the players curse him out of character, you've done your job.



Dashing Pirate
Vodacce Pirate



Castillian Pirate
Avalon Captain





Nasty Pirate
Avalon Soldier



Scarred Pirate
Montaigne Guard





Castille Noble
Pirate Captain



Vodacce Fate Witch
Eisen Mercenary





Ussuran Shapeshifter
Montaigne Soldier



Avalon Priest
Crippled Beggar





Campaign Handout



Campaign Name

GM

Planned Length

The Other Hundred Points

Action	○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Military	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Exploration	○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Romance	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Intrigue	○ ○ ○ ○ ○ ○ ○ ○ ○ ○		

Number of PCs:

Hero Point Total:

Max HP per Character:

Maximum Trait Level:

Unavailable Backgrounds:

Unavailable Hubris:

Unavailable Virtues:

Unavailable Nations:

Unavailable Fencing Schools:

Unavailable Magics:

Important Allies:

Starting Location:

Important Skills:

Starting Charter:

Important Advanced Knacks:

Starting Wealth:

Important Villains:

Important People the Characters Should Know:

How the PCs Met/Are Meeting:

Villain Sheet

Brawn	○ ○ ○ ○ ○ ○ ○
Finesse	○ ○ ○ ○ ○ ○ ○
Wits	○ ○ ○ ○ ○ ○ ○
Resolve	○ ○ ○ ○ ○ ○ ○
Panache	○ ○ ○ ○ ○ ○ ○

Knacks	Passive	Active
Footwork	_____	_____
Parry	_____	_____
Attack	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Flesh Wounds	Dramatic Wounds
_____	_____
_____	_____
_____	_____
Wound Check:	Crippled: Knocked Out:

Weapon Skill
_____ ○ ○ ○ ○ ○ ○
_____ ○ ○ ○ ○ ○ ○
_____ ○ ○ ○ ○ ○ ○
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_____ ○ ○ ○ ○ ○ ○

Skill
_____ ○ ○ ○ ○ ○ ○
_____ ○ ○ ○ ○ ○ ○
_____ ○ ○ ○ ○ ○ ○
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_____ ○ ○ ○ ○ ○ ○
_____ ○ ○ ○ ○ ○ ○

Description

Arcana/Effect



Action Dice



Henchman Sheet

Brawn	○ ○ ○ ○ ○ ○ ○
Finesse	○ ○ ○ ○ ○ ○ ○
Wits	○ ○ ○ ○ ○ ○ ○
Resolve	○ ○ ○ ○ ○ ○ ○
Panache	○ ○ ○ ○ ○ ○ ○

Knacks	Passive	Active
Footwork	_____	_____
Parry	_____	_____
Attack	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Flesh Wounds	Dramatic Wounds
_____	_____
_____	_____
Wound Check:	Crippled: Knocked Out:

Abilities/Effect

Description

Important Notes

Action Dice



Nationality:

Memberships:

Profession:

Reputation:

Vitals

TN to be hit:

Backgrounds:

Brawn ○○○○○ ○○

Finesse ○○○○○ ○○

Wits ○○○○○ ○○

Resolve ○○○○○ ○○

Panache ○○○○○ ○○

Hubris:

Drama Dice Remaining:

Nationality:

Memberships:

Profession:

Reputation:

Vitals

TN to be hit:

Backgrounds:

Brawn ○○○○○ ○○

Finesse ○○○○○ ○○

Wits ○○○○○ ○○

Resolve ○○○○○ ○○

Panache ○○○○○ ○○

Hubris:

Drama Dice Remaining:

Contacts, Allies, Resources, Enemies:



PC Quick Reference Record Sheet



Contacts, Allies, Resources, Enemies:

Nationality:

Memberships:

Profession:

Reputation:

Vitals

TN to be hit:

Backgrounds:

Brawn ○○○○○ ○○

Finesse ○○○○○ ○○

Wits ○○○○○ ○○

Resolve ○○○○○ ○○

Panache ○○○○○ ○○

Hubris:

Drama Dice Remaining:

Nationality:

Memberships:

Profession:

Reputation:

Vitals

TN to be hit:

Backgrounds:

Brawn ○○○○○ ○○

Finesse ○○○○○ ○○

Wits ○○○○○ ○○

Resolve ○○○○○ ○○

Panache ○○○○○ ○○

Hubris:

Drama Dice Remaining:

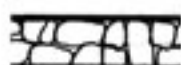
The Powder Keg Tavern



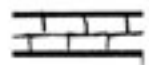
Hearth



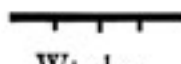
Wooden Wall



Stone Wall



Brick Wall



Window



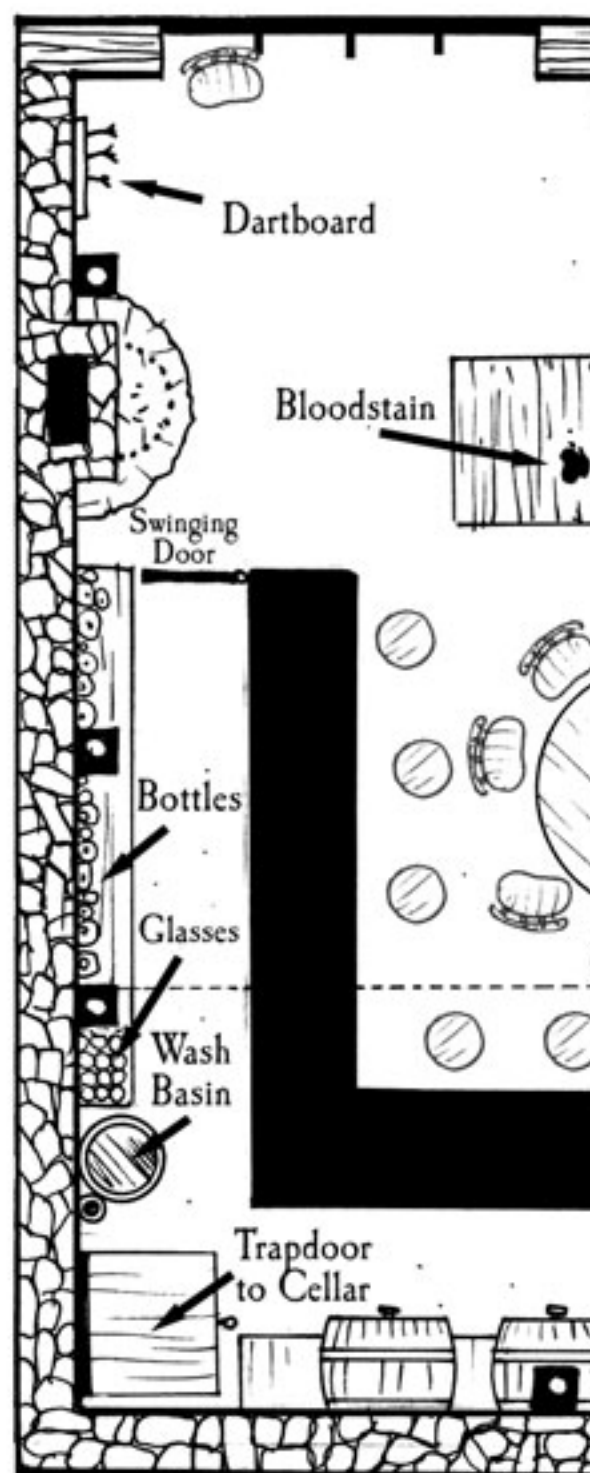
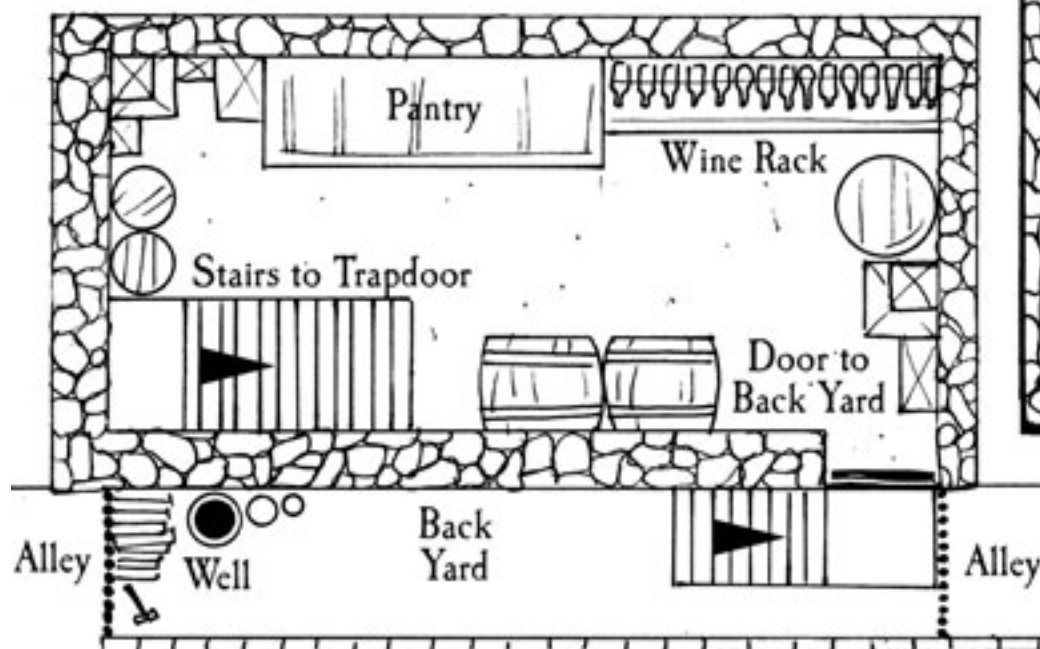
Lantern

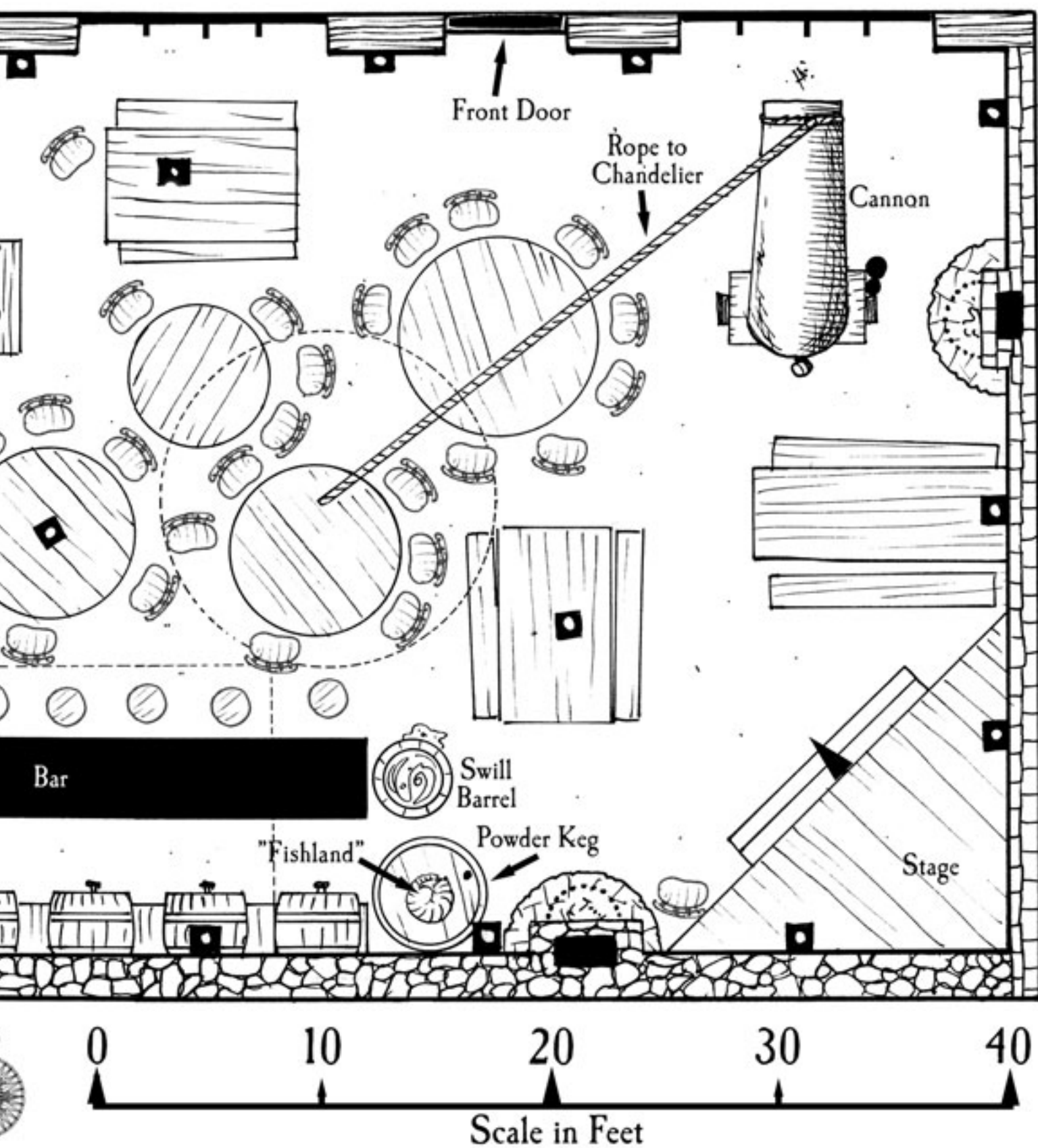
Levels

- 1 Floor
- 2 Chairs, Tables, Benches, Bar, Counter Behind Bar, Cannon
- 3 Stage, Powder Keg, Kegs Behind Bar, Chandelier Rope
- 4 Chandelier

Cellar

(under southwest corner of tavern)

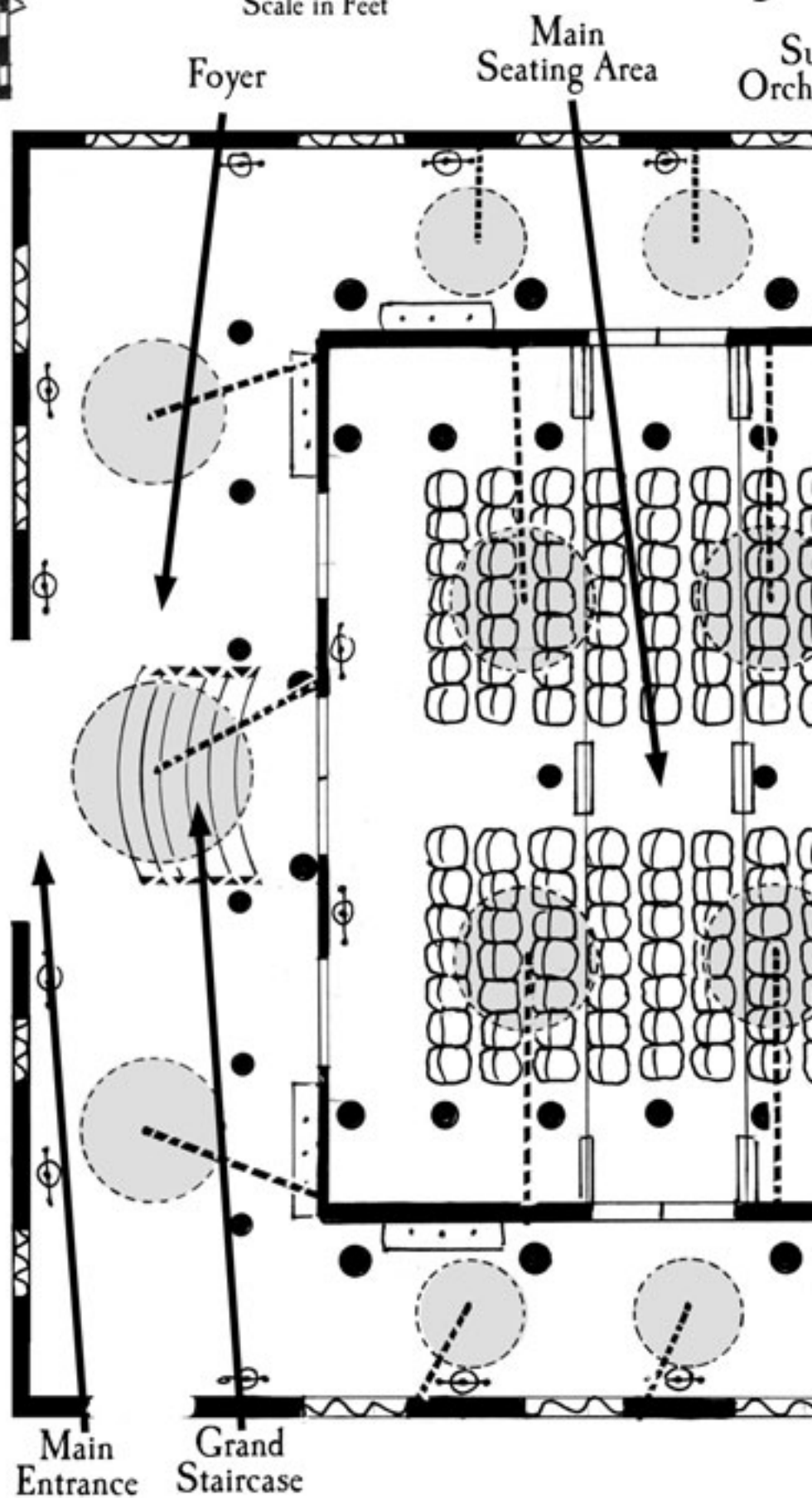
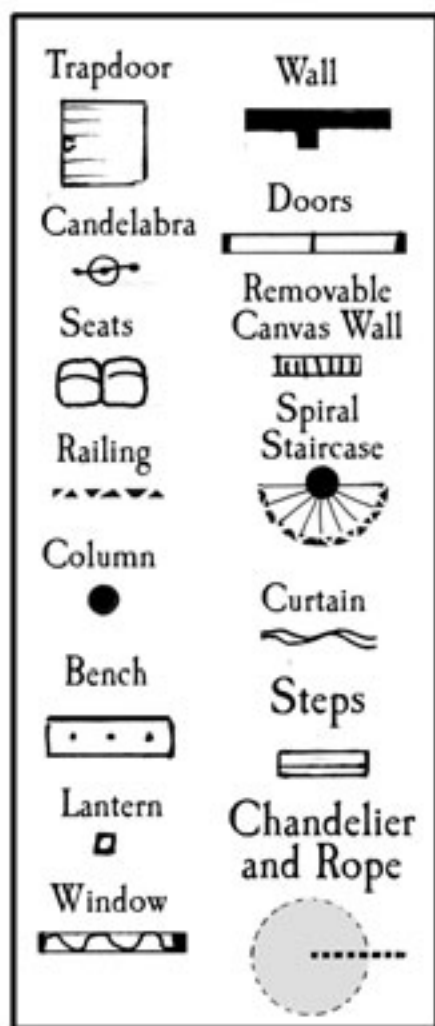




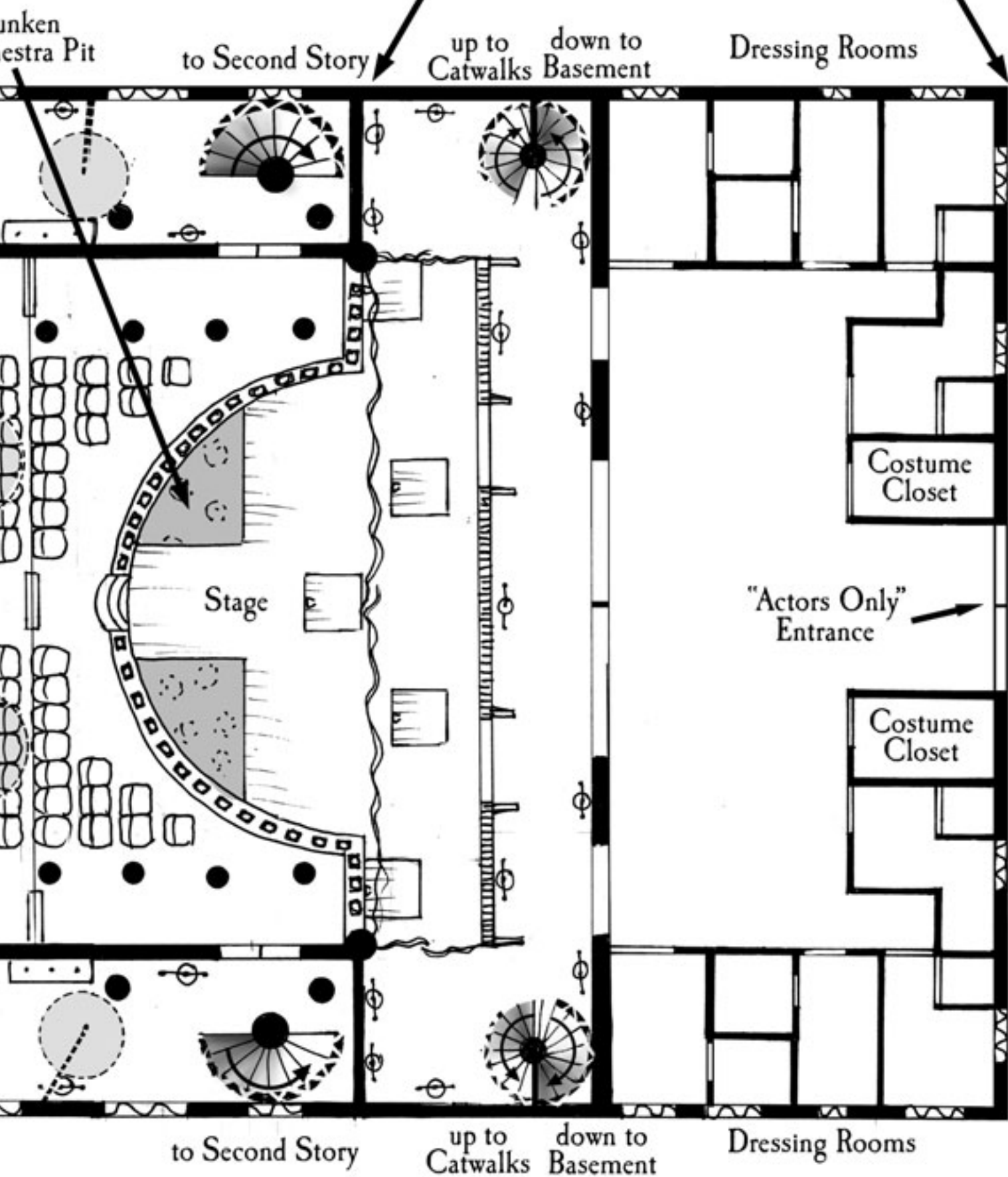
Theatre

0 5 10 15 20
Scale in Feet

Gr
Su
Orch

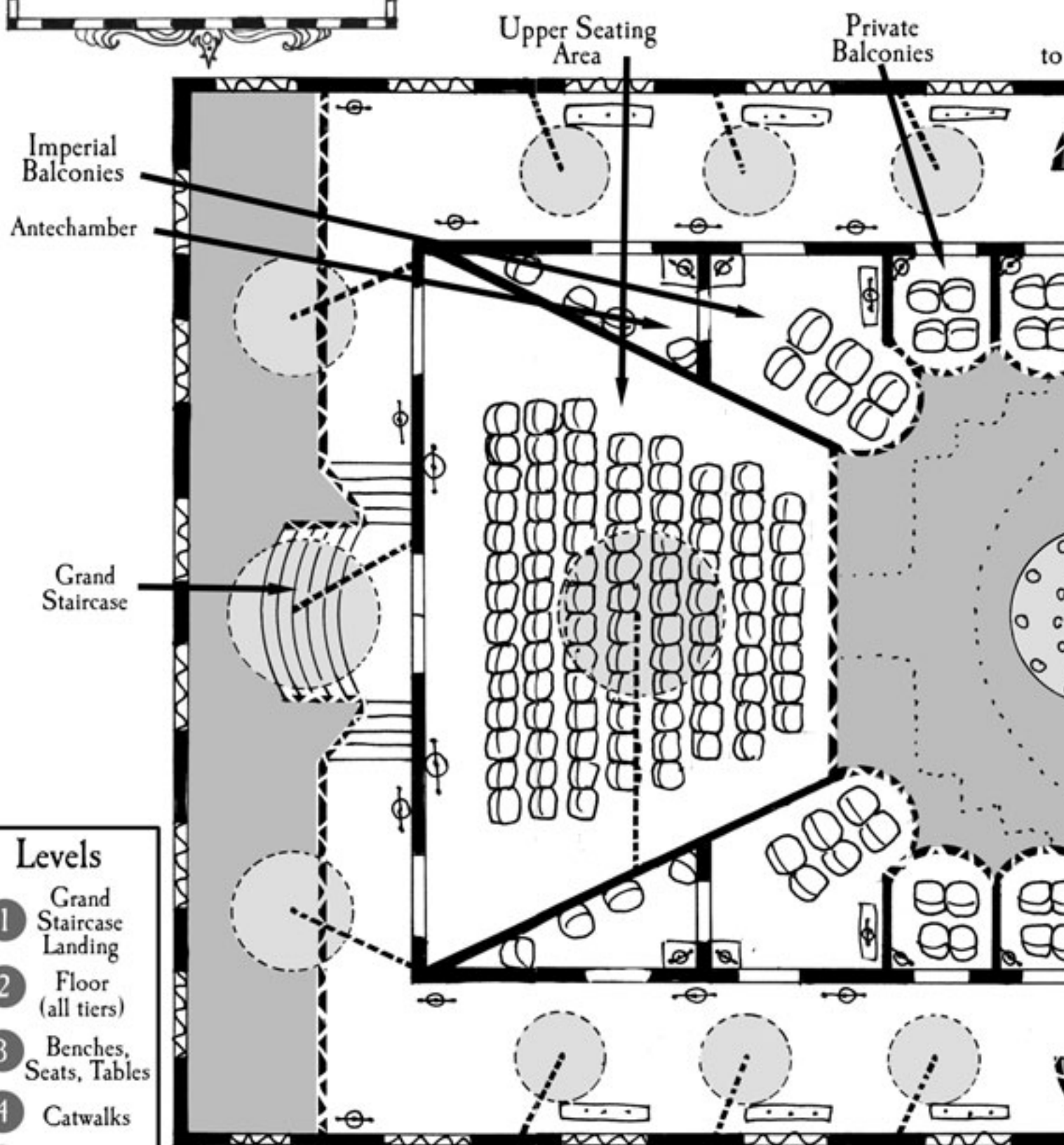


Ground Floor



Theatre

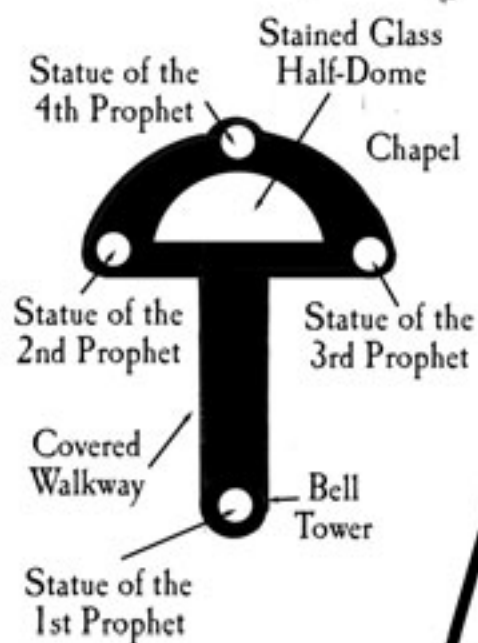
Second Floor



Levels

- 1 Grand Staircase Landing
- 2 Floor (all tiers)
- 3 Benches, Seats, Tables
- 4 Catwalks
- 5 Chandeliers

Vaticine Chapel



Tapestries

Statue of the 2nd Prophet

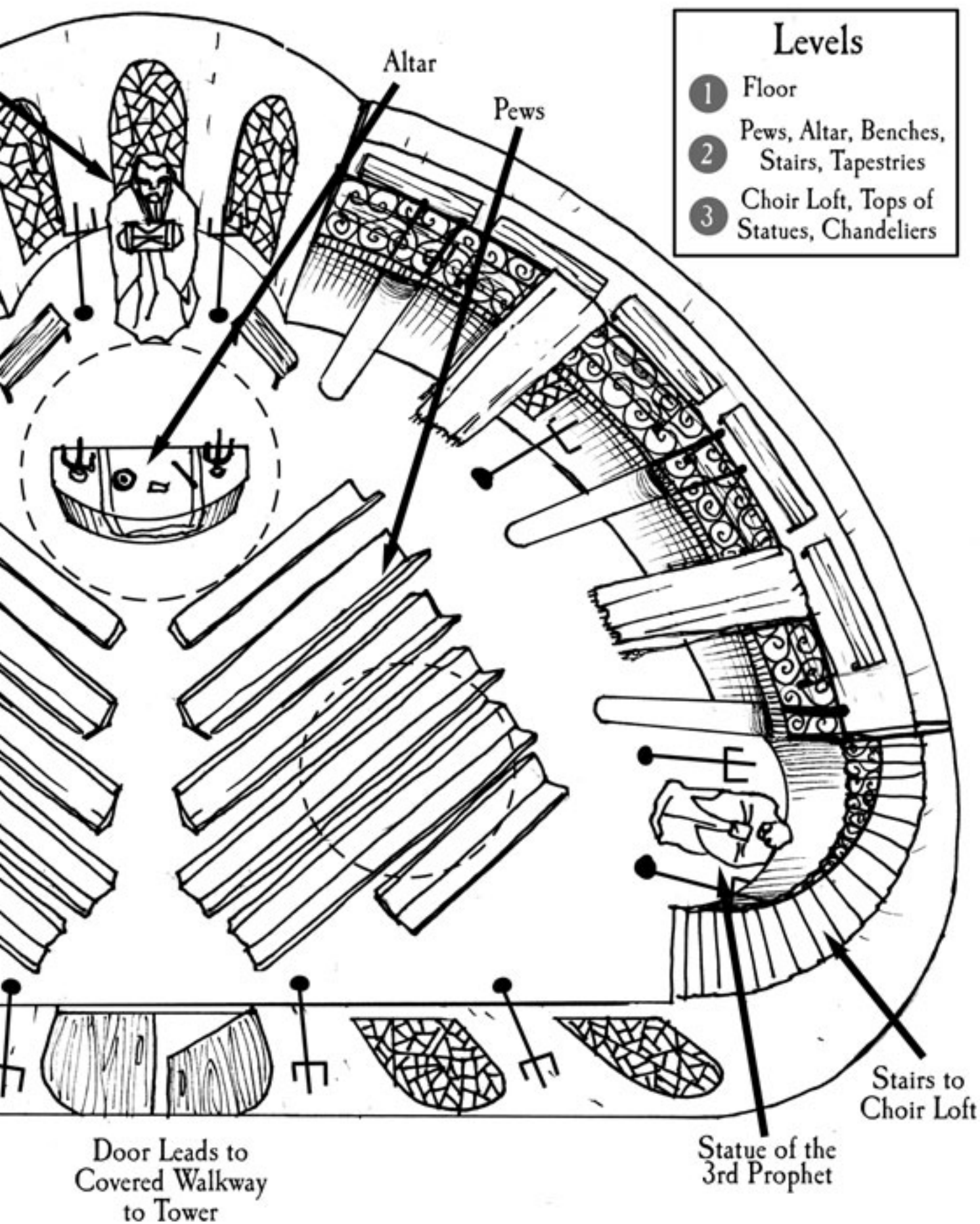
Stairs to Choir Loft

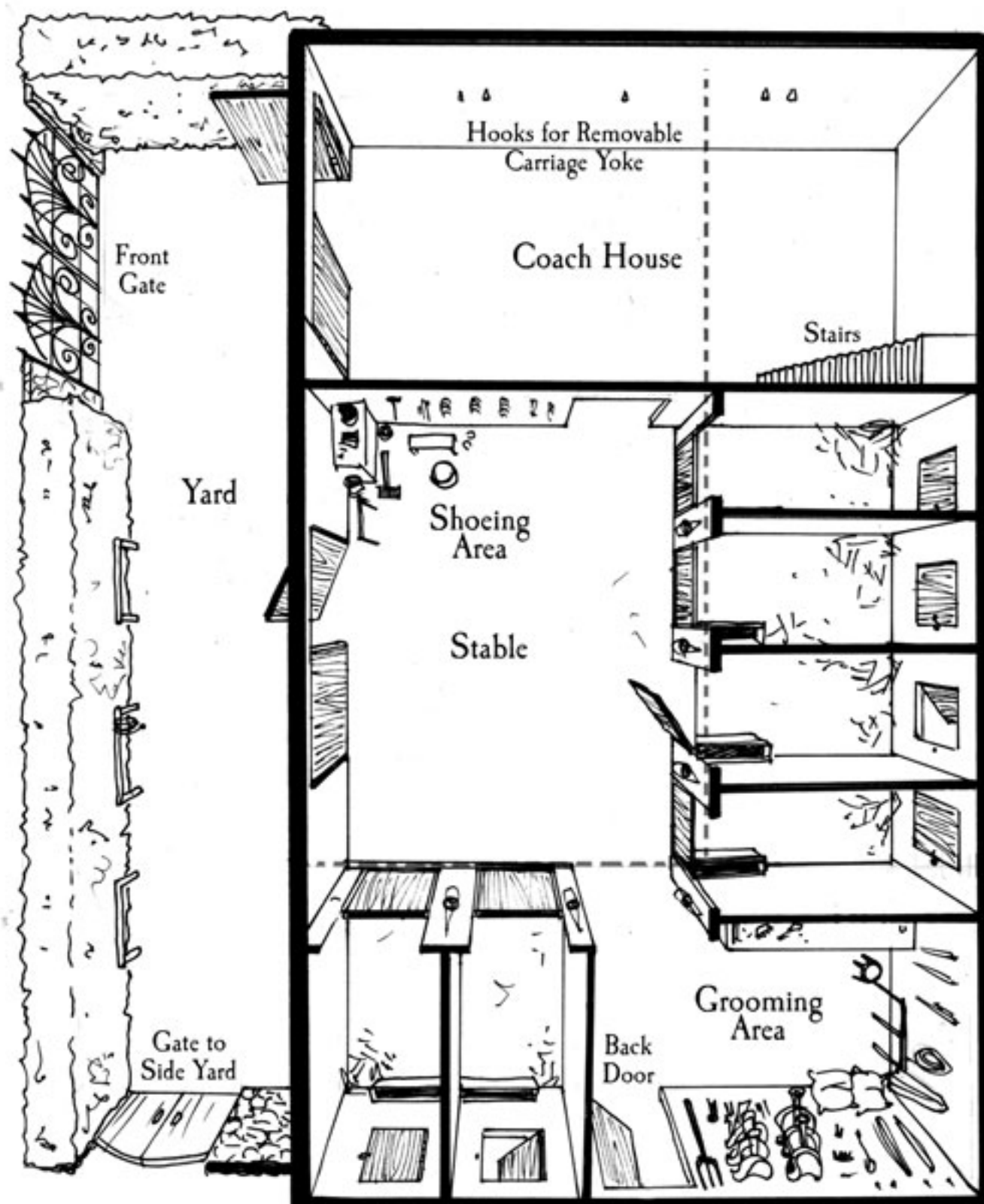
Choir Loft

Statue of the 4th Prophet



Scale in Feet





*Coach House
and Stables*

Ladder to
Loft Loading
Door

Side Yard

Manure Pile

Ground Level

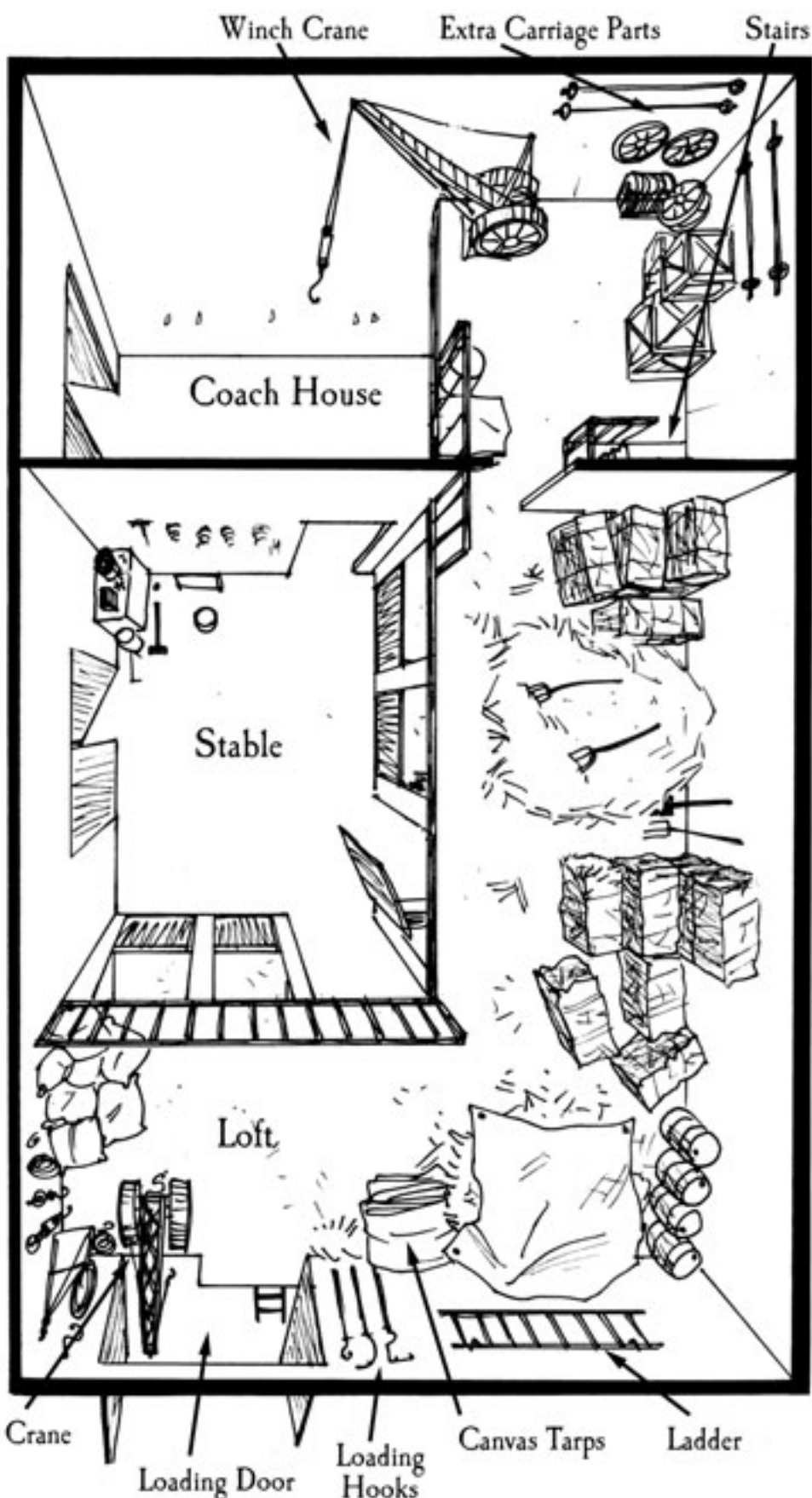
Ground Floor Levels

- 1 Floor
- 2 Shoeing Table, Stairs, Ladder to Loft, Hitching Posts, Tops of Stall Doors



Loft Levels

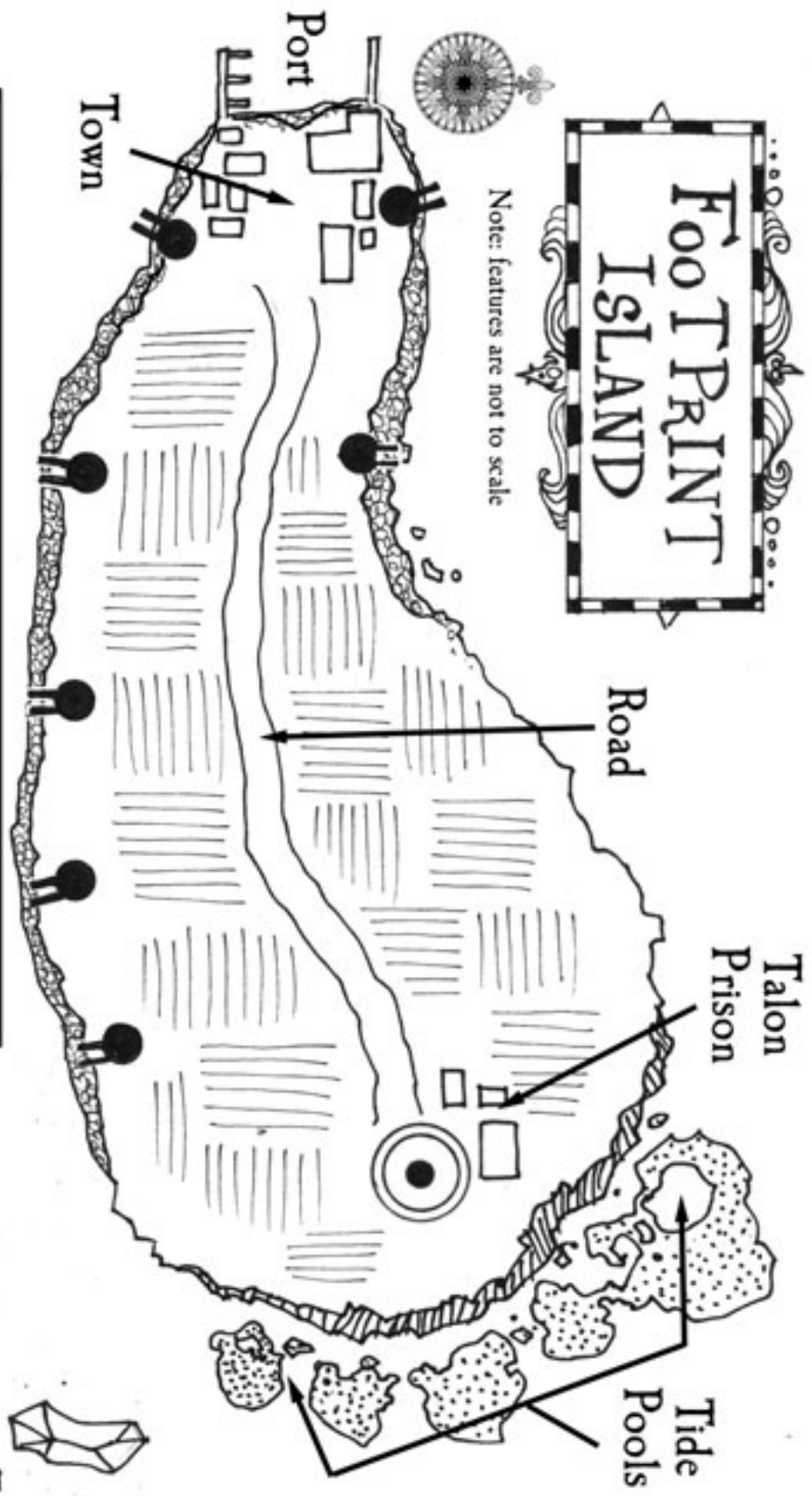
- 1 Loft Floor
- 2 Tops of Crates, Bales, Barrels, Wheels of Cranes, Top of Railing
- 3 Tops of Cranes





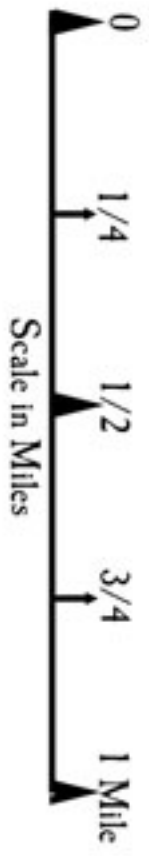
Loft

FOOTPRINT ISLAND

Note: features are not to scale



						
Rock	Cannon Turret	Coral Reef	Cliffs	Rocky Beach	Crops	Building



Approx. 100 yards across



Cave Mouth

Chest

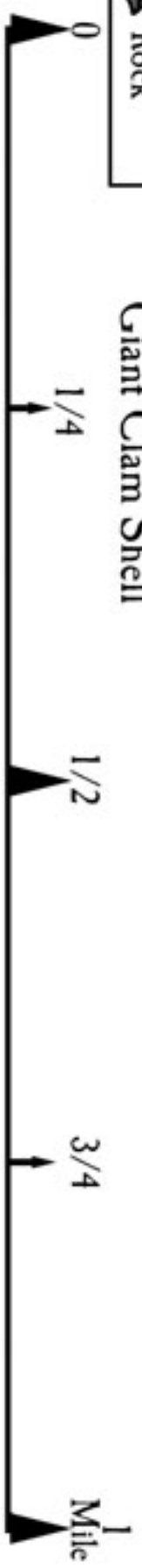


Note: features not to scale



Giant Clam Shell

Scale in Miles



on Footprint Island

← Road to town

Prisoner Processing Area

Private
Offices

Base Level

Stair
Tower

Guard Barracks

Well

Execution
Post

Cells

B

✓

C

Catwalk

Double-locked Entry

2nd Level



Scale in Feet

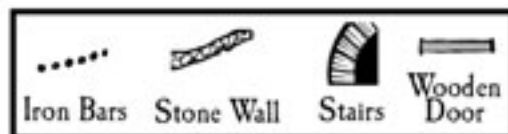
Guard Tower
(4th Level)

3rd Level

Cells

Catwalk

Double-Locked Entry





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Novus Ordum Mundi

7th Sea Secret Society

c/o Alderac Entertainment Group
4045 Guasti Road, Suite #212
Ontario, California 91761

Name _____
Address _____
City _____
State/Zip _____
Country _____
E-mail _____



Treachery, Wealth, Power



Drake Footprints Questionnaire

Below, you will find eight important questions relevant to the "Drake Footprints" adventure. Photocopy or remove this page from the book and send it to AEG with your answers. Be sure to fill out the form and include your membership number. If you are turning this in with your membership sign-up, then leave the space blank. Thank you for playing *Drake Footprints*.

1. Did the Heroes kill the Pilot (Willem) of the ship?

☐ yes ☐ no

2. Did the Heroes kill the Captain of the Drake?

☐ yes ☐ no

3. Did the Heroes free Jacques and The Kire?

☐ yes ☐ no

4. Did the Heroes kill Jacques and The Kire?

☐ yes ☐ no

5. Did the Heroes kill the Captain of the Prison?

☐ yes ☐ no

6. Did the Heroes kill Aaron Blackstone?

☐ yes ☐ no

7. Did the Heroes kill Conrad (Hix) Blackstone?

☐ yes ☐ no

8. Who got the tablet?

☐ The Blackstone

☐ The Heroes

☐ Jacques and The Kire

☐ No one

Name _____ GM # _____

Address _____

City _____

State _____ Zip _____

Please check any and all Secret Societies that were involved in your running of this adventure.

Do not check the Rilasciare for Wilem Karls, but do check it if a Hero in your adventure is a member.

☐ die Kreuzritter

☐ Explorers' Society

☐ Invisible College

☐ Knights of the Rose and Cross

☐ Los Vagos

☐ Rilasciare

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