

# Novus Ordum Mundi

Issue 3 • 2000

## Wealth

"What the hell happened, Quinn? You gave me your assurances that everything was in place." Alvara paced angrily about his foray. It had been a simple plan: Monique was to be arrested after the authorities found planted evidence that she was a Castillian sympathizer. Enter Quinn with a large cache of guilders and the deeds to several trips of Castillian land, and the corrupt official turns a blind eye as she escapes. Of course with nowhere to turn for assistance, Alvara would offer her the hand of friendship and tell her the truth of her parentage. Now with the Inquisition involved, things just got ugly.

"All *was* in order, my friend, until the Inquisition was tipped off. It is my belief that amember of *your* house is responsible - one of the Council."

Alvara considered this for a moment; he knew there were members of the Council of Thirteen who did not share his vision of N.O.M., but he never expected them to know the identify of his only daughter, nor offer her up to the Inquisition. But somehow, he knew Quinn was right.

"Then, you have a new assignment, old friend. After you retrieve the girl, you will find out who turned her in, and I don't care what you have to do to obtain this information." Alvara fetched a bottle of antiquated brandy and filled two glasses. "But for now, have a seat; it's time we discuss our plans for the Inquisition."

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Quinn reached into his jacket pocket and produced a small, black, leather bag. Leaning forward, he emptied its contents onto the table for the Bishop to see. Almost forty diamonds each the size of a thumbnail lay glittering in the candle light. They were worth more than the Bishop would see in a lifetime. Upon seeing the gems, the Bishop snorted, "A bribe? I could have you burned as a heretic for this."

Quinn's steady gaze never left the eyes of the Bishop. He knew that this was a dangerous game he was laying; one false move would mean failure. "You could, but I assure you that I have the protection of powerful friends, some of whom you know, Bishop. Besides, the diamonds are only part of my offer."

The Bishop leaned a little closer, dropping the diamonds he was absentmindedly toying with. "Go on."

"I have information that a resourceful man, such as yourself, could put to good use. Information, which could catapult your position within

the church. Think of what your superiors would say if you were to bring in one of your most wanted heretics; I know the location of one of the largest Invisible College safehouses in the country."

The Bishop scooped up the diamonds, returning them to the black pouch, and placed them in his pocket. He then offered his hand to Quinn. "I think we have a deal."

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The door to the Bishop's changers opened, and in strode a young man who looked quite pleased with himself. He walked to the table and removed his hat, "Your Excellency, I have the girl. We -" The Bisohp cut him off with a quick hand motion.

"You captured the wrong woman, brother Ramirez." The Bishop gestured to Quinn, sitting in the shadows. "A friend of the Church has already delivered Monique. She awaits judgment in the cells below." Only the Bishop and Quinn knew that the woman imprisoned below was a drugged jenny, who would be executed before she fully regained her senses. Only the Bishop would see the confused horror in her eyes as her life was extinguished without reason.

The young man's brow furrowed. He knew that the woman in his possession was Monique Allais du Crieux. He personally planned her capture after studying her habits for many days, and his plan was flawless. What trickery was this? "But...your Excellency, I am certain that..."

"You doubt the truth of my words, brother?" The Bishop met the yount man's gaze with steely eyes. It was a dangerous look, meant to inspire fear and warning to let the matter rest.

The youth knew better than to push his luck. He had served under the bishop for several years, and the consequences of falling into his ill favor were appalling. "Of course not, your Excellency. I must have been mistaken. My deepest apologies."

The Bishop stood, drawing himself up to his full height, and swaggered over to the youth. His stance was meant to intimidate, and his intentions were not lost on the young priest. "Good. You will turn the innocent woman you captured over to our friend here, and then go to your chambers and pray that Theus will forgive you for your mistake."

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# Villain Extraordinaire

## Monica Arciniega

**Brawn:** 2

**Finesse:** 4

**Wits:** 4

**Resolve:** 3

**Panache:** 4

**Reputation:** 0

**Background:** True Identity

**Arcana:** Willful

**Advantages:** Castille (R/W), Dangerous Beauty, Half-Blooded, Indomitable Will, Membership (N.O.M.), Montaigne (R/W), Noble, Patron (Alvara), Small, Théan (R/W)

**Athlete:** Climbing 2, Footwork 4, Side-Step 3, Sprinting 2, Throwing 1

**Artist:** Musician (Piano) 4, Singing 4

**Courtier:** Dancing 3, Etiquette 4, Fashion 4, Gossip 5, Oratory 3, Politics 2, Scheming 5, Seduction 5, Sincerity 4

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

**Firearms:** Attack (Firearms) 4, Reload (Firearms) 2

**Porté (Apprentice):** Attunement 3, Bring 3, Bleeding 3, Catch 2, Pocket 2

**Scholar:** Astronomy 3, History 3, Law 2, Mathematics 2, Natural Philosophy 3, Occult 2, Philosophy 2, Research 4

**Soldano (Apprentice):** Double-Parry (Fencing/Fencing) 3, Tagging (Fencing) 2, Whirl (Fencing/Fencing) 3, Exploit Weakness (Soldano) 2

Originally born Monique Allais du Crieux, Monica is in reality the illegitimate daughter of Alvara Arciniega. In 1648, Alvara was a professor of mathematics at La Ciencia University. Although deeply embroiled in his work, he found time for the occasional romantic tryst. Even as early as 1648, Alvara knew that he wanted to fund his own university. For a few months

he consulted with one of Montaigne's most notable architects, Antione Allais du Crieux. During that time, Alvara took a fancy to Antione's wife, and the two had a brief affair. Later, when Antione became suspicious, he canceled all dealings with Arciniega and took his wife back to Montaigne. Many months later, Alvara received a letter from Antione's wife stating that she had bore a daughter and that he was the father. At the time, Alvara was too busy with his work to be saddled with such a nuisance. He never responded to her letter and refused all correspondence from her thereafter. As he grew older, he thought of his daughter more and more and eventually launched a plan to find her.

Monica grew up in Crieux, the daughter of the first cousin of Duke Allais. She had everything she could possibly desire, except her father's attention. He was often away on business or too embroiled in local politics to spend much time with her. Her mother died when she was nine years old, and her father, not wanting to put any effort into raising her, sent her to a finishing school until her nineteenth birthday.

Monica learned many hard lessons while in boarding school; her stay was not a joyful one. She was not the prettiest, nor the most graceful, and her *Porté* was mediocre at best, but she learned how to play the "game" extremely well. Whether through mental manipulation, feigned innocence and naiveté, or seduction, she learned how to get what she wanted. Growing up in the cut-throat world of beautiful young noble-women striving to best one another left Monica somewhat cold and disillusioned, but sparked in her a willfulness and self-reliance which never would have manifested otherwise.

When she returned home, she was not welcomed by a loving father, but by a cold and distant guardian. Although she strove to please him, he tended to pawn her off on others in favor of the company of his peers. Crushed and heart-broken, she turned to the only thing which brought her joy during her years in finishing school: music.

When Quinn brought her to Alvara, she was somewhat lost and confused, yet held herself with quiet dignity. Alvara explained who he was and showed her the letter written by her mother so long ago. Although she remained strong at first, she eventually broke down as all of the anger, sorrow and heart-break which had built up over the years came out all at once. Alvara was there for her, listening to her cry and soothing her long into the night. She really had no place to go, fearing that she would be captured again if she tried to go home, so she gave Alvara a chance. Over the next few months she realized that she had found something in Alvara she never had before: a real father.



Since her arrival, Alvara has been teaching her how to fight. She already knew the basics with a blade, but is now learning an actual fighting style. Monica is a very fast learner, who is progressing at a rapid pace through her studies. She has also taken the role of assistant in Alvara's research. His theories on alchemy fascinate her, and she is striving to learn as much about it as possible in order to help further his cause.

Monica is a small woman, barely five feet tall, with long raven black hair, brilliant blue eyes, and the sculpted body of an athlete. Although not beautiful in the traditional sense of the word, she has dusky exotic features, which most men find compelling.

## Volker Van Heilgrund

Submitted by Jarad Fennell

**Brawn:** 3

**Finesse:** 3

**Wits:** 3

**Resolve:** 4

**Panache:** 3

**Reputation:** -32

**Background:** Waisen Dependent

**Arcana:** Beguiling

**Advantages:** Academy, Castillian (R/W), Eisen (R/W), Commission (Lieutenant), Dracheneisen (Panzerhand w/ pistol modification), Eisen Accent (Republic), High Eisen (R/W), Iron Guard (The Ghosts), Membership (N.O.M.), Noble, University

**Eisenfaust (Journeyman):** Beat (Heavy Weapon) 4, Bind (Panzerhand) 4, Disarm (Panzerhand) 5, Exploit Weakness (Eisenfaust) 4

**Heavy Weapon:** Attack 5, Parry 1

**Panzerhand:** Attack (Panzerhand) 3, Parry (Panzerhand) 4

**Scholar:** History 2, Mathematics 1, Natural Philosophy 2, Occult 3, Philosophy 2, Research 3

**Servant:** Etiquette 2, Fashion 1, Menial Tasks 2, Unobtrusive 5, Valet 3

**Spy:** Bribery 1, Conceal 4, Lip Reading 2, Shadowing 3, Stealth 5, Sincerity 3

Volker van Heilgrund fought long and hard in the War of the Cross, and although his father and both brothers were killed, he accepted their loss as the will of Theus and fought on against the Objectionist threat. After the humiliating Treaty of Weissberg, he returned home to the only person he had left: his aging mother. Unfortunately, Volker found that the war

had not left her unscathed. She spent her days staring out her window, never speaking nor responding to his verbal please. Volkner sent for doctors in a futile attempt to find a cure and spent most of his meager fortune on a string of quacks and charlatans who promised a miracle, yet delivered nothing. His ancestral lands, having been devastated by the countless armies marching across its soil, were eventually foreclosed upon by his fathers' creditors. He and his mother were forced out, dead broke, and with no place to go.

They ended up at the court of Eisenfürst Stefan Heilgrund, where Volker served as a distant cousin's valet. Upon overhearing his cousin consiring against the life of Stefan, he launched a plan that eventually led to his invitation into the conspiracy. He waited patiently until he could procure evidence of his cousin's treasonous plan and turned it all over to the Eisenfürst himself. As a reward for his loyalty and initiative, Stefan inducted Volker into the Ghosts, his Iron Guard and spy network.

As an Iron Guard, Volker prospered. His willingness to do anything Stefan asked of him made him very popular with the Eisenfürst and eventually led to his promotion to Lieutenant. As Stefan's trust in him grew, he was sent abroad to satisfy the Eisenfürst's curiosity regarding more esoteric matters. Of course, Stefan made it clear that the well-being of Volker's mother was dependant upon his success in the field. After Volker successfully tracked down several useful artifacts, Stefan used his wealth and influence to procure Volker an enrollment in the Arciniega University in Altamira. His task: to procure certain texts and documents on the nature of sorcery and smuggle them out of the country. This is where Volker met Alvara Arciniega.

Arciniega, being a shrewd man, saw right through Volker and eventually confronted him. The result was a beneficial alliance for both. Alvara promised to research a cure for Volker's mother, and Volker promised to supply the Eisenfürst documentation and information (prepared by Alvara) regarding sorcery and to arrange a future meeting between Alvara and Stefan. Unbeknownst to the Council of Thirteen, Alvara plans to use his esoteric knowledge and resources to help Stefan conquer and rule Eisen, thus ensuring him a very powerful ally.



## Origin of Novus Ordum Mundi

### A History Lesson

In the year AUC 385, during the time of the Old Republic, the thirteen most powerful senators secretly banded together to consolidate and tighten their control on the government. These senators saw the corruption and decay in which the Republic was falling, and they hoped that by working together they could seize control of the Old Republic before its inevitable demise. The name of this organization was Novus Ordum Mundi (New World Order.) Although each of the senators had his own agenda, they shared a common goal: to rule the Republic, and eventually...the world.

These senators brought together all of their vast resources and put many schemes into motion, ensuring that their families remained powerful in the centuries to come. All of their planning and posturing, however, could not stop power from falling to an absolute ruler, an Emperor. Several Emperors were assassinated by members of N.O.M., only to be replaced by another. For hundreds of years, N.O.M. struggled to maintain control over what was now an Empire, as power shifted from the senators to the Emperor and back again. Eventually, after the Senate held control of the Empire for many years, they grew complacent. Many of the senators became arrogant and began to abuse their power as well as indulge in hedonistic practices. The people of the Empire were tired of the senators' lack of leadership and demanded change. The thirteen members of N.O.M., realizing that something had to give, rallied together to discuss a plan of action. Before they could proceed, however, General Gaius Philippus Macer staged a military coup and took power from the Senate. He declared himself the new Emperor and enacted many reforms, which reduced the Senate to a mere advisory body with no power to act without the Emperor's approval.

This enraged the senators, and the leader of N.O.M., Commodus Flavius, spearheaded a series of assassination attempts and other plots in an effort to remove Macer from power. Unfortunately, Macer was a shrewd man who avoided every attempt made upon his life and turned every treasonous plot to his advantage. For 26 years, N.O.M. accomplished nothing. Macer was still the Emperor and his subjects loved him more than ever.

Flavius's chief rival, a powerful and charismatic senator named Octavius Montanus, who did not belong to N.O.M., grew tired of the fruitless plots espoused by his nemesis. Octavius had discovered a mystical relic, which he had been studying for months, and he finally attempted to use it. Surrounding himself with supporters, he secluded himself away and activated the relic. The artifact summoned supernatural creatures, who granted Octavius and his followers magical powers, and thus, the first sorcerers were born. Octavius and his followers brought Macer to his knees, and control of the Empire was again in the hands of the senate.

This new development, however, drove the members of N.O.M. underground, as Octavius used his sorcery to crush any rivals he had in the senate, securing his power base. As a result, the original surviving members came together in secret to plot the downfall of the senate, and society as a whole, and then replace it with a governing body of their choosing. This has been the cornerstone of N.O.M. ever since.

### Novus Ordum Mundi Today

Novus Ordum Mundi exists today much the same as it did in the Old Republic. The goals are essentially the same: to control the nations of Théah. Although in times of old, N.O.M. sought to rule the world openly, they are now content to rule from the shadows, placing puppet figure heads in sensitive positions and controlling them from behind the scenes. If one figure head should fall, another can just as easily be conditioned to take his place. This is what N.O.M. was meant to be.

Unfortunately, each member of N.O.M. has his own agendas and plots afoot, and, often times, those plots conflict with the schemes of other members. Unlike the N.O.M. of the Old Republic, the current members do not trust each other or work together in tandem. This has caused N.O.M. to become much less effective than originally envisioned.

Currently there is a schism growing in the order: those who believe the pursuit of alchemy is essential to the future of N.O.M. and those who believe that alchemy is a waste of time. Alvara is convinced that alchemy will provide the Council of Thirteen with magical abilities which are virtually unlimited. His goal is to be able to reproduce the magical abilities of each of the nations of Théah and to create his own magical effects through cross manipulation of his samples.

Of those who seek to abandon the notion of alchemy, Villanova is the only one who has spoken his mind on the subject. It is his position that research takes valuable time and there is no guarantee of payoff. His preference is to cease stalling and take action *now*. Villanova wants to make a power play and believes that with N.O.M.'s connections and resources that a successful coup could be pulled off in at least one nation, perhaps more. And should that happen, the other nations would easily fall with the right prodding. So far, Villanova has few followers, but he is slowly gaining support on the council.



## Villanova's Rose

### Adventure Overview

The adventure begins with the Heroes having been hired by a minor Vodacce nobleman as bodyguards for his emissary, Angelina, who is tracking a pirate. The job is simple: protect Angelina from harm, protect the strongbox she carries, and help her capture and bring in the pirate for trial. At least, that is what the Heroes believe...

A copy of *Pirate Nations* will aid the GM with this adventure.

### What The Heroes Know

The Heroes were hired by a man named Carlo, who is secretly a cousin of Villanova, claiming to be a Vodacce Special Enforcer charged with tracking down those who have committed crimes against the Princes. He has any necessary paperwork to back this up (which are forgeries - of course.)

Their mission: to assist Vodacce Special Emissary Angelina in capturing a Vendel pirate who attacks and sinks Vodacce merchant vessels. Based on numerous sightings, Angelina knows the approximate whereabouts of the Vendel pirate she calls "*Il Macellaio*" (The Butcher.) She intends to secure passage aboard a mercenary vessel, which will seek out the pirate and aid her in his capture. The Heroes must protect her, and her strongbox containing money for their passage, and help her capture "*Il Macellaio*."

### The True Story

Villanova has long had a rivalry and hatred for Val Mokka. Recently, one of Villanova's merchant ships, carrying a fortune in rare goods and a few artifacts of note, was scuttled by the League for travelling too far north. Now, Villanova wishes to settle the score. His spies have provided him with information that Val Mokka's nephew, Lome Mokka, is currently in Montaigne

solidifying a new trade agreement, and the date which his ship leaves for home. Incidentally, Lome Mokka is an innocent, a simple diplomat who knows nothing of the sunken Vodacce vessels. Villanova plans to send Angelina to the Vesten ship *Revensj*, which he has been in contact with for several weeks, and provide Captain Yngvild with the itinerary of Lome's ship and several bags of gold for her trouble. All he wants is for Lome to be killed and for Angelina to witness the man's death. Then, Yngvild and her crew may do whatever they want with his ship and its contents. In addition, after they arrive at the *Revensj*, the emissary tells Yngvild that the Heroes have served their purpose and are expendable.

Unfortunately for Villanova, the Vendel also have spies and know part of his plan. They have sent a band of mercenaries to steal the strongbox from the Heroes, and have dispatched armed frigates as reinforcements for Lome's vessel.

### Scene One : The Ambush

Emissary Angelina will be travelling in a coach for the three day journey to the quay where the *Revensj* is docked. The coach can hold a maximum of 5 people (three in the cab with the strongbox, two up front driving.) Any Heroes who cannot ride on the coach must provide their own horses or walk along side.

At mid-morning on the second day, while travelling through a densely wooded area, the coach is ambushed by a burly looking group of mercenaries who automatically gain surprise on the Heroes. There is one brute squad per Hero with the following stats: *Threat Rating 2, Medium Weapons (rapiers,) TN 15, +1 Ambush*. These are Eisen brutes and require 2 hits before going down. Each squad is led by a generic Henchman with the following stats: *Brawn 3, Finesse 3, Resolve 3, Wits 3, Panache 2; Fencing: Attack (Fencing) 3, Parry (Fencing) 2; Athlete: Footwork 3, Sprinting 2, Throwing 2, Climbing 2; Firearms: Attack (Firearms) 3*.

A search of any downed Henchmen will reveal a pendant with the seal of the Vendel League inscribed up it. If Angelina is questioned about the seal, she says that the Vendel League must be protecting "*Il Macellaio*."

### Scene Two: Thrown to the Wolves

When the Heroes finally arrive at the designated dock, they are met by a large Vesten named Red. He briefly scolds them for being late, then takes the Heroes below deck to show them their bunks and stowage. Angelina reminds the Heroes that they are guests aboard this ship and must follow the orders of

the ship's officers. She then follows Red to the captains quarters where she remains for most of the voyage.

Within minutes after the Heroes' arrival, the ship sets sail. They have very little time to stow their gear, as Red returns, telling them to report above for their duty watches. If questioned, he says: "Did ya think ya were gonna ride for free? Everyone *aboard* this ship, performs a *duty* for this ship. I have *no* tolerance for laziness. Any questions?"

If any characters refuse, they are given thirty lashes by the bosun, sustaining one Dramatic Wound which remains for the entirety of the voyage. If the Heroes have the Sailor Skill, then they are assigned as topmen and riggers, otherwise they will be tarring ropes, swabbing decks, and scrubbing the scuppers.

That night the Heroes are invited to drink and gamble with the crew. Any of the *Revensj's* crew may participate except Yngvild or Red. They are playing Ship, Captain, Bosun (p. 117-118, *Pirate Nations*,) but with a twist: each time someone wins the ante, he must gulp down a tankard of rum; inebriation rules are in effect (p. 102-103, *Pirate Nations*.)

If one of the Heroes wins more than once, a drunken Jorund Guttormson accuses him of cheating. If the Hero objects, Jorund only becomes angrier, challenging the Hero to a pirate duel. If the Hero declines the duel, the crew picks him up and tosses him over the side of the ship as a coward. If the Hero accepts, use the Pirate Duel rules on p. 102 of *Pirate Nations*. This is a submission duel, meaning it will continue until one man either admits defeat or dies. Jorund will use his Dirty Fighting Knacks to the best of his ability during the duel, but will submit if he is dropped to one Dramatic Wound. If the Hero wins, he earns the respect and admiration of the crew, and gains five reputation points. The crew henceforth refers to him as "Liten Krieg" (Little Warrior.) If he loses, everyone has a hearty laugh at his expense, then they force another mug of rum down his gullet and put him to bed.

## Scene Three: Fighting the Good Fight

Early in the morning on day three, the lookout calls down from the crow's nest that he has spotted a vessel on the horizon. Captain Yngvild and Angelina come out on deck and view the ship through a spyglass. Angelina confirms this as the ship they are seeking, and Yngvild plots an intercept course.

Red immediately springs into action, rallying the crew and making preparations for a boarding attack. Angelina gives the Heroes a description of "*Il Macellaio*," and assigns them to the first boarding party. She insists that the fugitive must not be

accidentally killed before his capture, and therefore the Heroes must go over in the first wave and seek him out.

From this point on, everything happens very fast. Keep your Heroes off guard and give them very little time to make decisions.

During boarding preparations, Yngvild stands upon the bow of the vessel and raises her hands to the sky. Within minutes, the sky darkens, thunder rolls, and a storm rages. The wind increases to gale force, creating immense waves that batter and waterlog the pirate's vessel. The storm came up so quickly, that they didn't have time to reef the sails, and the rigging begins to snap; the sheets split and tear. As their crew frantically attempts to batten down their vessel, Yngvild suddenly thrusts out her left hand, and lightning crackles across the waves striking the enemy ship and splintering its mainmast. Thrusting out her right hand, another bolt of lightning rips through the air striking their foremast, blasting it into the sea and taking several crew members with it. Finally, she drops her hands to her sides and slowly draws her weapon in anticipation of boarding.

As the *Revensj* draws closer to the enemy, the Heroes can see the extent of the damage caused by Yngvild's furious attack: the foremast is completely gone, the mainmast is split in twain, the vessel is listing badly to starboard as it is taking on water, and shredded sails, splintered timber, and broken bodies litter the deck. Unfortunately, there are still quite a few Inish mercenaries on deck frantically preparing to repel boarders.

Red marches along before the *Revensj's* boarding party shouting words of encouragement and spouting epithets designed to illicit fury and rage. As the grappling cannons are fired, he is heard yelling, "Show no quarter! Death to all Vendel! Death to all aboard!!"

After the Heroes make a successful Swinging roll (TN 15), they land in the thick of the fray. As the battle rages around them, the Heroes must each face three separate Inish Brute squads led by a henchman. The brute squads have the following stats: *Threat Rating 3, Large Weapons (broadwords,) TN 20, +1 Balance*. The stats of the Henchman are: *Brawn 4, Finesse 3, Resolve 3, Wits 3, Panache 3; Heavy Weapon: Attack (H. W.) 3, Parry (H. W.) 2; Sailor: Balance 4, Climbing 2, Knotwork 2, Rigging 2; Firearms: Attack (Firearms) 3*. These Henchmen must take a number of Dramatic Wounds equal to their Resolve before being knocked out.

By the time the Heroes defeat all of their Brute Squads, the battle is over; any remaining enemy crew have been subdued.



The Heroes are joined by Yngvild and Angelina (carrying the strongbox,) as Fid-Blue Eye brings a cringing man from below deck who fits the description of "*Il Macellaio*." Fid throws him to the deck at Yngvild's feet. The man, grovelling before her, cries and pleads for his life. A rumble goes through the crew as they mock and laugh at him, shout insults, and call for his death.

Yngvild silences them with a hand motion. Then reaches into the strongbox, withdrawing something which the Heroes can't see. "Lome Mekk, our hatred of everything Vendel is well known, but there is another who wishes *you* dead." She then throws a black rose to the deck in front of him. "Giovanni Villanova sends his regards." Yngvild then raises her sword and steps forward to run him through. Angelina watches with a grin, making no attempt to stop her.

By now the Heroes should realise they were duped. They are working for Villanova, and if they do not act they will become accomplices to murder. Any Hero who passes a Wits roll with a TN 15 recognises the name "Lome Mekk" and realises that he is no pirate. The Heroes now face a difficult choice: they can stand by and do nothing while Lome is killed by Yngvild, or they can defend him in what is surely a lost cause as they will be overwhelmed by the crew of the *Revensj*.

## The Heroes Defend Lome

Have each Hero square off with one of the named crew members of the *Revensj*. Red savagely attacks the Hero who appears to be the best swordsman. If one of the Heroes defeated Jorund in the earlier duel, then Jorund attacks that Hero in an attempt at retribution. Yngvild is backed up by a brute squad and attacks the leader of the Heroes. Let combat proceed for three rounds, then one of the *Revensj*'s crew notices three armed frigates in the distance approaching fast. Yngvild swears revenge against the Heroes and then orders her crew to retreat back to her ship where they make a quick get-away.

The frigates were sent by the Vendel League as reinforcements. The Heroes will be questioned about their dealings with Villanova, but are well rewarded by Val Mekk for saving Lome's life. Any Hero who directly participates in the defence of Lome Mekk are honoured with the Vendel League's Award of Valour and Merit (Citation,) and will gain the Connections Advantage (Ally: Val Mekk.)

## The Heroes do Nothing

If the Heroes decide the odds are against them and they don't protect Lome, then Yngvild will stride forward and take his head with one swipe of her huge blade. The Vesten will then

strip the vessel of anything of value and return to their own ship. If the Heroes try to return to the *Revensj*, they are rudely told by Angelina that their services are no longer needed and are told to remain on the derelict vessel. If they attempt to force their way aboard, they will be attacked by the named crew members, each backed up by a Brute Squad.

Three Vendel frigates arrive within an hour after the *Revensj* departs. The Vendel arrest and interrogate the Heroes regarding Lome's death and how they came to be involved. At this point the Heroes realise they must escape before being taken to a Vendel court, as they will most likely be tried and hanged for murder. Any Heroes who do not participate in the defence of Lome Mekk receives the Nemesis (Val Mekk) Background.

### Questionnaire

Was Lome Mekk killed?	Yes <input type="checkbox"/> No <input type="checkbox"/>
Was Angelina killed?	Yes <input type="checkbox"/> No <input type="checkbox"/>
Did the Heroes defend Lome?	Yes <input type="checkbox"/> No <input type="checkbox"/>
Were any of the named <i>Revensj</i> crew killed?	Yes <input type="checkbox"/> No <input type="checkbox"/>
If so, who?	_____

## Important NPCs

### Yngvild, Captain

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

**Arcana:** Focused

**Captain:** Ambush 5, Incitation 5, Leadership 5, Strategy 4, Tactics 5

**Heavy Weapon:** Attack (Heavy Weapon) 3, Parry (Heavy Weapon) 2

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

### Red Thorfild, First Mate

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

**Athlete:** Footwork 4, Sprinting 4, Side-step 3,

**Dirty Fighting:** Attack (Dirty Fighting) 4, Kick 4, Throat Strike 4

**Heavy Weapon:** Attack (Heavy Weapon) 4, Parry (Heavy Weapon) 3

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

## Jorund Guttormson

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

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

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

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

## Angelina

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

**Arcana:** Righteous

**Advantages:** Vodacce (R/W), Théan (R/W), Dangerous Beauty, Membership (Lord's Hand), Patron (Villanova)

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

**Courtesan:** Cold Read 5, Jenny 5, Masseur 4, Unobtrusive 4

**Coutier:** Dancing 3, Etiquette 4, Fashion 4, Gossip 4, Oratory 2, Scheming 5, Seduction 4, Sincerity 5

**Criminal:** Gambling 1, Lockpicking 4, Pickpocket 4, Prestiditation 4, Quack 1, Shadowing 3, Stealth 5

**Firearms:** Attack (Firearms) 4, Reload (Firearms) 4

**Knife:** Attack (Knife) 5, Throw (Knife) 4

**Spy:** Shadowing 3, Stealth 4, Bribery 4, Conceal 4, Forgery 3, Lip Reading 3

Angelina is one of the many underlings working for Villanova. Originally a Courtesan with a knack for gleaning information from her clients, Villanova hand-picked and trained her as a spy. Her assignments generally include information gathering (through any means necessary,) forgeries, dis-information, espionage, theft, bribery, and courier duties. Angelina is one of Villanova's best female operatives, and he will be furious if she is killed, launching a global search for her murderers. If Angelina is killed by the Heroes during the adventure, they will receive the Hunted (Villanova) Background.

## Lome Mokka

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

**Advantages:** Large, Membership (Merchant's Guild), Noble, Montaigne (R/W), Théan (R/W), Vendel (R/W), University

**Courtier:** Dancing 3, Diplomacy 5, Etiquette 4, Fashion 4, Oratory 5, Politics 5, Scheming 4, Sincerity 5

**Merchant:** Scribe 3, Accounting 3, Appraising 2, Hagglng 4

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

**Firearms:** Attack (Firearms) 3

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

**Spy:** Shadowing 1, Stealth 1, Bribery 4, Cryptology 3, Lip Reading 4

Lome Mokka is the nephew of Val Mokka, leader of the Vendel League. He is in charge of making treaties and trade agreements with the other nations of Théah and ensuring that those agreements are followed to the letter. He is an excellent diplomat who always manages to gain the upperhand in his negotiations and is an extremely valuable asset to the League. Lome really is an innocent in this situation with no knowledge of the razed Vodacce vessels.

## 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 Syrneth 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:

AEG

Dept. NOM

4045 East Guasti Road, Ste #212

Ontario, California 91761 (USA)