

# Novus Ordum Mundi

Issue 1 • August 2000

*There are secrets to be known about the world around you.*

*If you are reading this, it mean you have found one of them...*

## Treachery

*"We are the genesis of lèse-majesté..."*

Novus Ordum Mundi is a collection of thieves, scoundrels, and villains - just like yourself - who seek the simple pleasures that life has to offer - a voice in the chaos and a chance to improve your own life at the expense of others.

Welcome to the next stage in your illustrious career.

During your tenure with us, you will gain influence and advance within the ranks through the actions of others. This is our way, as it has been since the dawn of the Old Republic. It is the first lesson you will learn - that the actions of those you sponsor are more important than your own. Only through them will you have a true opportunity to change the world.

Your mission is one of the utmost importance. You must scour the continent of Théah (and beyond if necessary) to gather the world's finest Heroes, convince them to undertake missions to test their mettel, and report their progress to us. All you must do is choose the order and nature of each mission, but remember the following rules; they are our credo, and your dogma.

- 1) Challenge. Do not overwhelm. Bloodshed is messy and wasteful. We have no use for dead Heroes.
- 2) Challenge. Do not succumb. Never waver in your dedication to enrich your subjects. Weak Heroes are a threat and a stain upon society.
- 3) Knowledge is power. Always ensure that you distill information to your subjects with the utmost care.
- 4) Always remember your place while watching the one before you. Remember that ambition is a virtue and is to be rewarded, while betrayal is a flaw and will be dealt with accordingly.

## Wealth

*"We are the pedagogues of the affluent..."*

As a member of NOM, you will be contacted four times each year by someone you do not know. He will provide you with a series of documents, each containing a brief mission meant to challenge your unsuspecting Heroes. Using these guidelines you are free to construct whatever challenges suit your fancy, keeping in mind our credo. The results of these missions are to be reported back to us at the first available opportunity using the standard mailing address.

Novus Ordum Mundi also encourages a healthy sense of competition within its own ranks. As you will soon see, we endorse annual contests, in which we pit your cunning against that of other villains working for us. The rewards for excelling beyond your peers are bounteous. Just as Heroes who survive your mechinations will prosper, so will who stand forth and demand our attention. Do not waiver in your dedication to our cause. We are watching.

## Power

*"We are the brokers of your soul..."*

We ask that you submit to us a dossier of your exploits of tyranny in the form of a completed character sheet and one-page history. These should be forwarded to the standard mailing address for review. Your cooperation in this matter will ensure that you are represented in official records of our struggle for a better world. The most intriguing among you may even find your names within the pages of a future NOM publication!

Your Confidant and Worst Enemy,

Alvara Arciniega

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Villain  
Extraordinaire

## Alvara Arciniega

(Updated from the *Castille* sourcebook p. 81-82, 114-115)

At 18 years of age, Alvara Soldano de Arciniega enrolled in La Ciencia University. One of his professors quickly realized that Alvara was a mathematical genius, and some of his ideas, although radical, were brilliant. This man was Don Iselo Arciniega de Aldana, and he asked Alvara to stay on as his assistant upon his graduation in 1642. Alvara lectured twice a week on algebra, geometry, trigonometry, optics, and astronomy, and in 1644 he became a professor of mathematics. All the while Alvara obsessively continued his research and inventions and presented many of his theories within La Ciencia's halls.

Although Alvara was unaware, Iselo was grooming him to become a member of N.O.M. and eventually take over as its leader. Iselo was ill, and Alvara seemed to be the perfect successor. He believed that Alvara's brilliant mind, strength of character, and willingness to go to any length to accomplish his goals, would allow him to bring stability to the now fragmented order.

Alvara became one of the most popular professors in La Ciencia. His radical theories and research in natural sciences had made him one of the foremost pioneers of the scientific revolution. He was a charismatic speaker with an endearing personality, which brought him one of the largest student bodies at the university.

Eventually, Alvara outgrew La Ciencia and put forth his own money to construct La Universidad de Arciniega. Upon its completion he assumed the role of headmaster and took a large percentage of La Ciencia's student body with him. He was producing the finest minds Castille had to offer and

spearheading the scientific revolution. That is, until the Inquisition declared him a heretic.

In the meantime, Alvara had assumed control of N.O.M. Iselo stepped down due to his illness and named Arciniega as his successor. Alvara quickly put a stop to the petty in-fighting of the inner circle, known as the Council of Thirteen, and refocused their efforts on more productive N.O.M. agendas.

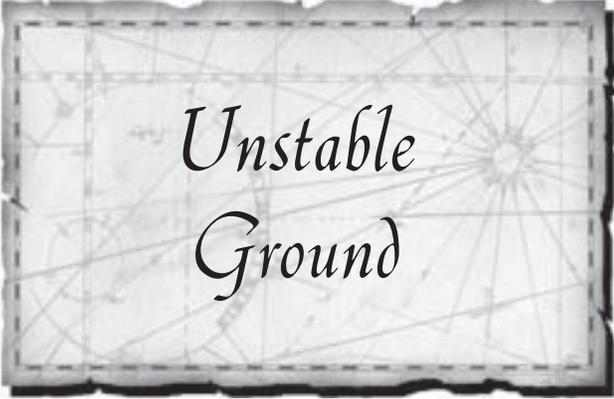
A recent N.O.M. activity was the assassination of La Ciencia's headmaster, a critic of Alvara who was very vocally attempting to take control of La Universidad de Arciniega. When it seemed that the headmaster would be successful, tragedy struck. He was robbed and killed by a petty thug while shopping in the streets of Altimira. Strangely, the thug was found dead a few alleys away. Live by the sword...die by the sword.

Alvara has also dispatched agents of N.O.M. in an effort to locate his child. In his early days at La Ciencia he had an affair with a married woman. When she became pregnant, she left the university and Alvara never saw her again. Now he wants to find the child and establish a relationship if possible.

Recently, Alvara has been espousing his ideas regarding alchemy and the power it can yield. The Council of Thirteen has been open to Alvara's plans and most seem to support him one hundred percent; several of them have even volunteered to assist him in his experiments. Alvara has even gone so far as to have several nobles from various nations kidnapped and brought to his secret laboratory for experimentation. He is confident that he will soon have viable results from these necessary, albeit distasteful experiments.

There are a few N.O.M. members who secretly believe that alchemy is a waste of time, and that more effort should be put forth in attempting to undermine society as a whole. After all, N.O.M. is about creating a New World Order, not wasting time on fruitless experimentation. These members are wisely keeping to themselves, yet are making plans of their own. Only time will tell what the outcome will be as *Novus Ordum Mundi* begins to factionalize.





### Unstable Ground

#### Part 1

Recently, there was a minor earthquake just off the coast of Vodacce. While the damage to inland sites was negligible, a portion of the cliffs on Falisci Island has slid into the ocean, revealing a partially buried keep in the side of the mountain. The remaining cliff face, in which the building is embedded, is very unstable and is gradually crumbling away, sending chunks of the building crashing into the sea. It is believed that this building was once the estate of Carlo Umberto Falisci, a nobleman who lived in the 14th century. It is rumoured that this man plundered several Synchron sites he had discovered upon the island, and that he stashed the artifacts in a vault within his estate. His keep later disappeared without a trace, leading to much speculation. He was supposedly attempting to use the secrets of the artifacts to create common weapons with special or magical properties. Now that the Falisci keep has resurfaced, everyone who knows of its background is scrambling to plunder its hidden treasures.

The Heroes should be on a real time two hour limit for this adventure. When time is up, the estate will plunge into the depths of the sea.

There are a variety of hooks one may use to fit this adventure into your campaign. A few Secret Society specific hooks are detailed below, as well as how to leave the heroes to their own devices:

#### Hero's own devices

The Heroes have heard rumours of the keep's reemergence and have decided to plunder the site themselves for profit. The Heroes can sell off any items they find to the highest bidder or keep them as they see fit. Of course, they may have some of the Secret Societies track them down in an effort to claim the artifacts.

#### Explorer's Society

The Explorer's Society knows that time is of the essence if they are to save the artifacts from diggers. They want the Heroes to reach the site as quickly as possible and secure all of the items and artifacts contained therein. Anything that is found must be turned over to the Explorers Society upon completion of the Adventure.

#### Die Kreuzritter

Die Kreuzritter are aware of the cache of artifacts contained in the Falisci estate and wish to protect them from the Explorers and other vagabonds who won't let the past rest in peace. The Hero is given actual descriptions of the artifacts which must be retrieved. Anything else the Heroes find may be kept if they so desire. The artifacts are to be given to a Vigilant who will meet the Heroes upon their return from the ruined keep.

#### Sophia's Daughters

A Fate Witch has foreseen that one of the artifacts contained within the ruins is very dangerous and, if it falls into the wrong hands, could lead to the death of many innocent people. The Daughters want this artifact recovered for further study and possible destruction by their hands.

#### Invisible College

Carlo Falisci shared the same tenets as the Invisible College, and as such his work is extremely valuable to the order. The College wants any and all artifacts or objects of a questionable nature to be recovered and smuggled back to the order for study and classification. The College is also interested in any and all notes, notebooks, plans, or other remnants of Falisci's work.

#### Rilasciare

The Rilasciare are convinced that Falisci was using artifacts to further the cause of evil sorcery. Therefore, the artifacts are tainted and must be destroyed. The Hero has been assigned to find the vault containing the artifacts and destroy it with explosives. Of course, this is an extremely dangerous mission as the bomb will undoubtedly send the entire building plummeting into the sea.

#### Knights of the Rose + Cross

The Knights of the Rose and Cross are deeply concerned over the discovery of the Falisci estate. The Hero has been assigned to retrieve the artifacts for testing by the order. If the artifacts are deemed righteous, they will be incorporated into the order's existing collection to be used in the cause of justice. Otherwise they will be destroyed.

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## Part 2

### The Voyage

The first step for the Heroes is to gain passage to the island. If one of the Heroes owns a ship, then this will be relatively simple. If not, they will need to charter a vessel. The GM may use his discretion as to how difficult this task is and how much the Heroes are charged. Note that the vessel should not have any cannons aboard.

Once the Heroes set sail, their trip will be uneventful until they reach the coast of the island. Vincenzo Caligari has learned of the estate and will do anything in his power to get his hands on the artifacts within. He has dispatched his own group of men to uncover the keep's treasures, and sent a patrol ship to guard the waters from diggers.

When Caligari's ship, *Amo Stallis*, spots the Heroes' vessel, they will fire a few warning shots and then close to board. There are 5 brute squads aboard *Amo Stallis*. One squad will board the Heroes' ship per round and they will fight until they are all knocked out. When all five squads have been defeated, *Amo Stallis* will disengage from the Heroes' vessel and quickly sail away to report to Caligari. The *Amo Stallis* is faster than the Heroes' vessel, so a chase is futile.

### The Cliffs

The Heroes will have to use row boats to cover the distance between the ship and the cliffs. There is no beach on this side of the island as the cliffs drop straight into the ocean. The Heroes will have to find a way to climb up the cliffs and into the estate, all the while dodging falling rocks and debris. The Heroes have the following options:

1) *Free climbing the cliffs barehanded.* It is 100 feet up the cliffs to the keep. Heroes may free-climb at a rate of 10 feet per round. They must roll Finesse + Climbing (keeping Finesse) with a TN of 25 each round they wish to move up. Failure indicates that the Hero has slipped, although he may immediately make another roll to catch himself. If this roll succeeds, then the Hero is safe but does not move this round. Failure indicates that the Hero falls off the cliff.

2) *Using climbing gear to scale the cliff (if anyone remembered to bring any.)* Heroes may move 20 feet up the cliff per round with gear. They must make a Finesse + Climbing roll (keeping Finesse) with a TN of 15 for each round they climb. Failure simply indicates that the Hero does not move for the round. Each round there is a 30% chance that a random Hero will be hit with falling debris. Heroes may use their Climbing skill as their

Defense Knack to avoid being hit. Any Hero who is struck will take 1k1 Wounds and must immediately roll to avoid slipping.

## Part 3

### The Estate

Use the map of Seiger's Keep on pages 125-126 of the *Eisen* sourcebook to represent Falisci's estate. Heroes will enter the estate through the ruined east wall of the 3rd level tower.

Caligari's men have beaten the Heroes to the estate and are already scouring it for artifacts. There will be two brute squads in the 3rd level tower waiting for the Heroes; they will attack on sight and will not run. There are a total of ten brute squads within the estate guarding specific areas. The GM can feel free to throw these squads at the Heroes at any time while they are searching the estate. Luckily for the Heroes, the brutes are not looking for the items or artifacts, but are merely guarding the person who is. Caligari sent one of the few men he trusts, his cousin Vito, to actually search the estate and bring back its bounty. The Heroes will not meet Vito until the end of the adventure.

Be sure to keep the action moving and the tension high. Remember that the Heroes are in a very unstable location which is slowly slipping off the cliff face. During their search they will occasionally feel the entire keep lurch, throwing them to the ground if they do not pass a Finesse + Balance roll with a TN of 20. The entire place creaks as they explore, and dirt constantly sifts in through the roof. Debris from the ceiling will occasionally fall upon the Heroes as well. Any Hero hit by this debris will suffer 1k1 OR 2k2 Wounds at the GM's discretion and will be knocked to the floor.

### Rooms of the Estate:

- 1 - 3) These areas are completely buried and cannot be reached.
- 4) **Main Gallery:** There are broken columns and debris littering the floor. A few paintings are still intact and may be valuable.
- 5) **Dining Hall:** Nothing of interest can be found here.
- 6) **Kitchen:** The room is a shambles and is completely barren.
- 7) **War Room:** This room is relatively empty except for debris and smashed chairs. The table is still intact and there is a skeleton partially buried in the debris. This skeleton is dressed in the manner of an advisor. He has a few small pieces of jewellery of little value, and a standard monocle clutched in his hand.
- 8) **Guest Chambers:** The middle room contains a skeleton wearing the garb of a swordsman and carrying a rapier. Any



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Hero who pulls the rapier from its sheath will discover that looks brand new with no signs of age or tarnish.

9) **Carlos Falisci's lab:** This room contains a variety of glass tubes, burners, chemicals, powders, etc. There is a bizarre structure sitting upon the table in the centre of the room. The structure is a based glass globe containing a weighted, mechanical gyroscope in the centre. This is the artifact Falisci was working on when the keep sunk into the earth. He called it "The Globe." The far corner of the room contains several tubs of broken and bizarre scraps of an unknown origin. Any Hero who makes a Wits + Occult roll with a TN of 25 can determine that the scraps are remnants of damaged or destroyed artifacts. In the chair is a skeleton wearing the garb of a noble, and the signet ring of the Falisci family. Tucked within the drawer of the desk is a worn and damaged book which is hand written; this is Falisci's diary.

10) **Falisci's Storage Room:** This room contains all manner of chemicals, fine tools, glass vials and tubes, flasks, and other trappings of experimentation. Most of it is broken and scattered about the floor. With the chemicals open to the air, it is unwise to remain in the room for more than a few minutes.

11) **Chapel:** This is a standard chapel; the only thing of value that can be found in the rubble is a jewelled Prophet's Cross. The cross is bent and badly tarnished.

12) **Main Staircase:** These stairs lead to the second story.

13) **Servant Access Hall:** There is a skeleton lying on the floor wearing the garb of a servant.

14 - 15) **Buried, no access**

16) **Ballroom Foyer:** Nothing of interest can be found in this room.

17) **Ballroom:** The skeletons of dozens of servants lay scattered about this room; they have nothing of value.

18) **Cistern:** The cistern is long since empty.

19) **Water and Grain Storage:** These stores are empty.

20) **Artifact Vault:** This vault contains several artifacts which Falisci had yet to destroy in pursuit of his experimentation. These items include a metal gauntlet, a small metal cube which is exceptionally heavy (75 lbs,) and a three foot rod of twisted metal with a gemstone on each end. Vito Caligari is found outside the door to the vault desperately attempting to open it. He is guarded by two brute squads. The vault door can be opened with a successful Lockpicking roll TN 25 (GM's guide p. 183,) or it can be chopped or beaten down.

21) **Bedchambers:** These rooms contain a variety of small and non-valuable personal possessions and knickknacks. Possible items include: brushes, combs, clothing, old books,

jewellery, utensils, etc. The uppermost room next to Falisci's

22) **Falisci's Chambers:** These chambers were once the very definition of opulence. Of course, they're now in ruin. Falisci's personal belongings can be found here, consisting of his rapier (now tarnished and rusted,) his armour, some small jewellery, tools for fine work, and a magnifying glass. In an overturned dresser by the bed, there is a hidden ivory scrollcase.

23) **Balcony**

24) **Servant's Quarters:** These rooms mostly contain small non-valuable items of a personal nature. The middle room contains a loose stone in the floor. When removed, a hidden cache is revealed beneath containing a small ruby. Apparently the servants stole it long ago.

25) **Watch stations**

26) **Dungeon Cells:** Although most of the cells are empty, several contain skeletons which seem to have once been human, but were horribly changed somehow. The north-western cell contains something which is still alive. It is about 7 feet tall and very brawny. It has a vaguely humanoid shape, but its limbs and face are twisted and deformed. When it sees the Heroes it will begin to howl and snarl viciously. Astute Heroes will notice a golden chalice in the back of the creature's cell.

27) **Torture Chamber:** This chamber contains a variety of large torturous devices - mostly broken, however many utensils of torture can be found scattered across the floor. There is also a chemical rack near a restraining table, as well as a variety of tubes and needles.

28) **Warden's Office:** A skeleton can be found near the middle of the room. A set of keys which fit the dungeon cells is attached to his belt, as well as a broad sword. Any Hero who makes a Wits + Blacksmith or Weaponsmith skill roll with a TN of 20 will discover that the sword was forged from raw iron.

29 - 30) **Buried, no access**

### Fleeing the Keep

Regardless of whether the Heroes find all of the items and artifacts, at the one hour and fifty minute mark, the Keep will suddenly lurch forward and begin to slide off the cliff. The Heroes will have exactly ten minutes to escape from the Keep before it is crushed on the rocks below.

The same rules for scaling the cliff are in effect with the following modifications:

1) There is a 50% chance per round of being hit with falling debris which causes a 2k2 Wound.

2) There is a 20% chance per round of being hit with a large

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chunk of building causing a 4k3 Wound.

3) Any Heroes still in the building, or climbing down when it falls, will suffer a 10k10 Wound. This is a villain class event which can kill Heroes.

4) Characters who are using ropes and climbing gear may elect to move at double the rate of descent by sliding down as quickly as possible. They must make one Finesse+Climbing OR Finesse+Swinging roll with a TN of 20 in order to gain this benefit.

## Items and Artifacts

### *Monocle* (Room #7)

Anyone who looks through the monocle for more than 60 seconds will begin to see the faint outlines of fate strands. The Hero can sense the color of the strand and can tell the difference between faint strands (weak connection,) and vibrant strands (strong connection). Of course, most Heroes won't know what they are looking at. A Hero who gazes through the monocle for more than two minutes will begin to contract a massive migraine. Looking for more than five minutes will inflict a 1k1 Wound.

### *Rapier* (Room #8)

The sword has been coated with a strange protective liquid created by Falisci and will never rust or lose its edge. The rapier allows the user to roll an additional unkept die (+1k0) when rolling damage.

### *Falisci's Diary* (Room #9)

The diary is extremely worn with age and has been damaged by acid or chemicals. If it is not handled delicately, the pages will begin to crumble and fall apart. Most of the diary contains schematics and formulas for his failed experiments. The legible parts detail how Falisci was experimenting with artifacts in an attempt to create man-made items with similar effects. He also experimented on prisoners, using a variety of chemicals and artifact effects to replicate the artifacts' powers in a human being; all such experiments were horrific failures. The final notes of the diary detail how he accidentally activated an artifact he calls "The Globe," and that the resulting vibrations caused his entire keep to sink into the earth where his staff succumbed to dehydration and starvation.

### *Silver Scarab* (Room #21)

The scarab is about the size of a standard brooch and its jewels make it quite valuable. The brooch will gently vibrate if the Hero comes within twenty feet of danger (what constitutes "danger" is at the GM's discretion.)

### *Ivory Scrollcase* (Room #22)

The ivory scrollcase is delicately carved with ancient runes and symbols. Inside the Heroes will find a coded map of the surrounding area, including the location of the Surneth sites Falisci plundered.

### *Golden Chalice* (Room #26)

Each day, at dawn, the golden chalice fills with a sweet liquid. Anyone who imbibes this liquid will not have to consume any food or water for the entire day. The chalice was being used to keep the prisoners alive during the experimentation process in order to save food. When the Keep sank into the earth, the chalice rolled into the cage of the Cell Creature and has kept the creature alive ever since.

### *Broad Sword* (Room #28)

This sword is a MacEachern Blade (*Avalon* Sourcebook pg. 91) used by Falisci and his warden to keep the Cell Creature in line.

### *The Globe* (Room #9), *Heavy Cube*, and *Rod of Metal* (Room #20)

For the purposes of this adventure, the powers of these artefacts will not be defined as the Heroes will be unable to activate them.

### *Thalusian Gauntlet* (Room #20)

When placed on a hand, the wearer gains one extra unkept Brawn die for all actions; however, the gauntlet cannot be removed by anything short of amputation (*Arrow of Heaven* 57.)

## Questionnaire

(Photocopy, complete, and send to AGE, Dept. NOM)

What happened to Vito Caligari?

KILLED       CAPTURED       ESCAPED

What happened to the creature in the cell?

KILLED       CAPTURED       LEFT IN CELL

List any Secret Societies involved

Which items did the party recover?

Ivory Scrollcase       Thalusian Gauntlet  
 Rapier       Heavy Cube  
 Silver Scarab       Rod of Twisted Metal  
 Monocle       The Globe  
 Chalice       Falisci's Diary  
 Broad Sword

# Beastiar

## (Unstable Ground)

### Vito "Angel Eyes" Caligari (Henchman)

*Brawn:* 2

*Finesse:* 3

*Wits:* 3

*Resolve:* 4

*Panache:* 3

*Reputation:* -15

*Background:* None

*Arcana:* Talkative

*Advantages:* Vodacce (R/W), Crescent (R/W), Thean (R/W), Keen Senses, Left Handed, Noble, Patron (Vincenzo Caligari), Pirate Trick (Quick Draw, Sidearm)

*Criminal:* Gambling 3, Quack 1, Shadowing 3, Stealth 4, Lockpicking 2, Pickpocket 3

*Sailor:* Balance 5, Climbing 3, Knotwork 3, Pilot 4, Rigging 2, Cartography 2, Navigation 3, Swimming 3

*Captain:* Strategy 2, Tactics 3, Ambush 4, Bribery 5, Gunnery 4, Leadership 3, Logistics 2

*Dirty Fighting:* Attack (Dirty Fighting) 3, Attack (Improvised Weapon) 4, Throat Strike 2

*Fencing:* Attack (Fencing) 5, Parry (Fencing) 1

*Firearms:* Attack (Firearms) 5, Reload (Firearms) 5

*Rogers (Apprentice):* Bind (Fencing) 3, Corps-a-corps 2, Disarm (Fencing) 4, Exploit Weakness (Rogers) 1

Vito Caligari is the captain of the *Amo Stallis*. He arrived at the Keep a short while before the Heroes and disembarked, sending his ship back to guard the island. His orders were to crack the artifact vault first, then recover any items which may be lying around the keep. When the Heroes discover him, he will be frantically trying to open the lock on the artifact vault

with his two remaining lockpicks, having already broken three others. Upon seeing the Heroes his first reaction will be to draw his pistols (using his Quick Draw advantage) and open fire. If necessary, he will draw his cutlass and fight them, but will surrender or flee if he has no chance of winning.

Although Vito Caligari is of noble birth, he is a simple man, preferring the hard life of a privateer captain over the pampered life of a nobleman. He has sailed all over Théah, and has seen almost all she has to offer. He currently works for his cousin, Vincenzo Caligari, as a privateer. Vito tracks down artifacts and other treasures for Vincenzo and handles his dirty work as the need arises.

Vito is a man of average build with dark, medium length hair, blue eyes, and a thick bushy moustache. He dresses no differently than the standard sailor, save for his captain's hat, and always keeps his two sidearms handy. Although he is proficient with his cutlass, he seldom uses it, preferring the power of his pistols over the clumsiness of a blade.

Vito sports a feature uncommon in Vodacce: he has brilliant, bright blue eyes. A survivor of the first ship Vito ever plundered recounted that his vessel was robbed by a pirate who had the eyes of an angel. Much to his disdain, the nick name "Angel Eyes" has followed him ever since.

### Caligari's Men

Brutes

*Threat Rating:* 2

*Usual Weapons:* Cutlasses ( Medium )

*TN to be Hit:* 15

*Skills:* Attack (Fencing) 3, Balance 3

*Description:* Caligari's men are standard sailors and almost all are natives of Vodacce. They have been with Vito for quite some time and are fiercely loyal to him.

*Special Abilities:* Caligari's men always roll at least 3 dice, no matter how many men are left standing.

### Cell Creature

Villain

*TN:* 20

*Brawn:* 5

*Finesse:* 3

*Resolve:* 4

*Wits:* 2

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*Panache:* 2

*Attack Roll:* 4k3

*Damage:* 5k2 (Claws)

*Skills:* Sprinting 4, Leaping 3, Lifting 5, Grapple 4, Bear Hug 3, Break 3

*Advantages:* Sidhe Blood (Slow Ageing, Iron Vulnerability), Toughness

**Description:** The Cell Creature is a twisted mockery of a human. It resembles a vaguely humanoid male which has been horribly mutated in some fashion. It stands about 7 feet tall and is very thin with tough, leathery, and pale wrinkled skin. The creature's head is too large for its body and is covered in large irregular lumps and protrusions. Its arms are twisted and wiry and end in terrible 4 inch claws. Sidhe blood flows through the its veins, and Falisci was conducting experiments upon the wretched beast in an attempt to capture the magic of its Sidhe heritage. The creature has been getting its sustenance from the Golden Chalice.

## Submissions

Novus Ordum Mundi prides itself on being an interactive fan club. As such, there are two options open to each member of N.O.M. who would like to have an impact on the world of *7th Sea*.

Each publication of N.O.M. will contain an interactive adventure for you to run for your Heroes. Play the adventure and send us the results in the form of a completed questionnaire. The results of each adventue will have an effect on the overall *7th Sea* storyline.

For those of you who woud like to get more personally involved, Alderac Entertainment Group is seeking your personal submissions for publication in a future installment of Novus Ordum Mundi. We are looking for the following:

- Randomized charts which will help ease gameplay (i.e. encounter charts, weapons tables, things found in a temple, etc.)
- New monsters
- New magic items
- New Svrneth artifacts
- Adventures and adventure hooks
- Fully developed original villains

Your submission must be between 200 and 500 words in length (except for charts) and fully developed. All submissions

become property of Alderac Entertainment Group. Should your submission be accepted for publication, you will receive full credit for your work, and we will send you an official *7th Sea* N.O.M. baseball cap for free. Send your submissions to:

AEG  
Dept. NOM  
4045 East Guasti Road, Ste #212  
Ontario, California 91761 (USA)

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