

Novus Ordum Mundi

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Power

Alvara stood in front of his full-sized gold-inlaid mirror. He was wearing his finest clothes, his newest wig, and his most expensive jewelry. He looked immaculate, as if he were going before the Empeureur of Montaigne himself. Walking over to his weapon case, he selected his finest and sharpest rapier, placing it in its sheath. He then selected a lightly weighted pistol and tucked it into his sash.

"Where are you going, Alvara? Is there a party I don't know about?" Monica had slipped into his room to inform him of the results of an experiment she was looking after, but upon seeing Alvara clad in his best clothing, she was sure he was attending a social function, and she was hurt that he wasn't taking her along.

Alvara sighed. His mouth set itself into a firm line, "I'm going to kill an old friend." Gazing at the mirror, he made his final adjustments before turning to face her.

Monica, taken aback at what she had just heard, innocently asked, "But why? What did he do?" She hadn't been with Alvara very long, but she understood the dangerous games he played daily with his council. She wondered which of them had crossed the line.

He betrayed you to the Inquisition, and in doing so he betrayed me... Alvara considered his words for a moment before he spoke. Although he didn't keep her in the dark about his activities, she didn't need to know all the grisly details...not yet. She still needed...conditioning. "The details are of no consequence, Monica. What matters, is that he betrayed me, and I must take action."

"But why kill him?" Monica cocked her head to one side. She looked genuinely confused, as if the act of killing would never have crossed her mind.

Alvara smiled inwardly. *Such an innocent child. How different would you be, had you grown up in my world?* "Because, my dear, I will not be betrayed in my own house. For me not to act would be a show of weakness. The council looks to me for leadership and guidance; weakness is something I dare not show. My position demands that I make a show of power."

Monica didn't let up, "But simply killing a man isn't a show of power, Alvara. True power lies in the ability to spare a life when you have every right to take it - to show him that he is only alive because you allow it. Besides, murder is not the only way to punsih the wicked."

Alvara sat and stared into her eyes for a very long time...

Alvara banged his gavel loudly against the large oval-shaped table, calling the meeting to order. As the other members began to quiet down and come to attention, Alvara met the eyes of each and every one of them with his

steely gaze. More than one member was visibly unsettled by the long silence and uncomfortable stare. When he spoke, his words came out softly in an ominous whisper.

"There has been a transgression in the house of N.O.M. Some of you know what I am speaking of, but for those of you who do not, one of you betrayed my only child to the Inquisition. In doing so, you betrayed me - and this council."

Alvara stood and slowly walked around the table, looking each man in the eye as he went. Finally, he stopped before the seat of Jean Pierre du Lac, a former Avalong Earl who was ousted with the rise of Elaine. "With N.O.M.'s help, you have done well for yourself since your exile, wouldn't you say?"

Jean Pierre said nothing, he could only stare into Alvara's cold black eyes. Several of the council members shifted uncomfortably. Alvara leaned closer.

"What would you do, Jean? What would you do to a man who betrayed you... and sought the death of your only child?"

Jean Pierre kept his composure under Alvara's gaze. "I would kill him...with my own hands."

"Interesting," was Alvara's only comment as he walked back to his chair. Alvara slowly drew his sword and carefully laid it upon the table in front of him - then took his seat. He placed his hands on the table and began to speak.

"I have some bad news for the entire council. It has come to my attention that one of us has become a hunted man." Alvara paused for a long time, allowing this news to set in and watching the reactions of each member. Finally, his eyes settled on Jean. "Jean Pierre du Lac, I'm sorry to inform you that a seditious journal was found among your belongings by a servant back at your estate in Montaigne. It seems you have been charged with the crime of high treason and are being hunted by the Empeureur's finest. As such, you have been stripped of your lands, holdings, and titles, and your estate has been burned to the ground."

Jean Pierre looked ashen, but he made no move for a weapon, nor did he say anything; he simply sat still in his chair, staring into space.

Alvara continued, "In addition, your wife, daughter, and son have all been hanged as conspirators. I'm told that Montaigne's soldiers have been ordered to shoot you on sight, should you return. If there is anything I can do, my old friend, please feel free to ask."

All of the color had drained from Jean Pierre's face, and he began to tremble. These things Alvara was saying were unbelievable, but he could tell that Alvara was telling the truth. Jean's words came out in a jumbled stammer. "It isn't true; I never kept such a journal..."

Alvara smiled, "I know."

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Villain Extraordinaire

"Old Man" Lightfoot

Brawn: 2

Finesse: 4

Wits: 4

Resolve: 3

Panache: 4

Background: Exiled

Arcana: Perceptive

Reputation: 64

Advantages: Avalon (R/W), Montaigne (R/W), Théan (R/W), Castille (R/W), Vodacce, Connections, Faith, Keen Senses, Legendary Trait (Panache), Membership (N.O.M.), Noble, Sidhe Blood (Slow Aging)

Courtier: Dancing 5, Etiquette 3, Fashion 1, Oratory 5, Gossip 5, Mooch 4, Scheming 3, Sincerity 5

Performer: Acting 4, Dancing 5, Oratory 5, Singing 3, Cold Read 5, Storytelling 5

Spy: Shadowing 3, Stealth 4, Conceal 5, Cryptography 3, Lip Reading 4

Athlete: Climbing 3, Footwork 5, Sprinting 3, Throwing 2, Leaping 4, Side-Step 3

Glamour (Master): Blackcloak 5, Jack 5, Mad Jack O'Bannon 5, The Stone Knight 5, Thomas 5

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

During the reign of King Richard IV, Old Man Lightfoot was known as Blair Ralieg, one of the King's most trusted Earls. He was a devout follower of the Vaticine Church, a staunch supporter of the Heirophant, and was proud to serve "Avalon's Defender of the Faith." Earl Raleigh spoke out against the Objectionist movement, urging the King to take an active role in converting the heathens of Avalon. The King seemed receptive, writing a variety of missives which openly attacked

the Objectionist movement and any faith other than Vaticine, but almost overnight everything changed. The King broke away from the church for selfish personal reasons and passed the "Act of Supremacy," creating a non-Vaticine Avalon Church. Viewing this as a betrayal to the Heirophant, Earl Raleigh spoke out against the King, calling his "Act" the cowardly endeavor of a heretic. The King, knowing Earl Raleigh's love of Avalon, seized his holdings and exiled him from the country.

Broke and homeless, Raleigh found himself in Montaigne. He had always wanted to travel Théah, wandering from city to city and experiencing what other cultures had to offer. Now he had that opportunity and he decided to embrace it whole-heartedly. Being quite a good dancer and knowing a great many tales, he decided to put those skills to work. He changed his name to Sir Lightfoot and took his knowledge of courtly dancing and combined it with a variety of traditional Avalon folk dances, thereby creating a unique dance form that was both comical and intriguing. Then, he took his show on the road.

For 36 years, Sir Lightfoot (now known as "Old Man" Lightfoot due to his advanced age) traveled Montaigne, Castille, and Vodacce, dancing for meager coins. Anne Duboise du Arrent, who happened to be in the crowd during one of his performances, was awed by his charisma and wit. Although he was a pauper in wrinkled out-of-date clothing, she found him romantic and charming, so she invited him to be her escort at the next party she was attending. He graciously accepted, and was an instant hit with the other nobility.

That was 10 years ago. Now, Lightfoot is a fixture at all the most popular parties in Montaigne and Castille. He can often be found captivating his peers with fantastic stories about the Sidhe and their kin or capturing their attention with his wild and bizarre style of dancing. Although his old baggy clothing and worn out shoes give him the appearance of a country bumpkin, the nobility find this to be one of the most endearing features of a charming, witty, and very sophisticated old man.

Lightfoot met Alvara during his early travels in Castille and is currently one of the best informants in N.O.M.'s employ. In fact, Alvara used Lightfoot to discover the whereabouts of his daughter. Lightfoot's tactics are simple: he goes to parties, mingles, gossips, and absorbs as much information as possible about everyone, then he writes an encrypted letter to Alvara detailing his findings. However, he lives for detailed missions that require him to ferret out specific information about a certain plot or individual. He finds this cat-and-mouse game with the elite to be exceptionally fulfilling, allowing him to match wits with the best.

Ambrose Bouvor

Submitted by Chris Laycock

Brawn: 2

Finesse: 2

Wits: 3

Resolve: 2

Panache: 3

Arcana: Ambitious

Reputation: -16

Advantages: Avalon (R/W), Castillian (R/W), Vodacce (R/W), Membership (N.O.M.), Noble

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

Performer: Acting 2, Dancing 2, Oratory 3, Singing 1, Disguise 3, Storytelling 3

Streetwise: Socializing 3, Street Navigation 3

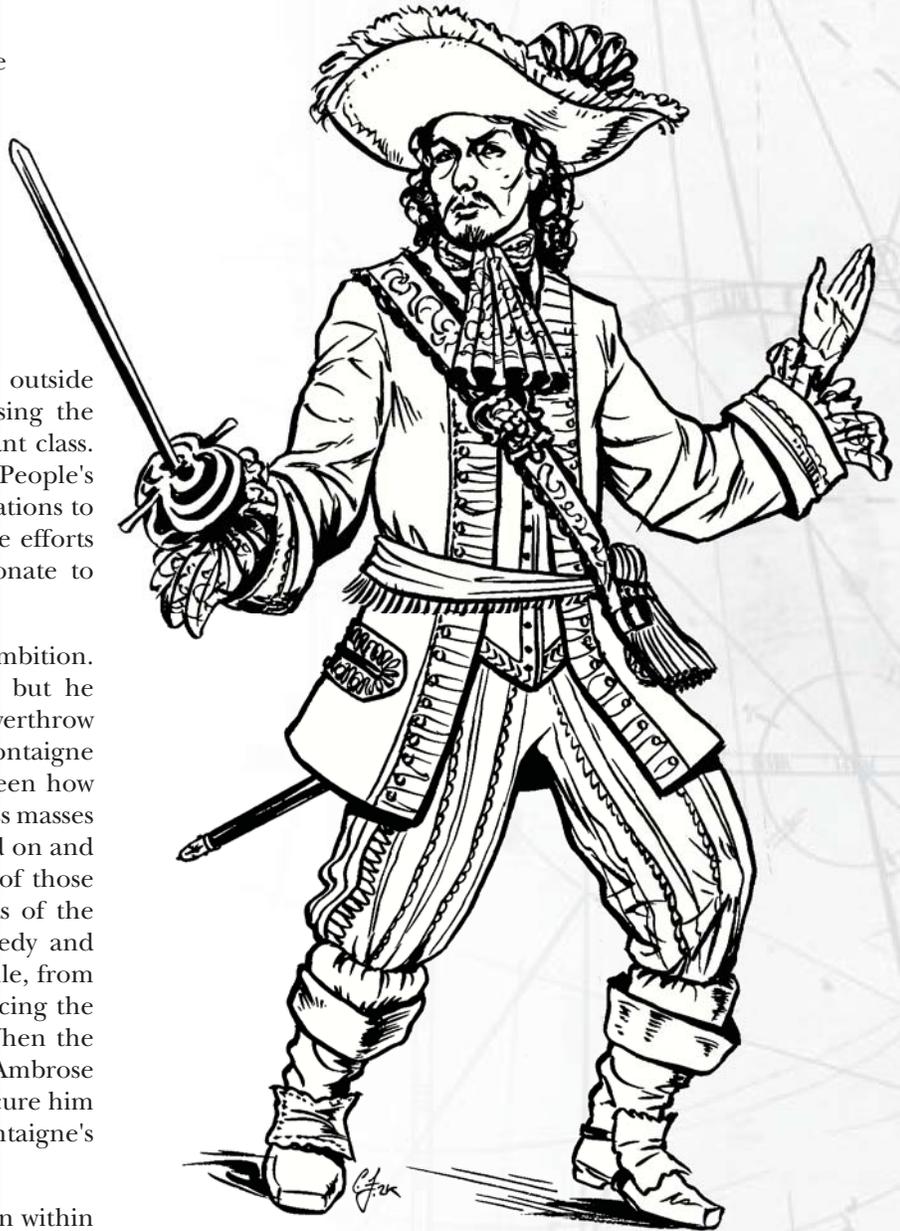
Fencing: Attack (Fencing) 3, Parry (Fencing) 1

Ambrose Bouvor is a young noble who, to all outside appearances, cares only for courtly life and for easing the hardships of the "overtaxed" and "overworked" peasant class. For this cause, he founded a charity known as "The People's Hand," an organization that utilizes workers and donations to help "make a difference for the peasants." Due to the efforts of Ambrose, it has become quite fashionable to donate to charities in some circles.

On a darker note, Ambrose is driven by a burning ambition. Not only does he feel entitled to rule Montaigne, but he believes that he has found the perfect means to overthrow *l'Empereur*. Ambrose feels that the true power of Montaigne resides within the mob of its peasant class. He has seen how Montaigne's upper and noble classes treat the nameless masses that make up the rest of society - how they are stepped on and exploited on a daily basis. To help ease the sorrows of those thousands of less fortunate, Ambrose hits the streets of the major Montaigne cities distributing food to the needy and making himself known among the peasants. Meanwhile, from the shadows, he espouses seditious tenets, slowly enticing the peasants to take up arms against their oppressors. When the revolt comes, with the support of the peasant mobs, Ambrose hopes to maneuver himself into a position that will secure him the crown of Montaigne. From there he will shape Montaigne's future according to the tenets of N.O.M.

Ambrose is a N.O.M. loyalist. He inherited his position within the organization from his father, a cruel and spiteful man who

was killed in a servant uprising in his winter manor. Ambrose hopes that his plan will bring him higher status within N.O.M., as he brings the group the power of mob justice and ultimately the country of Montaigne. Ambrose supports the idea of Alchemy but believes that the missing link needed to complete the process lies in the knowledge of the Syrne. In the privacy of his manor, Ambrose collects Syrne artifacts.



Flames in the Night

Adventure Overview

The adventure begins with the Heroes having a meal in a small town in Castille. A group of the Castillian military sweeps through town attempting to press all able bodied men into service to fight against the Montaigne. The Heroes put up a valiant fight, but are rescued by a group of women who distract the military and lead the Heroes in a secret tunnel beneath the city to safety.

Once there, the Heroes discover eight other women, hungry and battered, who claim to be the only survivors of an Inquisition attack against their boarding house. Their leader, among others, was captured and hasn't been seen since the attack. Since they did a favor for the Heroes, they would like one in return: their sister house may be in danger, and they would like for the Heroes to evacuate it and lead the women to safety.

Once the Heroes arrive at the sister house, they must defend it against the Inquisitors. After the battle, it is discovered that those who were previously captured will be burned at the stake as heretics. The Heroes must now seek out and save them from a fiery death.

Scene One: A Close Call

This scene opens with the Heroes relaxing in a small inn having dinner. They were traveling through Castille and stopped for siesta in a small village, not far from La Pasiega. The inn is relatively large, and is filled almost to capacity with patrons who have come to eat, drink, and enjoy the entertainment.

A small band of female musicians take their place beside a small stage near the back of the inn. When they begin to play, the curtain opens, and a beautiful Castillian girl slowly strides into view. Her flowing raven hair sweeps just past her waistline, as

her coal black eyes quickly scan the audience. Wearing a tight red dress slit up the left side, she slowly begins to dance. Any Castillian Heroes recognize it as the Zarabanda, a controversial folk dance labeled by the Vaticine church as obscene.

The girl eventually takes her show into the audience, approaching the Hero with the highest Panache and pulling him from his seat. She whispers in his ear to stand still and slowly dances around him, making intense eye contact the entire time. If the Hero places his hands on her, she will playfully slap them away with such grace that it seems to be part of the show.

Suddenly, a loud crash is heard as both doors of the inn burst open, and the room fills with Castillian soldiers. Most are young men, armed to the teeth, brandishing rapiers at the patrons. Near the rear door stands one squad of riflemen, their guns loaded and aimed at the crowd. The girl slips behind the Hero she was dancing with, using him as a shield against the intruders.

A rumble goes through the crowd, but the patrons (mostly commoners,) are too afraid of the soldiers to make a ruckus. A man wearing the uniform of an officer strides to the forefront of his men, bows mockingly, and begins to speak, "I am Captain Lopez of the Castillian Army. As you know, our war efforts have been hampered by a lack of volunteers to fill the ranks left by those who have fallen. As of right now, all able bodied men in this room may consider themselves 'volunteers.' For your selfless decision to join our ranks, you have the Army's gratitude "

The soldiers fan out and begin the arduous process of moving the men outside to be conscripted. Captain Lopez, upon seeing the Heroes, swaggers over to their table. "Greetings Gentleman, you all have the look of able swordsmen, quite a find among this rabble. Unfortunately, we have no officer positions available, but I'm sure you will make excellent soldiers. Who knows? Perhaps one of our front line officers will fall in the near future, leaving an opening. I'll keep my eyes open." Lopez cracks a wicked grin.

The Heroes are then surrounded by a large group of veterans, intent on stripping their gear and taking them outside. The Heroes must fight if they want to retain their freedom. If they resist, they will be attacked by Captain Lopez and one brute squad per Hero. The soldiers have the following stats: *Threat Rating 3, Medium Weapons (rapiers), Firearms (Muskets), TN 20, Special: Roll & keep one extra dice when attacking.*

After two rounds of combat, more soldiers flood into the

inn at the rate of four Brute Squads per round (2 squads per entrance,) to a maximum of twelve Brute Squads. At a particularly dramatic moment, especially if the battle is going badly for the Heroes, one of the female musicians, an Ussuran shapeshifter, transforms herself into a bear and lunges into the fray. The soldiers scatter, fleeing towards the nearest exit. During the commotion, the dancing girl grabs the Heroes, dragging them backstage. She then takes them down into the cellar where she reveals the entrance to a secret tunnel. Urging them to follow, she flees into the tunnel's darkness.

The Heroes follow the dancing girl through a tunnel system beneath the village, which eventually deposits them into another cellar. Here, they join a small group of women, dirty and battered, who are tending to each other's wounds, mending clothing, and preparing meager meals. Shortly thereafter, the female musicians enter the cellar behind the Heroes, slightly disheveled, but no worse for wear.

The Proposition

The dancing girl, introduces herself as Martine and explains their situation to the Heroes. They are all members of an unofficial finishing school for women, and unknown to most, the school encourages the practice of sorcery. The school, known as the Academy of Women's Arts (AWA), was attacked two nights ago by the Inquisition. Many women were killed, and several more captured. Their Headmistress, Belicia de Savino, was among those taken away by the Inquisitors for interrogation. Since then, those who escaped have been hiding here in this cellar, while the able bodied attempt to earn enough money to relocate.

This is the problem: there is a sister school nearby, and many of those captured know its location. Martine fears that someone will divulge its whereabouts during the torturous interrogation of the Inquisition, and it will suffer the same fate as the AWA. Martine pleads with the Heroes to go to this school and help them evacuate or protect them if necessary. If the Heroes resist, she reminds them that she and her girls saved them from military conscription. They have nothing to offer the Heroes except their gratitude and the satisfaction of doing the right thing.

Scene Two: Defending the Meek

Martine tells the Heroes the location of the second Academy house and swears them to secrecy. She loans them a pendant to give the headmistress when they arrive and a letter penned by her own hand. She explains that the pendant bears the symbol

of the Academy, and that the letter is a factual account of the incident with the Inquisition.

The Heroes must journey two days to a small village near the coast. Here they find the Academy a few miles out of town in a mid-sized twenty-room estate. Upon inspecting the letter and pendant, the Headmistress, Vanya, welcomes the Heroes, supplying them with a warm meal and rooms for the night. Regardless of how adamant the Heroes are about evacuation, she insists that preparations can wait until morning. From here, Heroes may defer to her judgement and go to sleep if they wish, as they are tired and road weary. Smart Heroes will at least post one guard to protect the estate. Do not suggest this to the players, however; let them come up with it on their own. If they do not specifically mention the posting of guards, skip to **An Open Target** below.

Guarding the Estate

If the Heroes post a guard, then sometime in the early morning he will see the torches of the Inquisitors in the distance. It takes ten rounds for the Inquisitors to arrive, giving the Heroes that much time to evacuate all of the women and/or make preparations for the coming onslaught. Fleeing into the night would be pointless, as the Inquisitors will surely follow, but Vanya explains that there is a dry well nearby which was recently converted to a shelter for such an occasion. The Heroes may evacuate the women to the well and still have time to prepare their defense. If the Heroes prepare an ambush, they will receive two free raises to surprise the Inquisitors. If surprised, in addition to the normal benefits, they will not have time to prepare their pistols, and all will fight with medium weapons. There are a total of three Brute Squads plus two additional Brute Squads per Hero. Ramirez attacks the most dangerous looking Hero, backed up by two Brute Squads. The Brutes have the following stats: *Threat Rating 2, Medium Weapons (rapiers), TN 15, Attack (Fencing) +1, Special.. Due to their fanatical zeal, Inquisition Brutes require `2' Hits before they go down.*

An Open Target

Sometime in the early hours of the morning, the Inquisition makes a sneak attack. They creep up to the estate and set it ablaze with everyone inside. Then, they surround the house to shoot those who flee with their pistols. This is an excellent place to build tension for the Heroes. The house contains eighteen women, and at least half remain crouched in their rooms too terrified to move. The Heroes must round them all up and seek a way to exit the house without being massacred. Within six Rounds, the house will be completely consumed and anyone still inside will burn to death. Let the Heroes come

up with their own plan for escape.

Outside, there are three Brute Squads with pistols, who will immediately open fire on anyone who exits the building. In addition, there are two Brute Squads per Hero, each carrying medium weapons. One of the Brute Squads is led by a young priest named Ramirez. Anyone who survives the initial onslaught of bullets is set upon by Ramirez and his Brutes. These Inquisitors are fanatical and will all fight until Knocked Out. They have the following stats: *Threat Rating 2, Medium Weapons (rapiers), Firearms (pistols), TN 15, Attack (fencing) +1, Special: Due to their fanatical zeal, Inquisition Brutes require 2 Hits before they go down.*

At some point during the fighting, Vanya flees into the open where she is caught by one of the Inquisitors. He throws her to the ground and draws his pistol with the intention of shooting her. The Heroes witness this, and have mere seconds to save her life. If the Brute feels threatened in any way, he will not shoot Vanya, but instead shoot the object of the threat. If the Heroes rush into the open to save her, they will be fired upon by the musket and crossbow squads. Encourage them to be creative in their efforts to protect her. If the Brute is interrupted in his attempt to kill Vanya, she will use Pyeryem to transform into a rabbit and flee into the forest surrounding the estate.

After the battle, it should be easy to evacuate the survivors. The Heroes may do whatever they wish with the Knocked Out Inquisitors, however outright killing them isn't a very Heroic thing to do; their best bet is to tie them up and leave them by the road. If Ramirez is searched, they will find a letter which was sent to the leaders of all the local Inquisition cells. It states that the "Fate Witch" and her troupe of heretics will be burned at sunrise in the Village of San Rosario on the coming day of Soldi. The Heroes realize that this reference is to Belicia de Savino and they have only one day to reach the village. Vanya demands that the Heroes go to Belicia, stating that she is capable of leading her girls to safety without them.

Scene Three: Hellfire and Brimstone

When the Heroes arrive in the village, they notice Belicia tied to a stake in the center of town square with wood, kindling, and pitch at her feet. Surrounding her in a semi-circle are four other women tied to their own stakes in a similar fashion. The townsfolk have gathered to watch, some throwing rotten food, while others chant, "Burn them all!" Each stake is surrounded by a group of hooded men, waiting for the signal to light the fire.

Upon a raised dais, some fifty feet from the pyres, stands an elderly yet powerful man wearing red Vaticine robes and bearing a book of Theu; he is a Monsignor. He is pounding the podium before him, preaching of the evils of sorcery and how those who practice it will bring about the downfall of humanity. Theus demands that all those who consort with demons be punished to the fullest extent of his will. He insists that he is saving the souls of these women, for he is driving out their demons by burning them in the cleansing fires of Theus. If the Heroes attempt to interfere with the burning by speaking up for the women, they will be attacked as heretics. The Monsignor will say that the women must have bewitched them and that the only way to free their souls is to be cleansed by fire.

The Heroes have several options on how to rescue the condemned women. Two possibilities are detailed below, but do not feel limited by them.

The Heroes go Straight for the Women

If the Heroes rush straight for the women in an attempt to free them, a dozen Brute Squads descend on the area, blocking the Heroes and fighting with fanatical zeal. The Cardinal gives the order, and the pyres are set ablaze. The Heroes have four rounds to free the women, while being attacked by the Brutes, before they are consumed in flames. The Brute's stats are: *Threat Rating 3, Medium Weapons (rapiers), Firearms (Pistols), TN 20, Attack (Fencing) +1, Special: Due to their fanatical zeal, Inquisition Brutes require 2 Hits before they go down.*

If the Heroes manage to free them, and there are still Inquisition Brute Squads standing, the Inquisitors attempt to attack and kill the women. Assume the four unnamed women have twos in all their Traits and their Footwork Knack. If the Heroes choose to flee, use the chase rules on p. 169-72 of the *Game Masters' Guide*.

The Heroes Attack the Monsignor

If the Heroes attempt to reach the Monsignor, the Brute Squads converge on him in an attempt to intervene, but do not light the pyres. The women are all but forgotten as the Brutes attempt to protect their leader. If one of the Heroes slip past them and puts the squeeze on the Monsignor, then all of the Brutes stop in their tracks. The Brutes will do anything, short of committing suicide, to keep the Monsignor from being harmed. If the Heroes demand it, they will release the women immediately and will even provide a coach or wagon for their get-away. As soon as the Monsignor is released, the enraged Brutes converge on the Heroes with death in their eyes. The

best course of action available to the Heroes is to take the Monsignor with them and release him a few miles outside of town. They may kill him if they wish, but will earn the following 3-point Background: Hunted (Inquisition). They have a good enough head start that the Brutes cannot to catch them.

Scene Four: A Goodbye Kiss

Once the Heroes reach a safe distance from the village, Belicia becomes curious about her rescuers and begins to ask questions. When the Heroes explain the whole story, she will ask to be taken to Martine and the others. Once reunited with her sisters, she thanks each Hero personally, kissing each one on both cheeks. Belicia's kiss bestows a Blessing Die (p. 221-222 *Players' Guide*) upon each Hero. The type of blessing depends on which strand the Hero's personality is most closely associated with; if you prefer, you can randomly determine the strand by drawing from a Tarot deck or rolling a die.

Questionnaire

Was the estate burned down?	Yes <input type="checkbox"/>	No <input type="checkbox"/>
Did the Heroes save Belicia?	Yes <input type="checkbox"/>	No <input type="checkbox"/>
Were any women burned at the stake?	Yes <input type="checkbox"/>	No <input type="checkbox"/>
Was Vanya killed?	Yes <input type="checkbox"/>	No <input type="checkbox"/>
Was Brother Ramirez killed?	Yes <input type="checkbox"/>	No <input type="checkbox"/>
Was Captain Lopez killed?	Yes <input type="checkbox"/>	No <input type="checkbox"/>
Was the Monsignor killed?	Yes <input type="checkbox"/>	No <input type="checkbox"/>
List any Secret Societies the Heroes belong to: _____		

Important NPC's

Captain Lopez

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

Advantages: Castillian (R/W), Commission, Toughness

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

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

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

Captain Lopez is a typical Castillian military officer. Filled with enough ambition to single-handedly win the war, Captain Lopez will do anything to hurt the Montaigne war effort, even if it means subjugating his own people. He is well known among his peers for being able to turn a rag-tag band of commoners into a force to be reckoned with.

Vanya

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

Advantages: Ussuran (R/W), Théan, Sophia's Daughters, Noble

Doctor: Diagnosis 3, First Aid 4, Surgery 2, Veterinarian 4

Hunter: Stealth 3, Survival 4, Tracking 3

Pyeryem (Apprentice): Speak 5, Man 3, Animal Form: Rabbit 3

Vanya is the Headmistress of a Sophia's Daughters chapter house in Castille. Originally from Ussura, Vanya joined the Daughters at a very young age and excelled in her duties to the order. She served her apprenticeship in Freiburg, and after three years was sent to Castille to open her own chapter. One of her duties as Headmistress is to single out women who have the potential, the dedication, the strength of will, and the leadership capabilities to one day take over a chapter house and further the cause of the order. She found those qualities in Belicia de Savino. After only a month, Belicia was appointed as Vanya's assistant, where she excelled beyond expectation. Within two years, and after the chapter house had grown to capacity, Belicia was allowed to take a small group of newcomers and open a sister chapter in a nearby village.

Belicia de Savino

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

Advantages: Vodacce (R/W), Théan (R/W), Sophia's Daughters, Noble

Background: Betrothed

Courtier: Dancing 4, Etiquette 5, Fashion 4, Oratory 5, Sincerity 5

Merchant: Cooking 3, Seamstress 3, Tailor 2, Weaver 3

Sorté (Adept): Arcana 4, Coins 5, Cups 4, Staves 4, Swords 4

Belicia grew up a Vodacce noblewoman who wanted more out of life than her place dictated. As a youth, she was betrothed to a powerful Vodacce merchant who believed that women should know their role: one of subservience. As the date of the wedding drew near, she became frightened and fled. Luckily, she was quickly befriended by a member of the Sophia's Daughters, who smuggled her out of the country. She was sent to Castille to undergo her apprenticeship in the order and was appointed as assistant Headmistress in less than thirty days. Serving under Vanya for the next two years, she learned the day-to-day operations of maintaining and managing an estate. Now she is the Headmistress of a Sophia's Daughters chapter house under the guise of a finishing school known as the Academy of Women's Arts. There she trains her girls to read, write, and develop their skill with sorcery.

Brother Ramirez

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

Advantages: Castillian (R/W), Théan (R/W), Faith, Ordained

Priest: Oratory 3, Philosophy 4, Writing 3, Mooch 4, Theology 5

Spy: Shadowing 4, Stealth 5, Conceal 3, Interrogation 4, Poison 3, Sincerity 4

Aldana (Journeyman): Feint (Fencing) 4, Riposte (Fencing) 5, Tagging (Fencing) 4, Exploit Weakness (Aldana) 4, Exploit Weakness (Valroux) 3

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

Ramirez is a High Priest of Theus, and one of the many fanatical soldiers serving the cause of the Inquisition. His youth and enthusiasm more than make up for his lack of experience, and his skills as a swordsman make him an excellent field agent for the Inquisition. When he was but sixteen years old, Ramirez joined, the Castillian army in order to defend his country. When he was wounded in action and left for dead, his faith in Theus never wavered. Upon his recovery, he joined the Vaticine church and became an ordained priest. While still an acolyte, his devotion and fanaticism did not go unnoticed, and he was offered a position in Theus' elite service: the Inquisition. Quickly rising through their ranks, he is now a High Priest of Theus and is in command of his own Inquisition cell. His direct superior is one of the reigning Cardinals who has been corrupted by the Inquisition.

Monsignor Rios

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

Advantages: Castillian (R/W), Théan (R/W), Faith, Ordained, Miracle Worker (1 die)

Priest: Oratory 5, Philosophy 3, Writing 4, Diplomacy 5, Theology 5

Spy: Shadowing 2, Stealth 3, Conceal 4, Forgery 4, Interrogation 5, Sincerity 5

Knife: Attack (Knife) 4, Parry (Knife) 4, Throw (Knife) 2

Monsignor Rios is the leader of several local cells of the Inquisition. Rios wages a personal war against those who would use sorcery. Traveling often as a youngster, he watched his father die at the hands of a Fate Witch, because he had the audacity to meet her gaze while speaking a kind word. Orphaned, he joined the Vaticine Church, where his hatred for sorcerers made him a perfect candidate for the Inquisition. Now, he scours the countryside of Castille, sniffing out and burning to death anyone with sorcerous blood or heretical ties.

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 Synchroneth 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

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