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presents

**My Brother's Keeper**  
by  
Patrick S. Parrish

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**Tips for Running**

To run this Rilasciare adventure set in Avalon, you will need the 7<sup>th</sup> Sea™ *Player's Guide*™, the *Game Master's Guide*™, the *Rilasciare*™ sourcebook, and the *Avalon*™ sourcebook. The inclusion of at least one Rilasciare character in the party is essential. Also, a character either from Avalon or intimately familiar with the area is encouraged. The pre-generated characters included with this adventure represent the members of a Rilasciare cell operating within Carleon. If you decide to run this as a non-Rilasciare adventure, it will require a bit of rewriting.

First and foremost, you need to impress upon the players that the death of Queen Elaine would be a Very Bad Thing. With the existing tensions between Avalon, Inismore, and the Highland Marches, the Triple Kingdom will explode into civil war. Thousands of innocent people will be killed in the ensuing conflict. While not everyone in the Rilasciare thinks this is a bad thing, the characters are supposed to be *heroes*. If said characters decide not to be heroic (and save the Queen,) stats have been included for Bors MacAllister and some Knights of Avalon Brute Squads. Bors will stop the assassination and learn a great deal about the Rilasciare, effectively breaking the organization's back in Avalon and setting them back many, many years.

Second, try to maintain a sense of urgency. The heroes are racing to stop a madman, not wandering about the town square on a warm, spring day. The party has to take quick, decisive actions or Grey's men will expose themselves to the Black Knight and destroy the Rilasciare movement. The party is not only trying to save the Queen but also the organization in which they believe.

Finally, don't tip too much of your hand to the players. Don't let them know that Grey will ultimately fail if they don't stop him. Keep them racing along. You should, however, impress upon them what will happen if Geoffrey Grey fails and MacAllister finds out about the Rilasciare.

**Note: 7<sup>th</sup> Sea™ stats are listed first, followed by d20™ stats in <<>>**

## **Background**

It has been ten years since the sinking of the Castillian Armada. In celebration of this historic event, Queen Elaine has declared a national holiday. Huge celebrations, parties and parades are being organized to honor the heroes who helped to beat back the Castillian invaders. Not everyone is planning festivities, however. A rogue Rilasciare agent embarks on a plan that will throw Avalon into a bloody civil war. The only people who can stop him are his own, a small Rilasciare cell in the city of Carleon. They have no friends, no allies and only a limited time to stop the assassin, all while trying to hide their existence from the Queen's guard.

## **Act I – Opening Shots**

*Scene One – Carleon, Quartus 14<sup>th</sup>, 1669:* An informant, Crispin Smythe, contacts the party with information of “something really big.” If the pre-generated characters are used, Smythe will leave a message with either Murphy or Connor McManus; otherwise he contacts whichever character has the strongest ties with the movement. Contact is made by means of a messenger boy, who tells the characters to meet “a close friend” in the square in front of the Parliament building. He also gives the character a button that they should be able to recognize as coming from an Uppman's Coat (see page 87, *Rilasciare*<sup>TM</sup>). The boy, whose name is Danny, was hired by Crispin to deliver the message. If pressed, he can lead the boy back to where Smythe hired him, but by then Smythe will have left and no one will remember seeing him.

Crispin has selected the square because it is an open, public place. He has information about a plot to assassinate Elaine during an upcoming ceremony. Geoffrey Grey, a militant cell leader for the Guerillas, is looking for “some shooters and bomb-makers” who are interested in making a “bold statement to the people.” Unfortunately, Grey has become aware of Smythe's treachery and has sent a man to handle the information leak.

As the party approaches Smythe a short, dark-hair man jostles Crispin. Crispin looks momentarily stunned as the man disappears into the crowd, then falls over. When the characters get to him, they discover Crispin has been stabbed through the heart and is dying quickly. A First Aid roll (TN 35) will keep Crispin alive for a few moments, just long enough for him to reveal what little he knows about Grey's plans and current whereabouts.

Should the players try to chase the man who jostled Crispin, they need to act as soon as Crispin falls. If they wait until they check the body, the assassin has a far enough lead that he has disappeared into the crowd. If they give immediate chase, use the Chase rules in the *Game Master's Guide*<sup>TM</sup> (pg. 169), with the assassin starting with 5 Raises. More than likely, the assassin will escape, but if the players capture him, he will provide a great deal of information, but only if interrogated properly. Stats for the assassin, Julio Maldonado, are included in the **Major NPCs** section.

**Payoff:** If the players manage to either question Crispin before he dies or question Fernando, they can learn a small part of Grey's plot. A group of Castillian nobles is financing Grey's attempt on the Queen's life. The Queen will be attending a ceremony tomorrow to dedicate a statue to the heroes of the Sinking of the Armada. Exact details on what Grey plans to do are vague, but an Eisen chemist arrived a week ago, and the Rilasciare is keeping him holed up in a townhouse near the waterfront. Another tidbit involves the arrival of a Montaigne shooter whose skill with firearms is almost legendary. Unfortunately, while both sources have heard of the shooter, a mysterious gentleman named Le Fantôme, neither can confirm his location or even his existence. Grey has been staying with his paramour, Megan O'Keefe, in a room above the Cork & Cleaver, a tavern in the seedier part of Carleon. He usually leaves the tavern at the crack of dawn, and returns sometime after dark. Megan works at the Cork and Cleaver, and is a member of Grey's inner circle.

**NPCs:** Julio Maldonado (see below)

## **Act II – Cat and Mouse**

This Act unfolds one of two ways – the players now know something is afoot and are actively trying to find answers, or they are clueless and Grey decides to take them out of the equation for safety's sake. If the players either capture Julio or question Crispin in Act I and decide not to do anything, carry on as though they were clueless (attack them).

If the players got the information in Act I, they have two solid leads to check on. First is the Eisen chemist being housed near the waterfront. The second is Megan O'Keefe at the Cork and Cleaver. It's also possible that the party will split up, trying to investigate both spots at once. If they opt for this, run with it. Just remember to jump from one party to the other at appropriately dramatic points.

Should the players try to find the Eisen chemist, they'll discover that they are too late. The chemist can be found in the basement of the townhouse, quite dead. An Examiner roll (TN 20) reveals that he was strangled the day before. If the players search the basement (Examiner roll, TN 25), they will discover that a large crate or something similar was moved out of the basement recently, by means of the storm doors to the rear of the basement. They can estimate that the crate weighed close to five hundred pounds by the scrapes in the floor. Once the crate was moved up to street level, it was most likely loaded onto a wagon, so tracking it is impossible. A search of the upper levels will turn up the Eisen's notebooks. A character with 3 or more Ranks in Natural Philosophy can decipher that the chemist (Klaus Mann) has concocted a form of gunpowder that yields twice the explosive power of regular gunpowder.

The party will also discover plans for a fragmenting bomb casing weighing almost 200 pounds. Loaded to capacity with conventional powder, the bomb would have an Explosive Rating of 6, and cause 6 additional Dramatic Wounds to anyone failing their Wound Check. With Mann's "uber" powder, the resulting Explosion will have a Rating of 10, and inflict 6 Dramatic Wounds to anyone failing their checks. If detonated in a well-populated area, this bomb will kill dozens, if not hundreds, of people.

If the players go to the Cork & Cleaver to either find Grey or question Megan, they'll find a group of Grey's friends and comrades waiting for them. Should they confront Megan in front of the patrons and staff of the tavern, "Rowdy" O'Reardon – the barkeep – and a handful of the patrons will insist that the characters "leave the poor girl be." Megan will claim to have not seen Grey in nearly a week, and also admit to having no knowledge of his whereabouts or his plans. If pressed, she will become increasingly hostile, as will Rowdy and the boys. Use whatever mechanic you like (Oratory, Socializing, straight role-playing), but make it painfully obvious that trying to browbeat Meg in front of the patrons is not going to work. If the players do not take the hint, Rowdy and the boys (two Threats 2 Brute Squads armed with light weapons) will attack, fighting to subdue the players and eject them from the tavern. Once a fight starts, Meg will try to slip out and warn Grey.

If a player tries to smooth-talk Meg in the tavern, or if the characters can get her alone (either outside the tavern or in her room upstairs), she reacts a bit differently. She will act surprised that the characters know so much, and also pretend to be mortified by what Grey is doing. She will use her Acting Knack to try to convince the players that she is terrified of Grey. After a short bout of verbal sparring, she will tell the party where they can find Grey and his men. The Rilasciare are held up in a warehouse owned by a Castillian shipping company. If the party asks about the Castillians fronting the money for Grey's operation, she will say that they are the ones who own the warehouse. She will give directions to the warehouse, as well as an estimate of how

many men Grey has (she'll say 6, but that's not true). If the party heads there to stop Grey, she will ask that one of the party stay to protect her. She will use Seduction and her natural "charms" to help convince one of the men to stay. As soon as the party is gone and away, Megan will attempt to do away with the guard. She keeps four pistols hidden throughout her room, as well as a pair of daggers. If she can overcome the guard, she will try to get to Grey to warn him.

If the characters decide not to get involved, Grey will attack them anyway. He's too paranoid not to. If the characters go their separate ways, one of the groups (preferably the McManus brothers if the pre-generated characters are used) will be attacked by a Squad of 6 Threat 2 Brutes. Should the first group get beaten, they will be left bloody and broken and told to "stay outta stuff what don't concern ya." Then, another member of the party will be attacked, and so on, until the characters do something to stop the attacks or the assassination attempt goes off the next day. Then, Bors MacAllister starts hunting them down (they were last seen with Crispin Smythe, a known associate of the assassins). The characters' lives become very tense and probably quite short. Take the character sheets away from the players, point to the word "Hero" in your 7<sup>th</sup> Sea book, and send them to play something uncomplicated, like "Dodge an Oncoming Car." They lose, the Rilasciare is screwed, and life goes on.

Pay-Off: If the party investigates the Eisen chemist, they will learn of the bomb. A "successful" visit to Megan will get the name and address of the warehouse that Grey's band is staying at until the operation tomorrow, the Ontiveros Brothers Shipping Company Warehouse on the eastern waterfront. If they end up in a brawl, one of the players may tail Megan to the warehouse if he or she can get free and Shadow her (Opposed Rolls, Wits + Shadowing versus Megan's Wits + Street Navigation). If no one thinks to follow Megan or they fail the roll, enterprising characters can search her quarters. Make them sweat it a bit (make a couple of random dice rolls, look through your notes), then let them find a note about a delivery of "merchandise" to the Ontiveros Brothers warehouse. If the players decided to do nothing in Act I, but are now interested due to "blunt trauma negotiations," have one of their attackers let slip that they were to meet up at the warehouse later that night.

### NPCs: Rowdy Boys

#### Rowdy's Boys

Brute Squad	#1	#2	#3	#4
	OOOOOO	OOOOO O	OOOOO O	OOOOO O
Threat	2	2	2	2
TN to Hit	15	15	15	15
Weapons	Light	Light	Light	Light
Skills	Grapple +1	Grapple +1	Grapple +1	Grapple +1
Action Dice	2	2	2	2

### Act III – The Plan Revealed

This Act assumes that the players somehow found out about the Ontiveros Brothers warehouse, either through questioning or following Megan or blind, stupid luck. This warehouse is where the bomb was hidden today, and where the various chemicals and parts for the bomb were shipped. Unfortunately, the bomb has been moved, and is now hidden under a flower cart near the grandstand where Elaine will preside over the ceremony.

If Megan can subdue her guard or slip out during a fight, Grey and his party set up an ambush. Grey is waiting, along with Megan, the Maldonado brothers, and three Brute Squads. One squad of Brutes is milling about the warehouse, stacking crates and looking to be working. The second squad is hidden among the crates and barrels throughout the warehouse, and the third is hiding among the rafters, with muskets and pistols. The Maldonado brothers are hidden with squad B, and Megan will be hiding with the third squad. Geoffrey Grey will be acting like nothing is out of the ordinary, and will be directing the “workers.” The Maldonado brothers will try to sneak around behind the party and attack by surprise. Once the battle is joined, Megan will direct the Brutes in the rafters to shoot at the most obvious threat to Geoffrey before leaping down to join the fray. If the battle seems to be going poorly, Grey will attempt to flee, heading out to meet le Fantôme.

If Megan can't get away to warn him, Grey and the Maldonados will be going over the plan in the office of the warehouse. Two squads of Brutes (1 & 2) will be patrolling outside the warehouse, and Squad C will be resting inside the building. Any reasonably stealthy party should be able to get the drop on the conspirators. If taken by surprise, Grey will attempt to flee. Unless the characters can manage to cover every exit and window, and drop all of the Brutes in a Round or two, Grey should be able to slip out. However, Megan will stay and fight to the end. The Maldonados will fight until they realize that they're outclassed, then they will run or surrender, depending on the situation.

Only Grey, Megan, and the Maldonados know anything about the plan. The Brutes are just hired muscle to keep people away. If captured, the Maldonados can be persuaded to talk fairly easily as they are both starting to have doubts about Grey's plan (Intimidate Roll, TN 25, or Wits + Interrogation, TN 15). Megan cannot be Intimidated, but she can be Interrogated (TN 45, and a healthy loss of Reputation, as she will have to be “persuaded”). If the Maldonados escape or die, and the party balks at torturing a woman for answers, they can find some clues in the office after a careful search (Perception, TN 20). A coded journal is hidden inside Grey's Uppman coat, which will be left behind (he's done with the Rilasciare anyway and doubts he'll need it, but the party doesn't need to know that...).

A successful Wits + Cryptography roll (TN 30) can decipher the code. The journal details an elaborate plot between a Don Ricardo Orduño de Ontiveros del Castille and King Piram of Breg. The journal goes into great detail about how the Ontiveros, disgraced by the defeat of the Armada, secretly plotted with Breg to assassinate Elaine and put Piram on the throne of Avalon. Along with the journal, the party will find letters from Piram to Grey and to Klaus Mann, requesting meetings and promising great rewards if they can accomplish a “secret mission” for the king. There is also a duffel of money (about 10,000 Guilders, actually counterfeit) under the desk of the office, along with a set of papers signed and sealed by the King of Breg, declaring the bearer of said papers an official envoy of Breg and granting full diplomatic privileges. Of course, everything in the office is forged. Grey has spent months creating this dummy trail to increase tensions in the Triple Kingdom. The forgeries are top-notch work, but can be detected with a Wits + Forgery roll, TN 45. It's possible that Grey will be discovered this way, but not likely.

Pay-Off: The Master Plan – Grey has planned on someone finding the warehouse. All of the evidence in the warehouse office is meant to stir up troubles in Avalon. If the players do not find it, Bors MacAllister and his men will find it within hours of the attack on Elaine. A member of Elaine's court sympathetic to the Rilasciare's cause will leak the information in the hopes that popular opinion will lead to war with Breg. One of Grey's cabal is set to ignite the bomb. The fuse is supposed to burn for two minutes before detonation. The bomb is not intended to kill Elaine. Grey knows that there is no possible way to get the bomb close enough to the grandstand to ensure the Queen's death. Instead, the explosion is intended to cause a panic, killing dozens of

innocents and disrupting Elaine’s security. Once the pavilion is in total chaos, le Fantôme will attempt to shoot Elaine. Le Fantôme will be hidden in a carriage 80 yards south of the grandstand. When the bomb explodes to the north, the Queen’s guards will quickly escort her from the stage and try to get her back into the palace. Le Fantôme will fire a single shot, and then the carriage will leave.

Hopefully, in the confusion, no one will be able to pinpoint the shooter. Grey and Megan will leave for Inismore, later catching a ship to Castille. The Maldonado brothers are scheduled to leave on a merchant ship the following day (they’ve signed on as crewmen).

**NPCs:** Geoffrey Grey, Megan O’Keefe, Julio and Hector Maldonado

**Brute Squads**

Brute Squad	#1	#2	#3
	○ ○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○
Threat	2	2	3
TN to Hit	15	15	20
Weapons	Medium	Medium	Medium
Skills	Grapple +1	Stealth +1	Stealth +2
Action Dice	2	2	2

**Act IV – Endgame**

The events of the final act are highly dependent on what has happened in the first three events. The basic setup remains the same, regardless of what the characters do or do not know. Queen Elaine will be escorted onto the stage amid much fanfare. Several of her knights, including Bors MacAllister, Lawrence Lugh, and Jeremiah Berek, accompany her, as does Derwyddon. The bomb is already in place and Grey and any of his surviving conspirators are in place. Grey is disguised as a minor noble sitting in the grandstand to the left of the stage (Perception check, TN 25 to spot). Megan will be milling near the stage (TN 20 to spot), and Hector will be near the bomb (TN 15 to spot). Julio will be driving the carriage that le Fantôme is firing from (TN 25 to spot, TN 10 to spot once he’s fired). Once the Queen begins her speech, Grey will move toward the stage, as discreetly as possible. Megan O’Keefe will cover him.

If the bomb detonates, the Knights will move Elaine to the south side of the stage and toward the gate into the castle walls. Once they get to the stage, le Fantôme will take his shot (the carriage will be placed about 75 yards from the stairs leading off the stage). Right as he fires, Derwyddon trips the Queen, and the shot strikes a minor dignitary on the stage, killing him. Grey will then try to kill the Queen, using his two pistols and a pair of Montaigne hand grenades to cause as much carnage as possible. Lawrence Lugh and Bors MacAllister will jump forward to protect the Queen and slay or capture the assassin. If the players have honestly tried to stop Grey and just couldn’t do it, fate smiles and Grey dies before he can be captured. If the players have “half-stepped” through the entire adventure, Bors captures either Grey or Megan. Eventually, he learns a great deal about the Rilasciare in Avalon, effectively breaking their back in Avalon for some time and earning them a dangerous enemy.

If the bomb does not go off, le Fantôme will stab Julio in the back and slip into the crowd. He’s an assassin, not a zealot. As the Queen finishes her speech, Grey will attempt to draw a pistol and kill her. Again, Derwyddon will interfere, and the Knights will lay into him.

Ideally, the characters should be able to find Grey and his accomplices and foil their plot. Their first priority should be the bomb, then le Fantôme, then Grey. If they start any obvious trouble, the guard will arrive after the third complete combat round (unless they're in front of the stage, then the guard arrives at the end of the first complete round). Once the guard arrives, two Threat 4 Brute Squads join the fight each Round for 6 Rounds, then one of the Knights (Bors or Lawrence) arrives. It is most beneficial for the characters to be as stealthy as possible. This scene depends on too many variables to list, and thus will require a fair degree of "seat of the pants" G.M.ing. Uh, good luck.

**NPCs:** Geoffrey Grey, Megan O'Keefe, Julio and Hector Maldonado, Le Fantôme, Bors MacAllister, Lawrence Lugh

**Brute Squads**

Brute Squad	#1	#2	#3	#4	#5	#6
	OOOOOO	OOOOO O	OOOOO O	OOOOO O	OOOOO O	OOOOO O
Threat	4	4	4	4	4	4
TN to Hit	25	25	25	25	25	25
Weapons	Medium	Medium	Medium	Medium	Medium	Medium
Skills	Grapple +1 Sprinting +1	Grapple +1 Sprinting +1	Grapple +1 Sprinting +1	Grapple +1 Sprinting +1	Grapple +1 Sprinting +1	Grapple +1 Sprinting +1
Action Dice	4	4	4	4	4	4

## Major NPCs

### **Geoffrey Grey (Villain)**

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

*Reputation:* -25

*Background:* Sect Rivalry

*Arcana:* Fanatical

*Advantages:* Avalon (R/W), Castillian (R/W); Able Drinker, Combat Reflexes, Eisen (R/W), Indomitable Will, Lightning Reflexes. Montaigne (R/W)

*Athlete:* Climbing 1, Footwork 4, Leaping 2, Sprinting 3, Throwing 2

*Bomb Making:* Blacksmith 2, Cooper 2, Fuses 3, Mathematics 4, Natural Philosophy 3, Poison 3

*Courtier:* Dancing 1, Etiquette 3, Fashion 2, Lip Reading 4, Politics 2, Scheming 3, Seduction 2, Sincerity 4

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

*Firearms:* Attack (Firearms) 2

*Knife:* Attack (Knife) 5, Parry (Knife) 4, Throw (Knife) 2

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

*Spy:* Conceal 3, Cryptography 5, Disguise 3, Forgery 4, Hand Signs 2, Lip Reading 4, Poison 3, Shadowing 4, Stealth 3, Sincerity 4,

*Streetwise:* Socializing 4, Street Navigation 3, Underworld Lore 3

*Vipera Ex Morsis (Journeyman):* Beat (Knife) 4, Corps-à-corps 4, Exploit Weakness (Vipera ex Morsis) 4, Lunge (Knife) 4

Geoffrey Grey joined the Rilasciare when he was still attending university. He often attended meetings and debates, spending hours giving impassioned speeches to his fellow Free Thinkers. He was quite content to sit in the comfortable lounges of his peers and rage against the system, but he never took a more active stance against the oppressive system he was growing to despise. That changed when he met a young Montaigne Rilasciare named Colette, who belonged to a more radical group of the sect.

Colette tried to convince Geoffrey that actions were needed more than words. The two eventually became friends and then lovers, and Geoffrey tried to quell her more violent tendencies. Then Colette and her friends moved against a corrupt Avalon noble, attempting to assassinate him as an example to the rest of the tyrants. Unfortunately, Queen Elaine had dispatched her black knight, Bors MacAllister, to protect the noble. Colette and her companions were killed by MacAllister. Grey watched in rage as the Queen treated her hired assassin like a hero. It was on that day that Grey decided that Colette was right. Actions had to replace words. The ruling class must be brought crashing down. And Elaine was the perfect place to start.

Grey has worked for the last two years to get everything into place for his master plan. He has manipulated and coerced his companions into following him on his personal crusade, and he is totally willing to give his life to bring down Elaine and her government.

### **Megan O'Keefe (Villain)**

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

*Reputation:* -10

*Advantages:* Avalon (R/W), Montaigne (R/W); Above Average Appearance, Dangerous Beauty

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

*Courtesan:* Acting 4, Cold Read 2, Jenny 3, Poison 2, Sincerity 4, Seduction 2, Unobtrusive 3

*Dirty Fighting:* Attack (Dirty Fighting) 1, Eye Gouge 2, Throat Strike 1  
*Knife:* Attack (Knife) 4, Parry (Knife) 3, Throw (Knife) 1  
*Spy:* Conceal 3, Shadowing 2, Stealth 2

Megan joined Grey's cell about a year and a half ago. She was a popular working girl, and knew the habits and hangouts of some of the lesser bureaucrats in Carleon. She became quite taken with Grey, who she sees as both tragic and romantic. She is totally willing to follow him wherever he leads, though she is not terribly impressed with his choice concerning the Maldonado Brothers, whom she considers common thugs.

***“Rowdy” O’Reardon (Henchman)***

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

*Reputation:* -5

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

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

*Pugilism:* Attack (Pugilism) 3, Ear Clap 2, Footwork 3, Jab 3, Uppercut 3

*Wrestling:* Bear Hug 2, Break 3, Escape 2, Grapple 3, Head Butt 2

“Rowdy” is a thug and a bully. He’s know Grey for several years, and though not a member of the Rilasciare, is sympathetic to the “plight of the common man.” He and his “boys” will fight to the best of their abilities to protect Megan and Grey, but they are ultimately still only bullies and thugs.

***Le Fantôme (Henchman)***

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

*Reputation:* -30

*Background:* None

*Arcana:* Focused

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

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

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

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

Le Fantôme is an enigma. Some claim that he is a former Musketeer who left in disgrace. Others claim he was trained by l’Empereur to be his personal assassin. No one knows for sure. The only thing certain is that le Fantôme commands a very high price for his services, and after almost two dozen contracts, he has yet to fail.

***Hector Maldonado (Henchman)***

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

*Background:* None

*Arcana:* Overzealous

*Advantages:* Avalon (R/W), Castille (R/W), Théan (R/W); Castillian Education, Montaigne (R/W), University

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

*Bomb Making:* Blacksmithing 1, Cooper 1, Fuses 3, Mathematics 3, Natural Philosophy 5,  
Poison 1  
*Firearms:* Attack (Firearms) 2  
*Pugilism:* Attack (Pugilism) 2, Ear Clap 1, Footwork 4, Jab 2  
*Scholar:* History 1, Mathematics 3, Natural Philosophy 5, Philosophy 1, Research 1  
*Servant:* Drive Carriage 2, Etiquette 1, Fashion 1, Haggling 2, Menial Tasks 1, Unobtrusive 2  
*Spy:* Bribery 1, Conceal 2, Forgery 1, Shadowing 1, Sincerity 2, Stealth 1  
*Streetwise:* Scrounging 2, Socializing 1, Street Navigation 2

**Arcana:** Overzealous: The GM can activate your Hubris in order to get you to strongly defend one of your opinions, no matter how inappropriate the time and place.

Hector Maldonado learned about bomb building fighting the Montaigne invaders in Western Castille. He was recruited into the Rilasciare not long after. He was recently approached by Geoffrey Grey and offered a chance to strike a “serious blow against the sorcerous overlords of Avalon.” Hector looks out for Julio, as he doesn’t feel that his younger brother is smart enough to take care of himself. Neither brother likes the fact that Grey has hired the Montaigne assassin known as le Fantôme to join their mission.

***Julio Maldonado (Henchman)***

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

*Reputation:* -10

*Background:*

*Arcana:* None

*Advantages:* Avalon, Castille, Toughness

*Athlete:* Break Fall 3, Climbing 2, Footwork 4, Leaping 1, Sprinting 2, Throwing 1

*Criminal:* Ambush 1, Gambling 1, Lockpicking 1, Pickpocket 1, Shadowing 3, Stealth 3

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

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

*Streetwise:* Socializing 1, Street Navigation 1, Underworld Lore 1

*Vipera Ex Morsis (Journeyman):* Beat (Knife) 4, Corps-à-corps 4, Exploit Weakness (Vipera ex Morsis) 4, Lunge (Knife) 4

Julio Maldonado was never as smart as his brother, but he was good in a fight, and deadly with a knife. When the Rilasciare recruited Hector, they brought Julio in with him. Julio was trained in *Vipera Ex Morsis*, and excelled at it. Julio is completely loyal to Hector. Neither brother likes the fact that Grey has hired the Montaigne assassin know as le Fantôme to join their mission.

***Bors MacAllister (Hero)***

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

*Reputation:* 56

*Background:* None

*Arcana:* Insightful

*Advantages:* Avalon (R/W), Montaigne (R/W), Castille (R/W), Crescent, Eisen, High Eisen, Théan, Ussuran, Vendel, Vodacce; Elaine’s Knights, Connections (4 pts), Linguist, Noble, University, Scoundrel

*Courtier*: Dancing 2, Etiquette 4, Fashion 3, Oratory 3, Diplomacy 3, Lip Reading 4, Politics 4, Scheming 5, Sincerity 4

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

*Spy*: Shadowing 5, Stealth 5, Bribery 4, Conceal 4, Forgery 4, Hand Signs 2, Interrogation 5, Poison 4

*Athlete*: Climbing 4, Footwork 4, Sprinting 3, Throwing 2, Leaping 4, Lifting 3, Side-step 3

*Heavy Weapon*: Attack (Heavy Weapon) 5, Parry (Heavy Weapon) 5

*MacDonald (Master)*: Beat (Heavy Weapon) 5, Lunge (Heavy Weapon) 5, Pommel Strike 5, Exploit Weakness (MacDonald) 5

*Background*: Full information and background can be found on page 113, *Avalon™ sourcebook*, and pages 36-37 of the *Heroes, Monsters and Villains™ sourcebook*.