

# Novus Ordum Mundi

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## Treachery

Alvara strode into his chambers, his wary eyes searching the shadows and crevasses of the room with practiced ease. Content he was not in danger, he took off his coat, then removed his meticulously kept wig and carried it over to its resting place on his vanity. Pausing to admire his visage in the mirror, he quietly said, "Quinn."

There was a slight movement as something stepped out of the darkness, as if the shadows themselves merged together to take shape. There was no sound as the form glided across the room to stand behind Alvara. "Yes, Arciniega?"

Alvara slowly turned, looking down at the shorter man's face. "What news do you bring?"

Quinn held Alvara's gaze. He despised the weak-willed, and although he was willing to take their money, he harbored a silent resentment for them and never gave them his loyalty; in Alvara's eyes there was no weakness. "Everything is in order, just as we discussed. I have already set our plan into motion. Your daughter will never suspect your involvement."

Alvara regarded him for a moment, seeking any sign that Quinn was holding something back or attempting to gain the upper hand. Quinn was not the only one good at reading people. In Alvara's business it was a necessary skill that could mean the difference between life and death. Satisfied that everything was on the up-and-up, he took a seat, turning his attention to grooming his wig. "Excellent work, Quinn. I suggest that you leave at dawn; you need to be in place by the end of the week. You will receive the rest of your payment upon your return."

Quinn stepped back, melding once more into the darkness. The only reminder of his presence was the echo of his final word: "Understood."

Alvara looked into his ornately carved mirror and smiled.

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Monique Allias du Crieux stepped from her coach as it arrived at her father's estate. She was just returning from the Spring Ball, hosted by her aunt Julie, where she met the most delightful young man. She couldn't shake him from her thoughts as she dismissed the coachman and walked up the short cobblestone walkway. Her father would stay at the ball for a few more hours, attending to business with the other family heads, so she had complete run of the mansion. Monique couldn't wait to share the latest gossip with her hand-maiden.

She flung open the door and rushed in with a smile. "Bridgette!" Come quickly...I have news!" When there was no response, she turned, walking toward Bridgette's chambers. Perhaps she retired early this evening.

When she entered the servant's suite, she was greeted not by her smiling hand-maiden, but by a small group of men wearing dark robes. She screamed and tried to run, but was panicked and frightened and easily captured. She was gagged, and her hands were bound with a tight leather cord. She struggled against her bindings fruitlessly, and after delivering a staggering kick to the nether regions of one of the assailants, her legs were bound as well. A young man stepped forward and lifted her chin so he could look into her eyes. "Monique Allias du Crieux, it has been brought to our attention that you are the illegitimate daughter of Alvara Arciniega. His vain attempt to hide you from us has failed. Now *you* will be held accountable for his crimes."

He then calmly struck her on the back of the head with a small leather strap filled with sand. She crumpled to the floor like a bag of laundry. The youth closed his eyes, relishing his victory and imagining the prestige he would gain for securing Alvara's daughter. As he eyed her broken form upon the floor, he smiled.



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# Villain Extraordinaire

## Quinn

**Brawn:** 3

**Finesse:** 5

**Wits:** 4

**Resolve:** 4

**Panache:** 4

**Reputation:** -67

**Background:** True Identity

**Arcana:** Commanding

**Advantages:** Avalon, Castille (R/W), Eisen, Montaigne (R/W), Théan (R/W), Vendel, Vodacce (R/W), Combat Reflexes, Linguist, Membership (N.O.M.)

**Doctor:** Diagnosis 4, First Aid 4, Quack 1, Examiner 4, Surgery 4

**Performer:** Acting 5, Dancing 2, Oratory 2, Singing 2, Cold Read 4, Prestidigitation 3

**Spy:** Shadowing 5, Stealth 5, Bribery 3, Conceal 5, Disguise 5, Forgery 3, Interrogation 3, Lip Reading 2, Poison 4, Sincerity 4

**Athlete:** Climbing 4, Footwork 5, Sprinting 3, Throwing 2, Break Fall 3, Leaping 4

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

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

**Quinn (Master):** Beat (Knife) 5, Feint (Knife) 5, Lunge (Knife) 5, Exploit Weakness (Quinn) 5

**Valroux (Master):** Double-Parry (Fencing/Knife) 5, Feint (Fencing) 5, Tagging (Fencing) 5, Exploit Weakness (Valroux) 5, Exploit Weakness (Donovan) 3, Exploit Weakness (Eisenfaust) 2, Exploit Weakness (Aldana) 2

Quinn is Novus Ordum Mundi's chief assassin, one of the best in Théah. Whenever they need someone important silenced, Quinn is the first person called upon. In order to keep individual council members from abusing his services, only

the leader of the Council of Thirteen knows how to contact him. Quinn had a very good relationship with the former leader of N.O.M., Iselo Arciniega de Aldana, and maintains the same type of relationship with Alvara. Quinn was introduced to Alvara many years ago when Iselo was grooming Alvara to succeed him. It is Quinn's nature to constantly seek weakness in a man. In Alvara, he has found none, instead he has only found a man willing to do *anything* to achieve his goals. Over the years, Alvara has earned Quinn's respect, something which is not given lightly.

Quinn is an enigma. no one knows where he came from, what his background is, or even his nationality. He is a master of disguise who seldom appears as the same person twice. The only person who has ever seen his true face is his head student, who has vowed to take her knowledge to the grave. Even Alvara can only speculate about his true identity. Some of the Council believe that he may have once been a doctor or a soldier, but none of the rumors have been confirmed; none have had the audacity to ask him.

## Lasitore Francisco

Submitted by Gary L. George

**Brawn:** 3

**Finesse:** 4

**Wits:** 4

**Resolve:** 3

**Panache:** 4

**Reputation:** -50

**Background:** Defeated/Hunting

**Arcana:** Perceptive

**Advantages:** Castille (R/W), Théan (R/W), Montaigne, Castillian Accent (Torres), Castillian Education, Contacts, Inheritance (family sword)

**Courtier:** Dancing 3, Etiquette 3, Fashion 3, Oratory 2, Sincerity 2

**Sailor:** Balance 4, Climbing 4, Knotwork 3, Rigging 3, Sea Lore 2, Navigation 3, Pilot 4

**Athlete:** Climbing 4, Footwork 3, Sprinting 1, Throwing 3

**Aldana (Apprentice):** Feint (Fencing) 2, Riposté (Fencing) 2, Tagging (Fencing) 2, Exploit Weakness (Aldana) 2

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

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

**Firearms:** Attack (Firearm) 3

**Pugulism:** Attack (Pugulism) 3, Footwork 3, Jab 2



Lasitore Francisco barely escaped the Montaigne invasion of his hometown, Barcino. His immediate family died in the assault, and this tragedy, perpetuated by a foreign nation, has left Francisco embittered and filled with hatred for not only Montaigne, but all nations other than Castille. This hatred comes to the surface quite often, allowing him to eliminate his opponents with the glee of a child at play. Being an experienced seaman has afforded him ample opportunities to engage in his favorite passtime: dispatching foreigners. His goal is to one day captain his own Castillian vessel. For now, however, he is content to jump from ship-to-ship seeking mis-adventure where he finds it. He is currently the pilot on a pirate ship captained by a beautiful Castillian woman whom he adores.

Francisco is one of the many sleeper agents employed by N.O.M. In other words, he works for N.O.M, but he doesn't know it. They use him to smuggle artifacts, paperwork, and other important items all over Théah. Considering that Francisco is a thug who delights in tormenting others, N.O.M. has procured his brutish talents on multiple occasions to dispatch several of their low profile enemies.



## Quinn School of Assassination

**Description:** Quinn himself created this school based on his martial prowess and his knowledge of human anatomy. Students use a knife as their primary weapon and are trained in the art of “blending in.” They also learn to utilize the “soft points” of the human body in order to inflict maximum damage with their blade. These techniques can only be used with a knife, stiletto, or dagger, as any other weapons is too large and clumsy for the necessary precision. For the same reason, the techniques may not be utilized if the weapons is thrown. So far, Quinn has only taken on ten students, none of whom have yet become masters. It is not recommended that you allow Heroes to learn this school.

The main drawback to the school is that it was designed to be used against an unknowing victim. It is not readily effective in a toe-to-toe sword fight with a skilled swordsman. If a practitioner of this school is challenged to a duel, he had better know another fighting style, or he is likely to be handed his liver on a plate.

**Basic Curriculum:** Spy, Knife

**Swordsman Knacks:** Beat (Knife), Feint (Knife), Lunge (Knife), Exploit Weakness (Quinn)

**Apprentice:** Students of the Quinn school first learn where the soft parts of the human body are and which areas are the most vulnerable to attack. You gain one additional Unkept die when rolling for damage with a knife. If you have surprised your victim (with a successful Stealth roll,) you instead gain one additional Kept die when rolling for damage with a knife. In addition, you receive one Free Raise when using Stealth.

**Journeyman:** As an apprentice you learned where to strike, now you must learn how to strike. Journeymen have honed their fighting skills to such a degree that they seldom miss. You gain two Free Raises when attacking with a knife. In addition, you receive another Free Raise when using Stealth.

**Master:** Masters of the Quinn school have learned to deliver a killing blow with a single stroke of their blade. You may spend two Drama Dice on a successful hit to inflict an automatic Dramatic Wound. If you have surprised your victim (with a successful Stealth roll,) on a successful hit, you may spend ALL of your Drama Dice to inflict one Dramatic Wound per Drama Die spent.

# For the Sake of Change

## Adventure Overview

Part One begins with a hurried chase through the streets of Cardican, a port city on Avalon's south-western shore in Camlann County. The Heroes are after a thief who has snatched a Syneth sphere away from their companion, an Explorer scholar named Theodore Lipton. This adventure works best if one of the Heroes is an Explorer or has ties to the Explorer's Society. However, Theodore Lipton could just as easily be a family member or friend of one of the Heroes.

Part Two involves studying the strange relic and discovering that another artifact from the same dig site may unlock the first one's secrets. The only problem is that this companion piece is now part of the Duke Mayor's collection...

Part Three has the Heroes visiting the Duke Mayor's estate where a party is taking place. There are several options on how to obtain the piece from the Duke Mayor.

Part Four occurs once the Heroes bring both the first artifact and its companion piece together. A dramatic encounter takes place and dark secrets are revealed.

## Scene One : Streets of Cardican

Begin by explaining that the Heroes have been casually strolling through the streets of Cardican with the Explorer, Theodore Lipton. They have just finished lunch and are returning to Theodore's home when a black shape blurs past them, jerking a metallic, sphere-shaped artifact from Theodore's grasp. The Heroes must now chase the thief through the city streets.

This hectic pursuit is designed to draw the Heroes right into the adventure. Use the chase rules on pages 169-172 of the *Game Masters' Guide*. Make sure to describe the over the top chaos involved. The thief, a cur named Edward Standish,

knocks over produce carts, pushes women and children out of his way, and uses a variety of other nasty tactics to put distance between himself and the Heroes.

The Heroes catch up with Edward as he ducks into a dark alley. just as they think they have finally caught him, the alley fills with large, unsavoury looking characters. These Brutes are in cahoots with Edward and were told to meet him here. Unless the Heroes were specifically on guard for such an event, give the Brutes a Free Raise to ambush them. There is one Brute Squad for every two Heroes (rounded up,) with the following traits: *Threat Rating 3, Small Weapons (knives, bottles, fists), TN 20, +1 Ambush*. Chances are, Edward manages to escape the alley. If the Heroes block his retreat, he will fight until he is unconscious. When taken to the proper authorities, he will simply escape from jail. The important thing is that the artifact falls from his digger's coat for the Heroes to recover. Once Edward's escapes or is captured, the Brutes left standing make a run for it.

When the Heroes pick up the sphere, it collapses in upon itself, Mists a few times, and alters itself into a new shape: a perfect pyramid with razor sharp edges. A triangular hole appears in one of the facets. As the Heroes examine the pyramid closer, Theodore comes panting around the corner with three members of the city guard. The guards remove any fallen bad guys and briefly question the Heroes.

After seeing such a radical change in the artifact, Theodore wants to know which Hero picked it up and what he did to alter it. After he is satisfied that the Hero has no idea, he concludes that the impact on the ground must have sparked the transformation. He then insists that they all return to his house and examine it further.

## Scene Two : Research Time

The Heroes accompany Theodore back to his home, a small cottage just out of town. His beautiful young assistant, Isabella Peruva, is practising her fencing routine under an apple tree when they arrive.

The wine cellar has been converted into a library/workshop and is littered with books, tablets, tools, and other odds and ends. Theodore clears all of the work off the wooden table in the centre of the room and gives the artifact a close inspection. Some of the Heroes will be allowed to participate, others are told to comb through field journals and sketches with Isabella. This scene is designed to let Heroes use their research skills and problem solving abilities, giving the more cerebral members of



the group a chance to shine. The cellar is a complete disaster area, and some comic moments can be had with falling books, scattering papers, and the like. Isabella is the very model of efficiency, while Theodore is almost like a mad scientist in his methods.

Make sure the target numbers for all research rolls are challenging but not impossible - in the 15-25 range, depending on how skilled the Heroes are. If they fail, have them find some arbitrary fact and then be ridiculed by Isabella for thinking such a thing was important. After some trial and error, the party discovers that the hole in the artifact is actually some kind of lock. When anything is stuck in the hole, it receives a painful shock of blue electricity (1k1.)

Looking through the field notes reveals the piece was uncovered at a Setine dig in Vodacce. It was simply noted as “metal sphere,” and the accompanying sketch confirms it as the same artifact. The list of other items found at the dig are rather mundane (a few hollow bones, a broken Æther compass, random metal fragments,) but one stands out among the rest. The notes describe it as a “miniature sundial,” a black metal disk with a small pyramid rising out of its centre. Comparing measurements, this pyramid would fit perfectly in the triangle slot of the transformed artifact. Theodore immediately begins to write a letter to the Explorer House in Carleon, where most of the artifacts from the dig were sent to be catalogued. A sharp Hero (or Isabella, if no one makes the roll) notices a hastily scribbled note that the disk did not go off with the other artifacts. It went to the Duke Mayor of Cardican, Mark Garloise, as a token of appreciation for his financial backing of the expedition.

Theodore remembers that Mark is having a gala ball this very evening, which should provide the perfect opportunity to retrieve the artifact.

### Scene Three : Having a Ball

After a bit of searching, Theodore finds his invitation to the party, which he gladly gives to the Heroes. He will not accompany them, saying he wants to prepare the first artifact for their return. Isabella, however, will go along if invited.

The gala is Duke Mark Garloise’s engagement celebration for his only sister’s daughter: a rather plain and portly woman named Sybil Wilder. She is to wed Cédric Riché du Paroisse, the third son of the Marquis du Paroisse. The Duke’s family has a long history of hating everything Montaigne, so Mark is less than thrilled with the union. Only after much pleading from

his sister and out of respect for Lord Wilder did he break down and host the event.

Sybil is extremely excited, a bouncing blushing bride. She is always smiling and fluttering about, chatting with all of the guests, including ones she does not know. Her fiancé Cédric, on the other hand, doesn’t seem to care one way or another. He is incredibly dispassionate about everything, the stereotypical bored fop. Careful observers notice that he and his betrothed do not exchange a word or glance for the entire evening, though not from the latter’s lack of trying.

If the Heroes attend the party, this is the perfect time to drop gossip, rumours, and clues about what else is going on in Théah. Feel free to create a few interesting side events if you wish. Some examples include a Hero coming into possession of a lurid love letter by mistake, an intoxicated swordsman demanding satisfaction over a real or imagined slight, or taking part in a witty poetry contest.

Particularly assertive Heroes may simply ask Mark for the artifact. His answer will vary depending when the query is made. Early on, he refuses, saying that a party is no place to discuss business and adding that, since he paid for the silly expedition, the piece is rightfully his; the gala has obviously put him into a foul mood. Later in the night, after he has been “celebrating” for a while, he will consent to let the Heroes borrow it if asked. Of course, he first wants a detailed story as to why they need it, a dance with any female Heroes, and a host of any other good natured requests. Heroes could quickly become a source of cheap (and possibly very amusing) entertainment.

Sneaky Heroes may want to swipe the artifact. Even though he has a room filled with rare and exotic exhibits (Syrneth and otherwise,) Mark is using the artifact as a paperweight on the desk in his study. The exhibit room is a great red herring and the actual location will only be found, most likely, by accident. Perhaps a Hero with the Lecherous Hubris uses the study for a liaison or a Hero with the Fortunate Virtue just happens to be rifling through correspondence in Mark’s desk. In the unlikely event that Heroes try to take the artifact by force (or if they are very careless and are caught snooping around in places they do not belong), the house guard is ready for a fight. They have the following traits: *Threat Rating 3, Medium Weapons (Rapiers), Firearms (Pistols), TN 20*. The Heroes need to leave with the artifact and return it to Theodore for the adventure to continue.

### Scene Four: Secrets Revealed

After the Heroes return the artifact to Theodore, he and Isabella begin the arduous process of preparing to use it. After almost three hours of preparation, Theodore is finally ready to see if the new artifact will unlock the pyramid. Slowly, dramatically, he holds the two up and gently slides them together. Nothing happens. Taking a deep breath, he wiggles them. Nothing happens. Carefully, he turns the disk in a counter-clockwise direction. Something happens. The pyramid begins to vibrate and grow hot. Yelping from the burn, Theodore wisely sets it on the table. An odd tingling sensation travels around the room, like the feeling right before a lightning strike. Without further warning, the razor-sharp sides of the pyramid fall open and illuminate the cellar in a soft, bluish light. Another pyramid stands inside the opened artifact, but this one is crystal clear and seems to contain some kind of thick, milky liquid. Warning everyone to stand back, Theodore attempts to touch it. He receives a powerful bolt of blue electricity that sends him flying backwards into a bookcase. He will be unconscious for the rest of the adventure.

A rush of warm air, the smell of fresh blood, and a horrible ripping sound announces the Porté arrival of Cédric, who has apparently blooded the disk. He brings Edward Standish through the portal with him for protection. Cédric is wearing peculiar, metallic devices, clearly of Setine origin, on every finger of his left hand. Seconds later, the cellar door is smashed down by a number of Brute Squads equal to the number of Heroes, plus one more for Isabella. These are some of the same guys the Heroes encountered in the alley, and they have brought along friends to settle the score. They have the same traits as before, but carry swords this time (Medium Weapons.)

If the Heroes activate Cédric's Talkative Flaw, he will proceed to tell them his life's story and how he came to know of the strange artifact. If the Heroes do not activate the Flaw, he thanks them for their hard work, picks up the clear pyramid with his *left* hand, and prepares to open another portal to make his exit. Edward and the Brutes attempt to hold off anyone that tries to stop him.

The cellar is an interesting place for a fight. Improvised weapons can be made out of burning candles, table legs, books, even the remains of the pyramid and disk. Chances are at least one of the Heroes will make it to Cédric before he completes his magic (this is highly recommended.) At this point, the Montaigne draws his sword and tries to fight his way out of the house. Edward and the others follow his lead, causing large amounts of collateral damage in their wake. At

a properly dramatic moment during the fight, Cedric decides to shift the odds more in his favor. He twists the top off of the pyramid, drinks it dry, and promptly collapses to the ground, clutching his throat. If a sadistic Hero decides to finish him off in this time of weakness, let him try (but remind him that this is *not* a very Heroic thing to do.)

The round after Cédric takes his drink, he leaps to his feet. He is now incredibly robust and healthy, almost glowing. His muscles grow larger and more powerful by the second, bulging and ripping through his clothing. His teeth become longer and sharper as well. In short, Cédric has changed into a powerhouse of primal strength, a fact which he is happy to demonstrate by tossing around both the Heroes and any of his own lackeys that are still around. As he points out with a rabid growl, a god needs no mortal friends or witnesses.

In addition to the changes in Cédric's stats, he is now impervious to normal weapons. He takes the damage as usual, but will succeed in every Wound Cheek he makes. Heroes do have an option for shortening his lifespan, however. All four sides of the original pyramid, can be used as sharp, improvised weapons. Each time Cédric is successfully struck by one of these pieces, he takes one Dramatic Wound. This can be alluded to in several ways, from mentioning of how knifelike the edges look, to having Cédric seem uncomfortable around the pieces. If your players fail to get your hints, you can have Isabella strike him with the first piece. They will catch on when they see Cédric's pain.

When Cédric has taken 5 Dramatic Wounds, he attempts to flee on foot, taking the disk with him. On foot, he is much faster than the Heroes. If he can get past them and make it outside, then he escapes with ease. If the Heroes manage to kill him, he will combust in a pillar of fantastic blue flame.

Once the smoke clears the Heroes will literally have a lot of cleaning up to do. Theodore's house is a ruin and filled with bodies, something the Sheriff of Camlann will have questions about. Sybil Wilder's fiancé is either gone, or a pile of foul smelling ash (Duke Garloise secretly thanks the Heroes for that one,) and she will be quite upset. Then there is the fact that a powerful Synneth artifact has been snuffed out of existence. The Explorer's Society will not be pleased, and some members will raise the troubling question of whether the artifact was truly unique.



## Questionnaire

Did Cédric escape?	Yes <input type="checkbox"/> No <input type="checkbox"/>
Was Isabella killed during the fight?	Yes <input type="checkbox"/> No <input type="checkbox"/>
Was Edward Standish killed during the fight?	Yes <input type="checkbox"/> No <input type="checkbox"/>
Who kept the disk? Cédric <input type="checkbox"/> Mark <input type="checkbox"/> Theodore <input type="checkbox"/> Heroes <input type="checkbox"/>	

## Important NPCs

### Cédric Riché Paroisse

[The numbers and skills in brackets reflect Cédric's change]

**Brawn** 3 [6], **Finesse** 3, **Wits** 3, **Resolve** 3 [5], **Panache** 3

**Arcana:** Talkative

**Advantages:** Avalon (R/W), Montaigne (R/W), Théan (R/W), Left-handed, Noble Small

**Archæologist:** Syrneath Lore 5, Artifact Evaluation 5

**Courtier:** Dancing 1, Etiquette 5, Fashion 5, Oratory 1

**Scholar:** History 5, Mathematics 2, Philosophy 2, Research 3, Occult 4

**Fencing:** Attack (Fencing) 4, Parry (Fencing) 5

**[Dirty Fighting:** Attack (Dirty Fighting) 3, Attack (Improvised Weapon) 3]

**[Wrestling:** Grapple 4, Bear Hug 3]

**Porté (Master):** Attunement 5, Bring 5, Bleeding 5, Catch 5, Pocket 5, Walk 5

Cédric is a fop: painfully thin, effete, and covered from scrawny neck to heeled shoes with ruffles, velvet, and lace. He speaks with a practiced lisp and constantly takes sniffs out of a little tin box he carries with him. When one looks in his eyes, however all previous perceptions change: they are dark and cruel windows to an almost tangible rage; they make people nervous.

Cédric became fascinated with the work of the Explorer's Society early on. As he grew older, he secretly began to give donations to the Chapter House in Charouse. In return, he was allowed to read selected archives about recently discovered artifacts. He eventually developed a friendly rapport with a few of the field scholars, which led to a moment that would shape the course of his life. In gratitude for his contributions, Cédric received four metallic cylinders that were found in Vodacce (the very ones he is wearing when he arrives in Theodore's cellar.) These cylinders closely resemble the fingers of a glove, so he decided to try them on. That night, and every night since, he dreamt of a strange metal artifact of many shapes: sometimes a sphere and sometimes a pyramid. No matter its

guise, it always contained the same prize: liquid Æther. The dreams showed the power that Æther held and how it could be harnessed and used.

Cédric's father, the Marquis du Paroisse, laughed in his face when Cédric asked for money to fund a dig in Vodacce. However, Lord Edgar Wilder of Avalon, a business contact, was looking to marry off his daughters, starting with the oldest and largest, Sybil. Cédric was ordered to begin correspondence with Lord Wilder immediately with the intent of matrimony. With their children married, the Marquis knew he would be able to increase his exports to the Triple Kingdoms.

Through his letters, Cédric learned that Lord Wilder's brother-in-law, Duke Garloise, actively supported the Explorer's Society. After weeks of elegant writing, concealing his true motive under the promise of marrying Sybil, Cedric managed to have Lord Wilder convince the Duke to sponsor the Vodacce expedition. Dizzy with his own cunning, he agreed to wed Sybil; it would give him the perfect reason to be in Avalon when the Explorer ship returned with his artifact. Upon hearing the news, the Marquis took Cédric and his rowdy brothers to Charouse for a week of non-stop merry-making. The delicate Cédric was not up to the challenge and wound up sick and bedridden for almost six months. By the time he finally made it to Avalon, the Explorers had already returned with the sphere and given it to a local Society scholar, Theodore Lipton, to study.

Cédric was both devastated and furious, immediately planning was to steal the artifact for himself. A dream revealed that Duke Garlois' disk was the key to unlocking the sphere's secrets, so he blooded it for easy retrieval at a later date. Then, he hired Edward Standish to steal the sphere.

### Edward Standish

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

**Advantages:** Avalon (R/W), Montaigne, Toughness

**Hunter:** Stealth 5, Survival 3, Tracking 4

**Athlete:** Climbing 3, Footwork 4, Sprinting 4, Throwing 4, Leaping 4, Lifting 5, Swinging 3

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

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

Born in the slums, Edward dreams of one day being as rich as the nobles he sees riding around in fancy carriages. In the meantime, he specializes in dirty work, doing anything for a price. Robbery, kidnapping, arson, and even murder are his stock and trade. He is Cardican's one-stop connection to the darker side of human nature.

## Theodore Lipton

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

**Arcana:** Creative

**Advantages:** Avalon (R/W), Montaigne (R/W), Théan (R/W), Explorer's Society, University, Keen Senses

**Archæologist:** Occult 4, Research 5, Society Lore 3, Synchrony Lore 5, Artifact Evaluation 5

**Artist:** Drawing 3

**Merchant:** Scribe 3, Appraising 4

**Scholar:** History 4, Mathematics 4, Philosophy 2, Research 5, Natural Philosophy 4

Theodore is a kindly old gentleman with thick glasses, a thick mustache, and a thick middle. A scholar for the Explorer's Society with a seemingly limitless quantity of patience, he often receives artifacts to study after everyone else has given up on them. This is why he is in possession of the Sentine sphere at the beginning of the adventure. His carefully documented methods of trial and error are occasionally unconventional, but regularly lead to breakthroughs. His motto is, "You never know until you try."

## Isabella Peruva de Altimira

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

**Arcana:** Intuitive

**Advantages:** Avalon (R/W), Castille (R/W), Crescent (R/W), Eisen (R/W), Montaigne (R/W), Théan (R/W), Vendel (R/W), Vodacce (R/W), Ussuran (R/W), Appearance (Stunning), Castillian Education, Explorer's Society, Linguist

**Archæologist:** Occult 3, Research 4, Society Lore 2, Synchrony Lore 2, Artifact Evaluation 3

**Artist:** Drawing 4

**Courtier:** Dancing 4, Etiquette 3, Fashion 2, Oratory 2, Seduction 4

**Scholar:** History 3, Mathematics 3, Philosophy 2, Research 4

**Spy:** Shadowing 1, Stealth 3

**Fencing:** Attack (Fencing) 5, Parry (Fencing) 3

Isabella is a charismatic and witty delight with a tongue as quick as the sword her father insisted she learn how to use. She tends to be very frank and honest with little patience for fools or incompetents. She traveled to Avalon to perfect her skill with the language, but Montaigne invaded Castille while she was away, leaving her home destroyed and family dead. Having nothing to return to, she threw herself into scholarly work and caught the attention of Theodore Lipton as a talented linguist. She works for the Explorers now, providing translations when needed and assisting Theodore with his research.

## Submissions

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 adventure will have an effect on the overall *7th Sea* storyline.

For those of you who would 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:

- New monsters
- New magic items
- New Synchrony artifacts
- Adventures and adventure hooks
- Fully developed original villains

Your submission must be between 200 and 500 words in length 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:

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