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## **A Secret Most Dark**

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### **Tips for Running**

To run this adventure, you will need copies of the *Player's Guide*™, the *Game Master's Guide*™, and the *Rilasciare*™ sourcebook. A copy of the *Eisen*™ sourcebook is also recommended. This adventure is intended as a mystery/horror story. The GM should read the entire adventure carefully, and decide ahead of time how to set the mood for the game. The setting is Schloß ("Castle") von Goer, in the western mountains of Eisen. The castle is a dark, somber pass, full of hidden passages and secret chambers. After the bridge collapses in Act I, the party is going to be trapped in the castle for at least one night, possibly more. Make sure to keep the suspense up, and cut from one scene to the next occasionally, leaving the characters hanging on for a moment. Make sure to read the rules for Zerstörung sorcery in the *Rilasciare* book carefully. The true villain of the story is a Zerstörung master who wields his powers with terrifying effectiveness.

### **Synopsis**

The Baron Jaeger von Goer has died and it's time to read the will. The entire family is gathered at the family estate in the western mountains of Eisen. The surrounding area is dangerous, with rumors of kobolds, drachen, and bandits. Fortunately, the good baron's guests are safe within the stone walls of his impenetrable fortress... or are they? As the reading of the will draws closer, the guests start to vanish without a trace. Soon, the heroes must race to solve a mystery, before they too join the missing.

### **Background**

There are four surviving children from the von Goer family - Richter, Mannfred, Kristin, and Anna. Mannfred and Kristin have both remained at the family estate. Frau von Goer died some time ago. Kristin took care of her father during his extended illness, and was with him when he died. Jaeger wanted to insure that the most suitable child became the heir to the castle, but he

also wanted to make sure that he provided for the others, including Stefan.

### **Act I - A Family Affair; or Where's Anna?**

Introduce the characters. Play out the actual arrivals briefly. Ruprick will meet each PC (or PC duo) at the front door, comment on how it is good they made it in before the storm, and take whatever luggage they have. Have one PC (random choice or whatever you decide) run into Richter outside and have the Eisen send them inside, perhaps the same for Stefan. Don't make this take more than a few minutes, though - just a quick introduction of who is staying at the house at the moment.

Finally, everyone is gathered at the house, except for Richter, Stefan and Wolf. Richter is “patrolling the grounds” looking for trouble (in actuality, he hates gatherings and is avoiding people). Wolf, the groundskeeper, is looking after the property. Stefan is upstairs asleep. The rest of the cast is awaiting the arrival of Anna Hochstetler, the final von Goer heir.

If asked, Ruprick will explain that Anna married and moved away ten years ago. As the characters are doing the meet and greet thing, Ruprick goes to get drinks for them. Play up the fact that the castle is a little on the creepy side, and the beginning of the storm outside is doing nothing to help this.

Suddenly, Ruprick bursts in with news of a horrible accident. He reports that the bridge to the house collapsed, taking Anna's carriage with it. (Side note: there is only one road to Castle von Goer. It crosses a heavy stone bridge over a gorge 50 feet wide and several hundred feet deep. This is the **ONLY** way to or from the castle without scaling rock walls.) Characters should feel free to investigate, but the only way down to the bottom of the gorge is to scale the walls (there may be a hidden path, but that remains to be seen). Even if the characters wanted to leave, the thunderstorm that has rolled in will make the local path to the bridge impassable. The party is now trapped in the house.

### **Act II - Searching for Clues**

After everything is calmed down as much as possible, Richter will gather the party along with the family and other persons of the house. Some things that might be noticed before the will is opened:

(Wits + Cold read, TN 10) People are avoiding Wolf. There is something unsettling around him that makes it easy to understand why.

(Wits + Socialize, TN 20) Mannfred and Kirsten are being polite to each other, but only barely. There is definitely tension there.

(Wits + Etiquette, TN 15) Julian is making himself useful, making sure everyone has a full glass, and passing some light tidbits, etc. He's also *very* unobtrusive. Practically appears and disappears. Perhaps the perfect servant.

(Wits + Etiquette, TN 25) Desirée is apparently smitten with Stefan, but is keeping her distance as befits a servant.

(Wits + Socialize, TN 25) Stefan is a professional mooch. No one here really likes him or takes him seriously.

Finally, after perhaps a little “pre-reading” role-playing, an enormous peal of thunder quiets the room. At this point, Richter insists on reading the will. Eventually, Heinrich produces the sealed envelope, which he then opens. There is nothing in it but dust! (Heinrich claims to have had the envelope with him at all times, but the truth is that he is a bit distracted, and anyone could have gotten to it.) Close inspection of the seal proves that it is original and intact.

Soon after the will is opened, someone realizes that Julian is gone (have every player make a Perception check (TN 15)- the first one to make it notices Julian's absence). No trace of him will be found.

At this point, Mannfred storms out of the room, demanding to be notified when this "whole mess" is resolved. Heinrich is flabbergasted by the whole thing and turns to the PCs for help. Kirsten volunteers her help but will likely assist by splitting herself from the party to investigate parts of the house where the "real" will might be. Stefan is about to say something, but a thunderclap causes him to jump (he's playing up the coward role at this point, the better to throw suspicion off himself). He volunteers to help but in a very unsure-of-himself sort-of-way. Desirée steps forward and says she'll go with Stefan to inspect. It should be relatively obvious that the kind of 'looking around' she's suggesting is really best for only her and Stefan to be doing on their own. Wolf, oddly, is simply gone. (He's taken one of the secret passages to see what exactly happened to the coach and the bridge. He won't find out much, but it gets him out of the action for now, and provides more of a red herring). Heinrich stays in the study in order to "coordinate" efforts.

Allow the PCs to investigate as they wish, although getting more than one NPC in a room at once should prove impossible - there should always be ones the PCs can't track. After some investigation of the household or questioning an NPC, the PCs should end up in one of the bedrooms, most likely Julian's. It's a standard servant's room, but as the PCs look through it, they should find a hidden door behind the wardrobe. Following the passage behind the wardrobe will lead past a pair of holes in the wall (Wits roll, TN 20, to notice them). These are eyeholes that allow someone to look into the main study. The PCs will also hear an argument going on from the study. Watching/observing will show Richter berating Heinrich for the will, and how the lord of the house would never have done something so stupid, as well as how Heinrich is being completely useless and had better do something about this "or else." He'll then storm from the study, leaving Heinrich to wring his hands in frustration.

If the PCs decide to follow the passage further, it opens up into Kirsten's bedroom. There should be many texts on the occult there, as well as historical texts about local legends and the Schattenman legend. Before the PCs can look too closely, though, they hear a scream from elsewhere in the house. It's Stefan, hysterical about how "something" came into his room and grabbed Desirée! When calmed down, he admits that he wasn't actually in the room when it happened. He went to get some wine, and when he returned, he saw someone - or something shadowy -- going out the window and Desirée was gone (Stefan killed Desirée when he returned with the wine and found her reading his journal. He's swept her ashes under the bed, but if someone searches the room later with a Wits + Menial task check (TN 15), they'll find the ashes under the bed.)

If the PCs question Stefan, he admits to feeling "something" for Desirée and asks the PCs if they will find her. He appears to be very disturbed by the storm.

If the PCs go out into the dark and stormy night, they stumble about in the wet for a while and encounter some kobolds. Soon after they enter the woods and crags surrounding the castle, they are attacked by flying kobolds (1 squad per two PCs). The kobolds are very hungry and will fight to the death.

### **Flying Kobolds (7<sup>th</sup> Sea™)**

<b>Brute Squad</b>	<b>#1</b>	<b>#2</b>	<b>#3</b>	<b>#4</b>
	O O O O O O	O O O O O O	O O O O O O	O O O O O O
Threat	4	4	4	4

TN to Hit	25	25	25	25
Weapons	Claws, teeth	Claws, teeth	Claws, teeth	Claws, teeth
Skills	Footwork 3 Tracking 3 Ambush 3	Footwork 3 Tracking 3 Ambush 3	Footwork 3 Tracking 3 Ambush 3	Footwork 3 Tracking 3 Ambush 3
Action Dice	2	2	2	2

Note: Poison (untreated bites cause 1k1 Wounds every three days)

When the PCs get back inside, mention off-handedly that they are now tracking water and mud into the house, and with Desirée gone and Julian nowhere to be found, only Ruprick is there to clean it up. (This is mentioned so that later finding of muddy footprints will be significant.)

After these developments, the PCs may do some more interrogation/investigation if they wish. The interrogations should be role-played but not terribly long. If more investigations are done, again, it depends on what the PCs are investigating.

Richter refuses to be interrogated at all, and directs his men (3 Brute Squads of 6 men each, Threat 3) to guard his door. He claims he simply wants to be left alone until this matter is settled. The PCs also run into Kirsten again who says that she hasn't found any trace of what might have happened to the will yet, but is still looking. If asked, she just came from the study. This might make the PCs remember that they are supposed to coordinate efforts with Heinrich.

Going to the study reveals a grizzly sight. There, on the floor, is a withered, desiccated body! The body is an old corpse but the clothing (and the fact that he's still gripping the envelope in a death grip) indicates the body to be that of Heinrich, although it looks as though he's been dead for many, many years! A Wits + Examiner roll (TN 25) indicates that the body did not die of specific violence (stab wounds) or anything like that. (TN 35) reveals that the dead man appears to have died of old age.

Anyone who makes a Wits + Tracking roll (TN 15) finds muddy footprints leading in and out of the room. Following them takes the investigators to Mannfred, who is moving quickly away from the room. He saw the corpse and didn't want to be incriminated, but his tack for removing incrimination from himself is to incriminate other NPCs as possible murderers, pointing out the rumors of Kirsten's "witchiness," insinuating that whoever grabbed Desirée could have done the murder, etc. A Perception Check (TN 20) will reveal that Mannfred's boots are free of mud, so the tracks can't be his. Unless detained, Mannfred announces that he's locking himself into his room until this grizzly business is solved! (The usually present Ruprick appears to have vanished, so there is no one to clean up the mud anymore.)

Following the tracks further lead to Wolf's room. He's not there, but it is not difficult to find the secret door hidden behind a bookshelf (Perception Check, TN 15). Unfortunately, Wolf hears the PCs coming and takes off like the proverbial bat out of hell. Use standard chase rules to catch up to him (Finesse + Sprinting,) with Wolf getting a standard 5-Raise head start. The PCs should soon realize that these passages lead all over the house. When it looks like they are getting close, they trip over Julian's body! (Stefan actually found him near the passage where he hid his journal, and had to kill him quickly. No time to dispose of the body.) When they finally catch up to Wolf, he cackles maniacally and says, "Very well, kill me!" Before he can explain further, another scream is heard...

The last victim of Act II is Mannfred. The PCs should be on the opposite end of the house from his room (so they won't be running into Stefan as he makes his escape...). Mannfred vanishes, his bedchamber window is open, and a fine coat of dust covers his room. Wolf will not

follow the PCs there, but scampers off into deeper passages, saying something angrily about Richter. (Note - he's actually talking to himself about *protecting* Richter, but the PCs won't hear that part of his half-interior-voice rant.) When the PCs find the empty room, Richter will show up with his thugs, and accuse the PCs of having somehow done away with the various missing members of the household! Unless they're very good and have an airtight theory about what really happened, Richter will use force to subdue the party and bring them to justice.

### Richter's Brutes (7<sup>th</sup> Sea™)

Brute Squad	#1	#2	#3
	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0
Threat	3	3	3
TN to Hit	20	20	20
Weapons	Medium	Medium	Medium
Action Dice	3	3	3

### Act III - Revelations and Retribution

If the players are convinced that Richter is the killer, this is where they get to fight him. He will fight to the best of his ability, trying to take someone with him. A VERY competent fighter, he will not surrender. If the PCs look like they're going to lose the fight (3 or more PCs unconscious), the secret panel to the room will open again, and Stefan will emerge to help finish off Richter. If the players beat Richter, Stefan will thank them for removing "the greatest danger." He will explain everything if possible before attacking the characters with the full power of his sorcery. If the heroes didn't fight Richter, they will hear a scream (as Stefan tries to kill Kristin.)

If pressed or if Kristin is killed, Wolf will eventually tell the players the truth about Stefan's lineage. He will also point out the secret passages, which is how Stefan was getting around the castle unseen. There are five secret passages. One connects all 10 bedchambers on the second floor. The second connects the library with the kitchen and the study on the main floor. There are sitting rooms on all three floors (ground, second and third) connected by a hidden stair. A hidden passage in the basement leads to a tunnel leading to the gorge, where Stefan dropped the bridge in Act I. There is also a hidden chamber on the third floor, accessible from a sliding door opposite Richter's room (Perception check (TN 30) to find). This is where Stefan hides his journal, which describes how he hates the Von Goers and how he plans to remove them so that he can have what is rightfully his. If Kristin dies, one of the characters will inherit the house (if they have a legitimate claim). If she lives, she inherits everything, and rewards the players. Roll credits, the end.

## Major NPCs

### ***Richter von Goer (Scoundrel) (7<sup>th</sup> Sea™) [RICK-ter von Goor (hard “g”)]***

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

*Reputation: -25*

*Background: None*

*Arcana: Willful*

*Advantages: Eisen (R/W), High Eisen, Montaigne; Appearance (Above Average), Citation, Combat Reflexes*

*Athlete: Climbing 2 Footwork 3 Sprinting 2 Throwing 2 Rolling 2*

*Captain: Ambush 2 Strategy 3 Tactics 3*

*Heavy Weapon: Attack 4 Parry 3*

*Panzerhand: Attack 3 Parry 3 Uppercut 2*

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

Richter is a veteran of the War of the Cross. He is an Eisenfaust Journeyman in Eisenfaust, and has a Dracheneisen breastplate, broadsword, and panzerhand. He is cold and unfriendly, and condescending to the staff, as well as anyone who is not family. He has a small entourage of men-at-arms with him.

### ***Mannfred von Goer (Henchman) (7<sup>th</sup> Sea™) [mahn-FRED von Goor]***

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

*Reputation: 10*

*Background: None*

*Arcana: None*

*Advantages: Eisen (R/W), Montaigne (R/W); Able Drinker, Barterer*

*Merchant: Accountant 2, Appraising 3, Miner 2*

Mannfred is the business-oriented member of the family. The von Goers have made a fair amount of guilders from some iron mines located in the foothills, and Mannfred is responsible for parlaying this into a new fortune.

### ***Kirstin von Goer (Henchman) (7<sup>th</sup> Sea™)[KRIS-tin von Goor]***

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

*Reputation: 10*

*Background: None*

*Arcana: None*

*Advantages: Avalon (R/W), Castillian, Eisen (R/W), High Eisen (R/W), Théan (R/W), Montaigne (R/W), Vodacce; Linguist, Spark of Genius (Occult), University*

*Athlete: Climbing 1, Footwork 2, Sprinting 2, Throwing 1*

*Firearms: Attack 1*

*Fortune Telling: Oratory 1, Palm reading 1*

*Scholar: History 3, Mathematics 1, Occult 4, Philosophy 2, Research 3, Theology 2*

Kristin is the “smart one” of the children, spending most of her time reading and researching.

She has an unhealthy fascination with sorcery and the occult, which has led some of the staff to suspect her of being a witch.

***Stefan Spieth (Villain) (7<sup>th</sup> Sea™) [ste-FAHN speeth]***

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

*Reputation: 25*

*Background: None*

*Arcana: Uncanny*

*Advantages: Appearance (Above Average), Dangerous Beauty, Eisen (R/W), Montaigne (R.W), Toughness*

*Athlete: Break Fall 1, Climbing 2, Footwork 4, Leaping 1, Sprinting 2, Throwing 1*

*Courtier: Dancing 3, Etiquette 3, Fashion 3, Gossip 2, Lip Reading 2, Mooch 4, Scheming 3, Seduction 4, Sincerity 4*

*Criminal: Ambush 2, Cheating 3, Gambling 3, Lockpicking 2, Pickpocket 2, Prestidigitation 3, Shadowing 3, Stealth 3*

*Firearms: Attack (Firearms) 2*

*Zerstörung (Master): Disintegration 5, Distant Touch 5, Fast Application 5, Focused Effect 5, Indirect Touch 5*

Stefan lives off the von Goers as the perpetual houseguest. The official story is that his mother (who disappeared under mysterious circumstances a few years ago) was a local woman whose husband was killed in the War before Stefan was born. (In actuality, she was having an affair with Jaeger when her husband, who hadn't been home in months, died in battle.) Stefan was raised as a friend of the children. He discovered the truth about his parentage when Wolf accidentally revealed Stefan was actually a von Goer.

***Heinrich Hoffman (Henchman) (7<sup>th</sup> Sea™)***

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

*Reputation: 10*

*Background: None*

*Arcana: Unfortunate*

*Advantages: Eisen (R/W), High Eisen (R/W); Small*

*Courtier: Dancing 1, Etiquette 4, Fashion 1*

*Dirty Fighting: Attack (dirty fighting) 1 Attack (Improvised weapon) 1*

*Scholar: History 2, Law 3, Mathematics 2, Philosophy 1, Research 2*

The barrister and executor of the will. He knows the truth about Stefan Spieth being a von Goer, but won't say anything if he can help it.

***Ruprick (Henchman) (7<sup>th</sup> Sea™)***

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

*Reputation: None*

*Background: None*

*Arcana: Worldly*

*Advantages: Eisen*

*Servant: Gossip 2, Etiquette 2, Fashion 2, Menial Task 4, Seneschal 3, Unobtrusive 2*

The butler. It may be possible for Stefan to frame him or one of the other household staffers. Ruprick was having an affair with Kristin, and when he can't be found in Act II, he's hiding in

her chambers. (TN 30 to find him hiding in the wardrobe - no check needed if the players actually open the wardrobe and look in it)

***Desirée (Henchman) (7<sup>th</sup> Sea™)***

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

*Reputation: -5*

*Background: None*

*Arcana: Perceptive*

*Advantages: Eisen, Montaigne; Appearance (Above Average), Keen senses*

*Servant: Gossip 3, Etiquette 2, Fashion 2, Menial Task 2, Unobtrusive 2*

A maid; also Stefan's lover. She knows that Stefan is secretly very resentful of Richter, but doesn't suspect him of being a sorcerer.

***Julian (Henchman) (7<sup>th</sup> Sea™)***

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

*Reputation: 5*

*Background: None*

*Arcana: None*

*Advantages: Avalon, Castillian, Eisen, Montaigne; Linguist, Keen Senses*

*Athlete: Climbing 2, Footwork 2, Sprinting 3, Throwing 1*

*Servant: Etiquette 3, Fashion 3, Menial Task 3, Unobtrusive 4*

Another servant. Julian will make himself known to one of the players (go out of his way to help, hopefully impressing them with his talents). He disappears in Act II or Act III.

***Wolf (Scoundrel) (7<sup>th</sup> Sea™)***

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

*Reputation: -10*

*Background: None*

*Arcana: None*

*Advantages: Guardian Angel, Odd Sleeping Habits, Unnerving Countenance (Ugly)*

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

*Criminal: Gambling 2, Shadowing 4, Stealth 3*

*Dirty Fighting: Attack (Dirty Fighting) 3, Eye Gouge 2, Throat Strike 1*

*Knife: Attack 2 Parry 2*

*Servant: Etiquette 4, Fashion 2, Menial Task 3, Unobtrusive 5*

Wolf has been with the family longer than any other member of the staff has. He is a creepy older man who does not go out of his way to talk to strangers. He knows about Jaeger's affair with Stefan's mother, and also knows the location of all of the secret passages.



## ***Pre-generated Characters and Backgrounds***

### ***Gustav von Heinritz (7<sup>th</sup> Sea™)***

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

*Reputation*: None

*Arcana*: Commanding

*Advantages*: Eisen (R/W), High Eisen (R/W), Montaigne (R/W); Noble

*Athlete*: Climbing 2, Footwork 4, Sprinting 1, Throwing 1, Leaping 2

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

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

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

*Courtier*: Dancing 2, Etiquette 3, Fashion 1, Oratory 3, Sincerity 4

*Spy*: Shadowing 3 Stealth 2 Sincerity 4

**Arcana** *Commanding*: You may activate your Virtue to gain a Fear Rating of 1 for one Scene.

### ***Background***

You grew up every inch the standard Eisen noble. You learned to fight about as soon as you learned to walk. By the age of 12 you were an accomplished warrior, although it generally meant tussling with neighborhood ruffians. Unfortunately, about a decade ago, your family fell on hard times so while you are still technically nobility, you own no lands or dracheneisen yourself. Due to this, you've been rather cryptic about your past and family when directly confronted about either.

You've actually gotten quite skilled at evading the truth or sometimes outright lying, much to your own chagrin. Still, sometimes honor needs to be submerged for victory - that much you've learned. Recently you heard of a distant relative who may or may not have died recently, leaving you in his will. It's a slim thread, but one you've decided to check up on. You've brought your newly-hired bodyguard, Barbara, along with you. You're a good fighter, but she's better, and it's always good to have someone watching your back.

***Antoine du Massine***

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

*Reputation: None*

*Background: None*

*Arcana: Inattentive*

*Advantages: Eisen (R/W), Montaigne (R/W), Avalon (R/W); Noble, Night-trained*

*Athlete: Climbing 2, Footwork 3, Sprinting 2, Throwing 1*

*Courtier: Dancing 2, Etiquette 2, Fashion 2, Oratory 1*

*Fencing: Attack 2, Parry 3*

*Rider: Riding 2*

*Porté (Adept): Attune 1, Catch 4, Pocket 4, Blooding 4, Walk 4*

**Arcana Inattentive:** The GM can activate your Hubris to cause you to fail a Perception Check automatically, or to give you a -2 dice penalty to any Surprise Check.

**Advantages:**

**Night-Trained:** All your penalties for low-light conditions are reduced by one half. Thus, you lose only 1 Kept die in Dim Lighting, and 2 Kept dice in Total Darkness.

A courtier and Porté mage at heart and head, that's what you've always been. Nothing has made you happier than a good party, and your skill with the portals has always made you, if not popular, then at least useful. Never more so than a few months ago.

When the Revolution started, you began ferrying people in need out to Eisen. You made a lot of contacts that way, although, of course, your social life suffered quite a bit. One of the people you helped was Pierre, a good man with a penchant for knife play, who has become your “servant” (more of a bodyguard, but in public, he's your servant).

Recently, someone who owed you a favor told you about the death of a local Eisen noble. You've found out where it happened, and learned there's to be some sort of gathering there. Between you and Pierre, you were able to pull enough strings to get an invitation. Who knows what will happen next?

***Pierre (Just “Pierre,” thanks) (7<sup>th</sup> Sea™)***

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

*Reputation: None*

*Background: None*

*Arcana: Loyal*

*Advantages: Montaigne, Avalon, Eisen; Able Drinker, Combat Reflexes, Night Trained, Pirate Trick (Kick Up)*

*Athlete: Climbing 3, Footwork 4, Sprinting 3, Throwing 2*

*Criminal: Gambling 1, Shadowing 3, Stealth 4*

*Dirty Fighting: Attack (Dirty Fighting) 4*

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

*Servant: Etiquette 1, Fashion 1, Menial Task 2, Unobtrusive 4*

*Boucher (Journeyman): Double Attack (Knife) 4, Double Parry (Knife) 4, Riposte (Knife) 4, Exploit Weakness (Boucher) 4*

**Arcana Loyal:** The GM can activate your Hubris to get you to go back for (or stay with) a fallen companion, or prevent you from betraying an employer.

**Boucher School**

**Apprentice:** You suffer no off-hand penalties with a knife. In addition, you may add the current Phase to your initiative total when wielding a knife in each hand.

**Journeyman:** When you are wielding a knife in each hand, an opponent must make two Raises in order to use an Active Defense against your knife attacks.

**Swordsman Knacks**

*Double Attack:* When you use this Knack, you make two quick attacks against your opponent, one right after the other. You must declare that you are Double Attacking before you roll, and then roll the two attacks using this Knack. The TN to hit your opponent is raised by 10 when you are using Double Attack.

*Double-parry:* A double-parry is parrying with two blades (usually a fencing weapon and a main gauche) crossed before you. You may declare that you are using this Knack instead of an ordinary Parry as an Active Defense. Success grants one free Drama die, which can be used for a number of Phases equal to your Rank with this maneuver. In any event, if you do not use the Drama die by the end of the Round, you lose it.

*Riposte:* A Riposte is a parry immediately followed up with a counterattack. You first attempt an Active Defense against the incoming attack, and then, *if the Active Defense is successful*, make an attack of your own on the person who just attacked you. When performing a Riposte, you receive ½ the dice from your Parry Knack (rounded down) for your Active Defense, and ½ the dice from your Attack Knack (rounded down) for your counterattack. For every Rank in Riposte, you may add one die to either the Active Defense *or* the counterattack. These dice are added *after* you’ve halved the appropriate Knacks.

**Advantages**

**Able Drinker:** However much you drink, liquor never affects any of your rolls.

**Combat Reflexes:** After initiative is rolled for any Combat Round, you may re-roll one of your Action dice, but you are forced to keep the new roll.

**Night Trained:** All of your penalties for low-light conditions are reduced by one half. Thus, you lose only 1 Kept die in Dim Lighting, and 2 Kept dice in Total Darkness.

**Pirate Trick (Kick Up):** You may grab a weapon off the ground and attack with it in the same action, provided you are standing right next to it at the beginning of your action.

### ***Background***

You grew up on the streets of Montaigne, where you learned to survive by any means necessary. You also learned that loyalty can get you far, farther than many believe. Oh, you also learned to play with knives. You learned that part really well.

You had “felt” the Revolution coming for a while. Something in Montaigne was going to burst, and you knew you had to keep your friends and loved ones from getting caught in the blast. Luckily, you had recently made acquaintance with a noble Porte mage named Antoine. In repayment for saving his life during the opening riots, he took you with him when he went to Eisen. You have since posed as his servant, although really you're more like a bodyguard. You're damn good at what you do, and what you do is often cut people into tiny pieces. However, you know that Antoine has an image to keep up, so you try to keep your skills under wraps until it's time to stop playing, and time to start fighting.

Recently, Antoine learned about the death of a local Eisen lord. Keeping your thoughts on the guilders, you did a little checking, and with Antoine's skills backing your own, you got invited to a little meeting that is occurring over what might be the matter of a will. With any luck, you and Antoine will walk away from this better off than before.

***Adelle Heintz (7<sup>th</sup> Sea™)***

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

*Reputation: None*

*Background: None*

*Arcana: Fortunate*

*Advantages: Eisen (R/W), Vendel (R/W), Montaigne; Able Drinker, Appearance (Stunning), The Bargainer's Secret, Membership (Rilasciare), Vendel League seat*

*Athlete: Climbing 3, Footwork 5, Sprinting 1, Throwing 1*

*Firearms: Attack (Firearms) 5*

*Merchant: Gunsmith 2, Appraise 3, Tinker 2*

*Streetwise: Socializing 3, Street Navigation 1*

**Arcana:** *Fortunate:* You may activate your Virtue to re-roll any failed test whose TN is 20 or less. However, you may only do this once for any given test: your luck is good, but sometimes even the luckiest people have a bad day.

**Advantages:**

**Able Drinker:** However much alcohol you drink, liquor never affects any of your rolls.

**Appearance (Stunning):** You are physically more appealing to others. Add 2 unkept dice to all social rolls.

**The Bargainer's Secret:** Any sorcery directed at you requires one Raise to take effect.

You grew up in Northern Eisen, the daughter of a gunsmith. You spent most of your life tinkering with his models, and trying to figure out how to improve them. In the process you became a crack shot, and learned about the machinating trade in general. You started travelling from town to town, learning what you could and selling your father's wares. Eventually, your father grew too old to work, and you took over.

Things have always seemed to fall into your lap, so when you impressed the elderly woman who came looking for a small pistol of her own, you weren't overly surprised when she recommended you for a seat on the Vendel guilds. This helped your business immensely, and allowed you to hire on servants to keep the production flowing. What -did- surprise you was that the same woman re-appeared a few months later, and began telling you about a society of equality. Eager to learn more, you were quickly inducted into the Rilasciare. Using your normal travel routes, you've become a courier for them. The money isn't huge, but you get enough from your business. What does intrigue you is the excitement that often comes with the job.

Recently, you've been told of the death of a local Eisen noble. His will is to be read soon and you're looking at the opportunity to make some deals with those who inherit. When you buy or sell, it's a chance to keep an eye out for whomever is going to next inherit the title and lands, and get the information back to your superiors.

### ***Barbara Bruckheim (7<sup>th</sup> Sea™)***

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

*Reputation: None*

*Background: None*

*Arcana: None*

*Advantages: Eisen (R/W), Montaigne (R/W); Able Drinker, Large, Toughness*

*Athlete: Climbing 1, Footwork 3, Sprinting 1, Throwing 1, Lifting 2*

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

*Panzerhand: Attack (Panzerhand) 3, Parry (Panzerhand) 1, Uppercut 2*

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

### **Eisenfaust School**

**Apprentice:** Learning the Eisenfaust style allows you to use a broadsword (Heavy Weapon) in one hand and negates the off-hand penalty when using a panzerhand. When your opponent fails to hit your Passive Defense, you gain a free Raise to your next attack against them for every 5 points they missed you by, rounding down. These Raises must be used against the opponent by the end of the Round, or they are lost. In addition, if that same opponent attacks you again before you use the Raises, they are lost as the window of opportunity closes.

**Journeyman:** Eisenfaust Journeymen have learned how to break their opponents' weapons with their panzerhand. Whenever you make a successful Active Defense using Parry (Panzerhand), you may spend a Drama Die in order to attempt to break your opponent's weapon. You must make a successful Brawn check against a TN based on the type of weapon you are attempting to break.

- Fencing - 30
- Heavy Weapon - 35
- Others - As GM allows, but TN is at least 40.

The following modifiers can adjust these TN and are cumulative.

- +5 is added to the TN for a quality weapon.
- -5 is subtracted from the TN for an inferior weapon.
- +10 is added to the TN for a dracheneisen weapon.

### **Swordsman Knacks**

**Beat:** When attacking an enemy, you can declare a Beat. You roll Finesse + Beat, and must roll a number of Raises equal to your enemy's Brawn in order for your Beat to be successful. If you are successful, he cannot avoid the attack using any Active Defense.

**Bind:** A Bind is only usable against an opponent's fencing weapon. It locks your sword (or buckler, or panzerhand) and his sword together. To use this attack, you declare that you are attempting to Bind your opponent's weapon, and then roll to attack using this Knack. If successful, you have momentarily bound his sword. While the two of you are in the Bind, neither of you can use your bound item. To try to break your hold, your opponent spends 1 Action die (remembering the rules on Interrupt and Held Actions) and then rolls a Contested Roll of his Brawn + Parry (in the weapon you bound) versus your Brawn + Bind. If he wins, the hold is broken; otherwise, it holds fast. You, on the other hand, may spend Action dice (remembering the rules on Interrupt and Held Actions) to improve your hold. Each Action die you spend gives

you one free Raise from now on when your opponent tries to break your hold. If your opponent wishes, he may simply release his weapon, but that would leave it in your hands.

*Disarm:* You can only use this Knack after an opponent has just missed your Passive Defense. Spend an Action die to make a Contested Roll of your Brawn + Disarm versus his Brawn + Disarm versus his Brawn + Attack (in the weapon he is wielding). If you win, the weapon is knocked out of his hand. If you perform this move with two Raises, you can wind up holding the weapon if you choose.

### **Advantages**

**Able Drinker:** However much you drink, liquor never affects any of your rolls.

**Large:** All of your damage and intimidate rolls have one extra unkept die.

**Toughness:** All of your Wound checks have one extra Kept Die.

### ***Background***

You've been a duelist first and foremost for most of your life. Always large for your age, and strong, you've turned this to your advantage many times. When the Montaigne revolution began, you found your services as a bodyguard in high demand, and you've made a good penny on it. Most recently, you've been hired by Gustav von Heinritz to watch his back. He's a competent fighter in his own right, but you're better. He's seemed oddly evasive about his own past, especially any talk of his family; but then again you weren't hired for your stunning conversation ability.

Recently, Gustav was called to the home of a local noble who had passed away not very long ago. He seemed somewhat elated to go, and therefore you've set out with him towards the estates.

### ***Quinlan Halleran (7<sup>th</sup> Sea™)***

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

*Reputation: None*

*Background: None*

*Arcana: Rash*

*Advantages: Avalon (R/W), Castille, Montaigne (R/W), Théan (R/W), Eisen (R/W); Able drinker, Keen senses, Linguist, University*

*Languages:*

*Athlete: Climbing 2, Footwork 4, Sprinting 2, Throwing 2*

*Bard: Etiquette 2, History 3, Oratory 2, Singing 1*

*Doctor: Diagnosis 3, First Aid 3, Examiner 3, Surgery 1*

*Pugilism: Attack 4, Footwork 4, Jab 3, Uppercut 1*

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

*Teacher: Oratory 2, Research 3, Writing 1, Cold Read 3*

*Wrestling: Grapple 2*

*Finnegan (Apprentice): Bob n Weave 1, Corps-a-corps 1, Disarm (Barehanded) 2, Exploit Weakness (Finnegan) 1*

**Arcana** *Rash*: The GM may activate your Hubris to force you to investigate something unusual, even if it looks to be dangerous.

### **Finnegan School**

**Apprentice**: Students of the Finnegan style of fighting learn how to punch hard. Real hard. Your barehanded attacks inflict 0k2 rather than 0k1.

### **Swordsman Knacks**

*Bob 'n' Weave*: The Finnegan style teaches its students to move in circles, always ducking to the opponent's weak side (left for right-handers, right for left-handers). When an opponent misses you (either because of Active or Passive Defense), you may lower your next Action die by 1 for every Rank you have in this Knack. You may not lower an Action die below the current Phase.

*Corps-à-corps*: Corps-à-corps is the art of close, or body against body, fencing. You declare that you are using this Knack instead of the Attack Knack. If your attack gets through, you inflict a 0K1 barehanded attack, and your opponent then falls down and becomes prone.

*Disarm*: You can only use this Knack after an opponent has just missed your Passive Defense. Spend an Action die to make a Contested Roll of your Brawn + Disarm versus his Brawn + Disarm versus his Brawn + Attack (in the weapon he is wielding). If you win, the weapon is knocked out of his hand. If you perform this move with two Raises, you can wind up holding the weapon if you choose.

### **Advantages**

*Keen Senses*: You receive one extra unkept die for any Skill checks that involve one of your senses, as well as any checks for surprise.

The mind is a wonderful thing. Even with a few pints to make it work a little more loosely. You've always believed that. Sometimes it's gotten you in a tad bit of trouble, but in general, you've managed to keep your head on.



You're well-educated, and have spent time as both a doctor and a teacher. You've always wanted to know what was behind the next secret. You've always been a searcher for truth. If trouble got in your way, well, you've resorted to your fists a few times, but there's never been anything you couldn't think, talk, or fight your way around just yet.

A few years ago one of your students was an Eisen noble. It so happens that some of your academic 'wanderings' (okay, excuses to go to other nations and drink) have brought you to that corner of the world, and you've decided to look up the old boy. Now what was his name again? von Goer...?