

Avalon Errata

Additional Rules and Resources for the Triple Kingdom

The following are additional supplemental rules and resources for Avalon that were left out of the original sourcebook. This information was originally posted on the 7th Sea website and has been compiled and formatted for your convenience.

Corrections

Avalon Longbow

(Correction to Avalon pg 94 and Swashbuckling Adventures pg 157)

Avalon history is peppered with prominent use of the longbow, from the exploits of Robin Goodfellow to David III's stirring victories over the Montaigne. Avalon archers use a larger and heavier bow than their continental counterparts. This increased pull gives the Avalon longbow a range of 200 yards. (Note: this works for both the 7th Sea™ and d20™ systems.) See the *Player's Guide*, pg. 194 for more information.

New Rules

Regional Advantages

The united isles of the Three Kingdoms share a common heritage, but have been shaped by various forces over the centuries that has led to a greater diversity than would be expected for such a small nation. The following information for the peoples of the areas of the Three Kingdoms is not limited to only for the Nobles of these areas. For the Highland Marches and Inismore, the languages section replaces the automatic languages for an Avalon character as given in the Swashbuckling Adventures™ rulebook. The Cymric language given in a few sections is the ancient language of the Three Kingdoms (which would approximate to Celtic or Gaelic languages in our world) and is coming back into use with the rise of Elaine and the return of the Sidhe.

Avalon

Balig

In theory a puppet state of King Piram, Balig appears more impoverished than it actually is, all for the benefit of the Breg tax collectors. With its main city of Canguine under a Sidhe curse, it has become a haven for pirates and other ne'er-do-wells.

7th Sea:

When purchasing the Courtier Skill, Balig Heroes automatically gain Sincerity at Rank 1, but purchasing the Noble Advantage costs 3 extra HP.

d20:

Favored Classes: Pirate, Wanderer

Typical Prestige Classes: Andrews Swordsman, Robertson Swordsman

Class Skill: Bluff or Sense Motive

Additional Languages: None

Breg

If there was a revolt against Queen Elaine, it can be certain that the county of Breg will be near the centre of the plot. King Piram quietly plots against the current rule, still burning about his defeat during the unification of the Three Kingdoms.

7th Sea:

Heroes from Breg may purchase the Donovan School for only twenty HP. If they do so, however, they must take a Hubris for which they only receive 8 HP.

d20:

Favored Classes: Noble, Swashbuckler

Typical Prestige Classes: Donovan Swordsman, Saboteur

Class Skill: Innuendo

Additional Languages: None

Camlann

The ancient seat of power for Avalon, Camlann is a land ruled by its passions and marked by influence from Inismore. With the Sea Dogs and Explorer's Society based out of the

port of Cardican, a naval tradition complements their abilities in Sidhe Glamour.

7th Sea:

If you are a Glamour sorcerer, you receive two extra points of Glamour Knacks during hero creation, but you receive five fewer HP than usual and must take a 1-point Obligation Background, representing a Sidhe whom you owe a favor.

d20:

Favored Classes: Wanderer, Glamour Mage

Typical Prestige Classes: Captain, Midshipman, Topman

Class Skill: Profession (Sailor)

Additional Languages: Inish

Gaavane

The small province containing the sacred Grumweald forest is under the direct control of the powerful and mysterious Derwyddon. Few outside of the druidic orders know exactly what transpires inside its wooded borders.

7th Sea:

Residents of Gaavane may purchase the Druid school for 5 HP less. However, if they do so, they may not purchase the Firearms Skill or the Streetwise Skill at Hero creation

d20:

Favored Classes: Bard, Druid, Glamour Mage

Typical Prestige Classes: Goodfellow Archer

Class Skill: Knowledge (Sidhe, legends, Glamour)

Additional Languages: Cymric

Lothian

The people of the northern Avalon province of Lothian are as wild and untamed as the rugged countryside, no doubt due to their historical connections with the Highland Marches. Duke Carlyle cuts a very distinguished appearance when in Elaine's court, with his thick kilt and even thicker accent.

7th Sea:

You receive the Hunter Skill for free, but you may not purchase the Courtier Skill under any circumstances.

d20:

Favored Classes: Ranger, Wanderer

Typical Prestige Classes: Donovan Swordsman, Goodfellow Archer

Class Skill: Wilderness Lore

Additional Languages: Highland

Lovaine

The largest province of Avalon contains both its current capital of Carleon and the former Montaigne capital of Luthon. Steeped in Glamour since the return of Elaine, it is here that you are most likely to spot the Sidhe or one of a number of fantastical beasts.

7th Sea:

Residents of Lovain receive twice as much income as normal and receive one Free Raise when performing Reputation actions in the Triple Kingdoms. However, all checks to resist the effects of Glamour have their TN's raised by 5

d20:

Favored Classes: Courtier, Noble, Swashbuckler

Typical Prestige Classes: Donovan Swordsman, Knight of Elaine

Class Skill: Diplomacy

Additional Languages: Cymric

Percis

As the nearest coast to Montaigne, the county of Percis has had a long tradition of trade that has caused it to grow rich. It is also now populated by dozens of Montaigne emirgés, calling in old favors to escape the terrors of the Revolution.

7th Sea

All Percis' Heroes speak Montaigne for free, but purchasing Glamour costs two higher HP than usual.

d20:

Favored Classes: Noble, Swashbuckler

Typical Prestige Classes: Andrews Swordsman, Donovan Swordsman

Class Skill: Profession (Merchant)

Additional Languages: None

Inismore

Carrig

The estate of the O'Toole family is the most powerful in Inismore, and if it were not for the O'Bannon it is likely an O'Toole would run the nation. Spurned by the Sidhe, the O'Toole family constantly look for new allies and resources



to take the power they see as rightfully theirs.

7th Sea:

Whenever more than one of your dice explode during a single roll, your GM receives a Drama die that may only be used against you. You gain the Scoundrel Advantage for free.

d20:

Favored Classes: Pirate, Spy, Swashbuckler

Typical Prestige Classes: Buccaneer, Robertson Swordsman

Class Skill: Gather Information

Automatic Language: Inish

Bonus Languages: Avalon, Highland, Vendel

Donegal

The Lynch family control the lands around the capital of Tara and have traditionally been blessed with powerful Glamour sorcery, either from their connection to the Sidhe or the O'Bannon.

7th Sea:

If you are a Glamour sorcerer, you receive two extra points of Glamour Knacks during hero creation, but you receive five fewer HP than usual and must take a 1-point Obligation Background, representing a Sidhe whom you owe a favor.

d20:

Favored Classes: Wanderer, Glamour Mage

Typical Prestige Classes: Finnegan Boxer, Robertson Swordsman

Class Skill: Sense Motive

Automatic Language: Inish

Bonus Languages: Avalon, Montaigne, Vendel

Dreenan

Formerly a prosperous area under the Avalon lords, the estate of the O'Brien family has deteriorated into crime and poverty in recent times. The ruling family still has a tradition of sending its sons to Thean universities and so become advisors to the High King and other important figures.

7th Sea:

Dreenan natives receive the University Advantage for free. However, they may not purchase any Swordsman Schools from any nation other than the Triple Kingdoms.

d20:

Favored Classes: Courtier, Pirate, Wanderer

Typical Prestige Classes: Buccaneer, Finnegan Boxer, Naval Marine

Class Skill: Appraise or Forgery

Automatic Language: Inish

Bonus Languages: Avalon, Castille, Montaigne

Leister

A lightly populated and very traditional area, the MacKennas are well known for their love and patronage of the arts.

7th Sea:

Leister residents receive the Artist Skill for free, but they receive 100 G less income each month.

d20:

Favored Classes: Bard, Wanderer

Typical Prestige Classes: Finnegan Boxer, Topman

Class Skill: Profession (Artist or Musician)

Automatic Language: Inish

Bonus Languages: Avalon, Highland, Vendel

The Highland Marches

Clan MacDuff

The ruling clan of the Highland Marches since the victory of Robert the Dark over the Avalon lords, the MacDuffs are staunch supporters of the united rule of the Three Kingdoms. Minor members of the family often serve as ambassadors or generals in the army of the nation.

7th Sea:

They receive twice the normal monthly income and the Noble Advantage for only eight points. However, they may never hold political office and may not take the Merchant Skill under any circumstances.

d20:

Favored Classes: Swashbuckler, Noble, Courtier

Typical Prestige Classes: MacDonald Swordsman, Naval Marine

Class Skill: Diplomacy

Automatic Language: Highland

Bonus Languages: Avalon, Vendel, Eisen



Clan MacBride

The firmest opponents to the alliance with Avalon, the MacBride brood constantly debates against the MacDuffs in Parliament. Some are even thought to be taking more drastic steps than simple discussion.

7th Sea:

The MacBride's receive the Courtier Skill for free, but receive one fewer Reputation die (minimum 1), when in Avalon, Inismore, or the Highland Marches.

d20:

Favored Classes: Swashbuckler, Courtier, Spy

Typical Prestige Classes: MacDonald Swordsman, Robertson Swordsman

Class Skill: Gather Information

Automatic Language: Highland

Bonus Languages: Avalon, Inish, Vendel

Clan MacCodrum

A minor family that would not be noted except for their strong relationship with selkies, a type of marine Sidhe that is thought to be behind their strong tradition as sailors and fishermen.

7th Sea:

You gain the MacCodrum Heritage Advantage for only 4 points, but you must take a 1-point Vow Background, representing your alliance with the Selkies.

d20:

Favored Classes: Glamour Mage, Pirate, Wanderer

Typical Prestige Classes: Helmsman, Midshipman, Topman

Class Skill: Swim or Knowledge (Sidhe)

Automatic Language: Highland

Bonus Languages: Avalon, Cymric, Vendel

Clan MacDonald

One of the strongest of the Highland clans, the MacDonald are sworn enemies of the MacLeod and seek any way of overcoming their Sidhe protection. With a strong military background, they stood firm against the Montaigne invasion but have more recently lost to the MacLeod.

7th Sea:

MacDonald's begin the game with a 2-point Defeated Background, and purchasing Glamour costs them two extra

HP. In exchange, they receive the Spy skill for free and may purchase the Indomitable Will Advantage for only 1 HP.

d20:

Favored Classes: Swashbuckler, Noble

Typical Prestige Classes: MacDonald Swordsman, Naval Marine

Class Skill: Intimidate

Automatic Language: Highland

Bonus Languages: Avalon, Vendel, Eisen

Clan MacIntyre

Viewed by many as an anachronism or the worst stereotype of a Highlander, the isolationist MacIntyre keep to their rural valley and have little exchange with the other clans.

7th Sea:

You receive the Hunter Skill for free, but you may not purchase the Streetwise Skill under any circumstances.

d20:

Favored Classes: Ranger, Swashbuckler

Typical Prestige Classes: MacDonald Swordman, Finnegan Boxer

Class Skill: Wilderness Lore

Automatic Language: Highland

Bonus Languages: Avalon, Inish

Clan MacLeod

As enemies of the powerful MacDonald clan, the only thing keeping the small MacLeod estates intact is their close alliance with the Sidhe. However, this familiarity is rapidly making them distrusted by most of the other Highland clans.

7th Sea:

If you're a Glamour sorcerer, you receive two extra points of Glamour Knacks during hero creation, but you receive five fewer HP than usual and must take a 1-point Obligation Background, representing a Sidhe whom you owe a favor.

d20:

Favored Classes: Wanderer, Glamour Mage

Typical Prestige Classes: MacDonald Swordsman, Goodfellow Archer

Class Skill: Knowledge (Sidhe)

Automatic Language: Highland

Bonus Languages: Avalon, Vendel

New Advantage: Avalon Accent (0, Avalon Only)

Mainland Théans would say that the Triple Kingdoms are too small for a great diversity of accents but they could not be further from the truth. Almost every valley and village has a slight difference in their local vernacular and word usage, which can often lead to embarrassing faux pas from visitors. For instance, a small chain of villages in the north of Avalon has at least twenty different names for an outdoor coat.

Ignoring these minor variations, the three nations can be broken down into six distinct accents, with the main island of Avalon showing the largest range. Each of these regions has had subtly different influences on it, from the ancient people of the islands, Vestenmannavnjar raids, the Montaigne invasions to modern trade with other nations.

	Avalon	High Avalon	Inish
Avalon	0	0	0
Castille	2	2	1
Cathay	6	6	6
Cymric	1	0	0
Crescent	3	5	4
High Eisen	2	2	4
Eisen	1	1	3
Montaigne	2	1	3
Théan	3	2	4
Theodoran	3	3	4
Ussuran	2	3	2
Vendel	1	1	1
Vodacce	2	2	3

	Highland	Wandesboro	Lothian
Avalon	0	0	0
Castille	3	2	1
Cathay	6	6	6
Cymric	1	1	2
Crescent	4	4	2
High Eisen	3	3	4
Eisen	1	1	2
Montaigne	2	2	2
Théan	2	4	2
Theodoran	4	4	5
Ussuran	2	2	2
Vendel	0*	1	1
Vodacce	3	2	2

Regional Notes

Avalon is a mixture of the ancient Cymric tongue with influences from other continental languages, most notably Montaigne. This is the accent described in the *Player's Guide*.

High Avalon is spoken mainly in Carleon and Luthon by the educated classes and includes more Montaigne vocabulary from the period of occupation and government. The link with the hated Montaigne also makes a High Avalon speaker more distrusted in some parts of the Three Kingdoms and some of the major Théan languages will be more familiar but those of more exotic places become increasingly more difficult.

Inish greatly resembles the ancient Cymric language and has changed less due to its isolation and ability to resist the influx of Montaigne words and usage. Once you get an Inishman started on a topic, however, the language barrier is the least of your worries. Inish do not take easily to other languages, but they get 1k0 to Social rolls involving convincing another person, which reflects their extraordinary gift of being able to think on their feet.

Highland is also from the Cymric root but shows the influence of trade with the Vestenmannavnjar tribes, so it has gained the harder edge characteristic of the northern languages. A long tradition of church scholars in the Marches also gives the speaker a good grounding in the ancient Théan tongue. Northern languages are easiest for them to learn and they can take Vendel for free, or pay 1 HP not to have a Kirk accent that would undoubtedly annoy any Vestenmannavnjar whom they encounter.

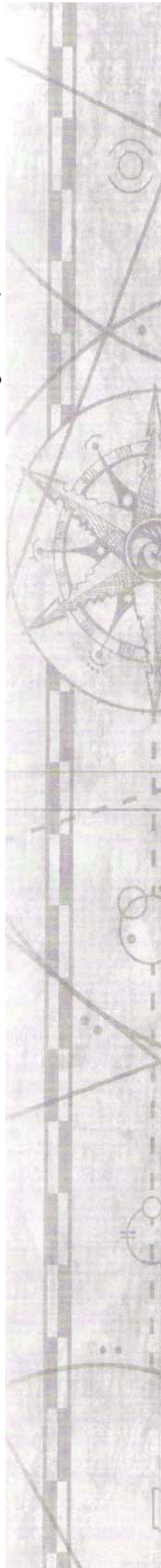
Lothian is something of an aberration, the Avalon accent has been heavily influence by Highland, and producing a number of very idiosyncratic words, especially a range of very colourful insults. Lothians do not have much time for the classical languages but are as familiar with most modern nations as the average Avalon. A Lothian speaker will get a warmer reception in the Highland Marshes and Inismore, receiving a +5 bonus to Social rolls but losing the same amount if dealing with Avalon high society.

Wandesboro is the sailor's accent of Avalon and is almost a Creole of the many foreign influences found within the ports and bars. Strong accents from Inismore and the Highlands have also started to change the coastal sound. Being

uneducated although proficient, speakers cannot take the Linguist advantage although they get 3 HP extra to pay for Language Acquaintance costs at character creation.

Avalon Plot Hooks

- The O'Bannon arrives on the doorstep of the house where the heroes live or are staying. In his hand is an engraved invitation to a party there signed by one of the heroes. The ard ri says he is early and will return in an hour when the party is due to begin. The heroes have that time to figure out who set them up and what to serve when Mad Jack returns.
- A friend of the heroes turns up wounded in the middle of the night during a rainstorm. He claims to be pursued by Bors MacAllister for a crime he did not commit. He asks the heroes to hide him from the Black Knight and seek out a man named Falkirk who is the actual culprit.
- Wandering Cowan Cooper of the Rose+Cross has convinced a handful of local Knights to join him on a ship to bring order to far away lands. With the knights gone, several local groups of thugs have returned to menacing the local citizens who would dearly love to find a brave set of heroes to return order to their town.
- A woman with mysterious eyes approaches the heroes in a shop. She asks their opinion of an everyday item (such as a spoon) and what its usefulness could be to her. If they respond in a polite and pleasant manner, she begins appearing at other places with increasing regularity to ask about other commonplace items. Over the course of the next three weeks her appearances occur in stranger and stranger circumstances. Eventually she asks the heroes' assistance as "those who are wise in the ways of the world" to help her find a doorway to Bryn Bresail. This could entail either a trip to the land of the Sidhe or a need to serve as hosts to a group visiting Théah for the first time.
- A playwright seeks out a hero to star in his upcoming production because of their "dramatic appeal." He finds roles for the other heroes in several of the acts as well. The playwright owes money to several gambling houses who are looking to collect. The writer apparently afraid of outright refusal, invents situations under the pretence of rehearsal where the heroes can protect him.
- While strolling down a busy street, the heroes encounter an excessively tall Inishman accosting a very small Vendel man. The Vendel tries to ward off the Inish with a lantern but the large and loud Inish simply laughs at him and crushes the lantern beneath his boot. Obviously, the heroes will want to interrupt this little incident. Unfortunately, they will be completely unaware that one of the individuals is involved directly in the latest plot to assassinate the MacDuff (at least until they find a letter saying as much that was dropped in the scuffle.) The heroes will need to find out which man was carrying the letter.
- A less than reputable contact or dependant of the heroes comes to them needing a favour. He shows them an ancient oaken box with a mysterious and strange-looking lock. His friends dared him to steal the item but failed to mention who its actual owner is. He was just hoping the heroes could help him return it to Derwyddon before the powerful druid notices that it's gone.
- Rumours of Jeremiah Berek's survival have begun creeping into Avalon. Bonnie McGee is nowhere to be found and Queen Elaine can't trust the other Sea Dogs to look into matters without causing a potential political problem with Castille. She asks the heroes to sail south and see if her Knight is still alive and why he hasn't checked in lately.
- The Graal has been stolen by agents opposed to the Sidhe influence in Avalon. At least they have stolen the copy that Elaine keeps by the throne. Fake or not, Her Majesty would like them caught quietly lest the Sidhe hear about any sort of rumpus.
- In the past week, the Highwayman appears to have begun murdering those he robs. The local authorities are quite busy searching for the man and a member of the local gentry named Phineas Flynn has posted a sizeable reward for information leading to his capture.
- A creature has been sighted around a loch in the western region of the Highland Marches. A large reward has been posted for the beast causing a huge number of



would-be monster hunters to relocate. The rabble of monster killers has created a chaotic level of danger for those nearby as they experiment with explosive traps and begin fighting amongst themselves. Perhaps the heroes can influence them where the local Clan leaders have failed.

- In a city several days ride from Carleon, the party is approached by a beautiful woman who asks for their aid. She works for Bors MacAllister and was supposed to meet him several days ago, but he never arrived. She begs the party to help her find him. However, when the group finally reaches the elusive MacAllister, they discover that he was infiltrating a group who plans to steal the Grail. Even worse, the woman they've aided is not really his agent, but rather an assassin hired to eliminate Elaine's Black Knight.
- A week ago a young woman was found unconscious on the shore near a small village. She had no recollection of her name or where she is from; however, she seems to recognise one of the heroes and asks for help. As time goes by, she starts to demonstrate strange powers that cause problems with the locals. It turns out that she is a Selkie who has fled Bryn Bresail to escape a marriage arranged by Queen Maab. If she regains her memories, she refuses to return to her former life and it is can only be hoped that the Queen of the Sea does not find out where she is or who is helping the wayward Sidhe.
- The party is walking down the street and sees a beautiful woman being escorted by several bodyguards. Without warning, a Montaigne man swings down from the rooftop and snatches her from their grasp. The woman, a jenny, is the fourth kidnapping victim in the past two weeks. All of the girls previously worked for a Madame Frahm. Apparently the Montaigne's sister did as well, until she was found dead in an alley and now he is determined to rescue others from the same fate.
- An attempted assassination on Queen Elaine fails thanks to Sir Bors, who provides her with proof of King Breg's guilt. She has Breg imprisoned and holds a trial, where he conclusively proves not only his innocence but also that Bors falsified evidence to indict him. Unless the players can prove that the entire situation was a set-up, Elaine will be forced to imprison her Black Knight and

her popularity will plummet.

- A member of the Explorer's Society in Carleon contacts the heroes. A large quantity of Syrneath grey powder has been stolen from a recent shipment and is believed to be in the hands of Highland Separatists. The Society is concerned that the highly explosive material will be used during the upcoming meeting of the Parliament in Kirkwall.

Credits

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7th Sea System Creation

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