

ALL FOR ONE

*Régime Diabolique**Force Majeure*

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All For One: Régime Diabolique
Force Majeure

A RÉGIME DIABOLIQUE STORY IN THREE ACTS

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Force Majeure



Force Majeure is an adventure for *All For One*, and is meant to be played as an introductory mini-campaign for novice musketeers and their lackeys. It may also be played using the sample musketeers found in the *All For One* rulebook.

In this adventure, the musketeers find themselves involved in a seemingly minor dispute between two noblemen; a situation that can be very lucrative, if not a little dangerous. In the course of the adventure, the characters will discover that not everything is as it appears to be, and that a plot against the King lies at the heart of the matter.

The adventure is divided into three Acts, each of which should take a single session's play to progress through. Each Act is composed of a few Scenes, which should take an hour or so to explore fully, though some groups may wish to spend more (or less) time in a given scene.

As an overview, the Acts will cover:

Act 1: The Gala at Château d'Lambert introduces the players to the role musketeers have in high society. It also serves to introduce their host, Marcel Lambert, the King's astronomer, and Baron Reims. These two men are at an impasse, and it will fall to the musketeers to untangle the web of intrigue.

Act 2: The Beast of Saint-Formous has the musketeers uncovering an astonishing secret in an isolated village. People and animals have been disappearing, only

to turn up some days later, drained of blood and torn to pieces, sometimes miles from where they were last seen. Investigation reveals a plot to disgrace the King, at the cost of the lives of innocent peasants.

Act 3: L'école de Nuit finds the musketeers with several factors operating against them. Blood must be spilled in order to save the villagers, and prevent the plot to disgrace the King from coming to light. They must make a difficult choice, and sacrifice one of their own.

Act 1: The Gala at Château d'Lambert

❧ Introduction ❧

Your musketeer characters have been invited to a party held at the château of Marcel Lambert, the King's Astronomer. You are all in your off-duty time, having just completed a round of active duty in your capacity as the King's Bodyguard. M. Lambert has paid you a very generous sum to attend this function, as it lends him some legitimacy of your rank. This is normal for off-duty musketeers, and is considered a legitimate means of increasing your pay. It also serves the purpose of reminding the citizenry of who is seated upon the throne.

Your lackeys are also invited, though their presence is not funded by M. Lambert. While you are expected to be very visible in your uniforms, servants are expected to stay out of sight, unless an emergency demands their presence. You have been at the party for a couple of hours, and have a good sense that nothing untoward is going to happen. The attendees are enjoying themselves, and you have made pleasant conversation with many of those present.

An Important Notice to Players

If you intend to play in this *All for One* campaign, do yourself a favor and stop reading right now. Spoiling the story for yourself will only hamper some of the enjoyment of seeing the adventure unfold on its own.

Scene 1: The Lay of the Land

The first scene in this Act is an opportunity to lay the groundwork for what is to come. It also serves to allow the players to try out their characters' capabilities without suffering any real harm. As musketeers, they have a certain amount of insulation from the repercussions that might result, though any completely disastrous events may promote lasting consequences.

This first scene is also an opportunity for the Gamemaster to introduce characters that, even if they do not turn up again in this scenario, might have a role later on in the campaign.

There is a lot of ground to cover, though it is best not to overwhelm your players with too many options. Below is a list of small mini-scenes that might make use of the skill-set of the musketeers. While running this adventure, try to have at least one single mini-scene per player, so that each character has a brief moment in the spotlight. Once this is accomplished, you may move on to **The Discrete Meeting** scene between M. Lambert and the musketeers, below.

The Forward Lady

In this scene, a finely appointed lady, seemingly of noble stature, makes the bold maneuver of asking one of the musketeers to join her in the dance. The band is just beginning to play the opening strains of a popular song, which is the basis for an elaborate group dance consisting of many turns and coordinated spins.

Turning the Lady down would be a social *faux pas*, even if she were being forward. Doing so may earn the musketeer in question a poor reputation, which may come back to haunt them in the future.

The dance itself is known as "*Le Pas*," which consists of three parts. Successfully completing the dance requires a Performance roll for each part. The first, *The Promenade*, is easy, requiring only a single success to perform. The second, *The Turn*, requires two successes, and the tricky final part, *Le Pas*, requires three successes. A musketeer succeeding in each step has made a good showing of him or herself, and may gain either a Style Point, or a floating +2 bonus to be used at some point in the evening.

Failing any of the steps results in an embarrassing fumble, which may or may not be noticed. Failure in two or more of the steps may gain the unfortunate musketeers a poor reputation or an embarrassing nickname, (M. Gauche Pied?) but no lasting harm will come of it.

Likely Musketeers: Obviously, someone possessing the Performance skill, or a high Charisma, would be an ideal candidate for this scene, as would any female character masquerading as a man. As Gamemaster, you may

have the Lady seem to notice the cross-dresser's secret, and either be too intrigued to reveal it, or willing to hide it away for future use.

The Lady could be any number of potential characters. Milady de Winter is a possible choice, though another, lesser, Daughter of Medea, is also a possibility. Of course, this may be simply a Lady seeking a partner, or one hoping to make her husband jealous.

The Drunken Duel

One of the musketeers discovers two drunken noblemen about to duel over a slight to one's honor. They either stumble onto this while walking the grounds, or are warned about it by one of the group's lackeys. By whichever means the musketeer is warned, he arrives at the site of the duel just as one of the duelists scores first blood on the other. The wounded man drops his sword and begs pardon, but the attacker refuses to give quarter, and prepares for a killing blow. If the musketeer does not intervene, he will be witness to a murder instead of an illegal duel. Violence will certainly resolve this situation, though savvy musketeers may find a means of resolving it without further bloodshed.

♣ **Duelist (1).** See page 7. Also, impose a -2 penalty for the man's drunken state.

Likely Musketeers: Those trained in swordplay would be most suitable, though an interesting roleplaying opportunity might come about by having one of the group's least combat-ready members handle this situation.

Whatever the outcome, the surviving nobleman will, if not arrested, offer his thanks. He also pledges his aid and support for that musketeer in the future, making him a potential ally for later in the campaign. His identity may be saved until a specific name is needed. Also, the attacking nobleman may hold a grudge that will come up later, or be so embarrassed by his behavior that he pledges to turn his life around, and may aid the musketeers in the future.

The Upstart

While enjoying any of the many things offered at the party, one of the musketeers is approached by a nobleman. This person appears to know much about the musketeer's history, and begs him to tell a story of heroics from his past. Secretly, the nobleman seeks to discredit this musketeer in particular, and the musketeers as a group, by contradicting the story as it is being told.

The musketeer can resolve this situation in a few ways. The first, and most polite, is to engage in a Social Duel with the nobleman, with the aim of both blocking the noble's attempt at insulting the character, and convincing the audience that the nobleman's assertions are unfounded.

Conversely, rash and impulsive musketeers might have

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their lust for violence get the better of them. Though dueling is illegal, the nobleman is sure to accept one as an outcome, and will nominate one of his friends as his second. Alternatively, the musketeer may decide to simply punch the loud-mouthed noble to silence him. Any successful Brawl roll will accomplish this feat, though there may be consequences later in the campaign.

♣ Corrupt Nobleman (1). See page 7.

Likely Musketeers: Those who are Famous, or who have reputations as military leaders, might benefit from this scene. However, the nature of the accusations may be altered for use against a scholar or man of faith character, whose philosophies and publications might be the object of scorn on the part of the noble.

The Game of Chance

Shortly after being paid by M. Lambert's personnel for his attendance, one of the musketeers discovers a group of men gambling with dice in a dark room far removed

from the rest of the party. The musketeer can hear the *livre* jingling in his purse, almost calling to be spent on a toss of the dice. Technically, this is illegal, and the musketeer has a duty to at least disrupt the game, if not have those participating arrested. However, this would also be bad form, and would bring unwanted attention down on their host.

Also, it appears as though the gamblers are not very good, and, if the musketeer in question has any skill at games of chance, he could stand to make a great deal of money fleecing the ignorant at this table. If his player can make a 7 success extended contest, he will take everyone at the table for everything they have on them, including properties and objects to be handed over at a later date. If the Gamemaster has something of this sort that will show up later in the campaign, now might be a good time to have that item put into the character's hands.

However, not everyone in the group will be a good gambler. If a character possesses the Poor flaw, this scene might be a good way to have that character earn a Style Point for losing his payment to someone else at the table.

Likely Musketeers: Any musketeer will work, though those with the Gambling skill or Poor flaw would get the most out of this mini-scene. However, other players might enjoy their characters trying their hand at the gambling table as well.

The Thief

The musketeer hears (or is told by his lackey) that a peasant thief had been apprehended by M. Lambert's guards while trying to flee with stolen property. The thief was wounded in the escape attempt, and is likely to die before he can be arrested for the crime. Characters with certain Social Flaws, such as Aloof or Callous, may earn Style Points for refusing to get involved in another's plight, while others, such as those possessing the Merciful Flaw, may earn Style Points by going out of their way to insert themselves into the conflict.

The lackey leads the character to a ballroom located near the kitchen. M. Lambert's guards are stationed at the door, and it will take a Difficulty 3 test to gain access to the room. Just about any Social skill can be used to do this. Once inside, the character can see a trio of guards, with drawn weapons, standing over a dirty peasant, who is holding a bloody hand against a wound in his chest. His breathing is labored, and he weakly calls out for help as the character enters.

The musketeer can save the dying peasant, but only if he can convince the guards to let him. The thief was caught stealing food from the kitchen, which is a crime punishable by death. The guards also claim that the thief attacked them as he tried to escape, and one of the guards does sport a bloodied nose as proof. To get to the injured thief, the musketeer must make an Extended contest, aiming for a total of 5 successes.

Once this is accomplished, Medicine rolls are needed



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to save the thief's life. Once his Lethal injuries are turned into Non-lethal, the guards attempt to haul him away, which they will do unless the musketeer can think of a reason why the man should be set free.

Likely Musketeers: Those who possess the Medicine skill, though those only possessing Social skills enough to get past the guards can also be of use if their lackey is a doctor or some other type of healer.

The Delivery

Unbeknown to almost everyone at the party, two men in attendance are members of the School of Night. Though they have some designs on M. Lambert as a function of their desire to discredit the King, their aim this evening is to use the party as cover for a secret rendezvous in order to exchange information and make plans for the future. At some point, have one of the musketeers make an Investigation or Streetwise test. Success indicates that he has seen a man with suspected connections to the School of Night leaving the party with another nobleman named Baron Reims.

The musketeer must make a Stealth roll to follow the Baron and his associate without being spotted. If he is noticed, the Baron will engage in small talk while the other man makes his escape. If the musketeer succeeds, he spots the Baron and the second man slipping into a small study.

Getting close enough to overhear what they are saying will be difficult. The room into which they went is lit only by a fireplace, offering substantial shadows for concealment. Attempting to enter the room via Stealth gains a +2 bonus because of the long, flickering shadows.

Once they believe they are safe from eavesdroppers, the two men begin to talk in whispers. Making out their conversation requires an Investigation roll. Each success allows the musketeer to make out a single exchange. The specifics of this discussion are maddeningly elusive, as both men speak of events and people in some sort of code, so that none of their conversation makes any sense. In general, there is some plan in action that has been going on for a while. Events are proceeding according to schedule, though the "extra work" has made it harder to stay on time.

Finally, the other man hands the Baron an envelope. The Baron examines the seal and tucks it away inside his frock coat. After this, the men leave, stepping only inches away from where the musketeer is hiding. The envelope's contents are left undetermined, and can be filled in by the Gamemaster at some point in the future. It could also be nothing more than winnings the Baron is owed.

If stats are required, use these:

- ♣ Baron Reims (1). See page 8
- ♣ Bandit (1). See page 8.

Likely Musketeers: Those who specialize in Stealth are good choices, as are spies and messengers. As an alternate target, those musketeers who have Diplomacy

or other Social skills may experience this scene, if only that they get an opportunity to talk their way out of the encounter.

Scene 2: The Discrete Meeting

Eventually, the party winds down, and many of the guests begin to make their way home. At this moment, each of the musketeers are approached by their lackeys, bearing a request from M. Lambert to join them for "a discrete meeting" in Lambert's personal study. Any of the house staff can lead the musketeers to this study, if shown the invitation. Whether or not the musketeers extend this invitation to their lackeys is entirely up to them.

The study is a large room with a domed glass ceiling. On clear nights, such as this one, the stars are plainly visible from the room, and a number of *chez-lounge* chairs are set up so that one may recline and view the heavens from a comfortable position. M. Lambert enters the room a scant few minutes after the musketeers. He is accompanied by a butler, and after exchanging polite greetings with his guests, M. Lambert sends the butler

The Secrets of Marcel Lambert

During their interaction with M. Lambert, one or more of the musketeers may express a sense of suspicion about the astronomer and his motives. If this character makes an Investigation test (Difficulty 4), he is able to determine that M. Lambert is not telling them everything.

Have this character make a skill test, using any Social skill they desire, with a Difficulty equal to Lambert's Willpower of 4. A successful test gets Lambert to reveal the facts below, with an additional fact for every success over the initial four:

- He has already sent another musketeer, Corporal Maxim Gerard, to investigate this matter. The Corporal has been away for months, and M. Lambert has not heard from him since he left Paris.
- The manner in which Lambert came into ownership of the contentious property is a winning hand in *Jeu de Tarot*.
- Shortly after winning the property, M. Lambert was approached by a man in a dark cloak, who threatened his life if the astronomer did not stop researching into a matter of astrological significance.

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away for brandy and enough glasses for all of the musketeers (but not their lackeys, if present).

Before M. Lambert begins, he asks to make sure that what he is about to tell them does not leave this room. If any lackeys are present, he will ask each of the musketeers to vouch for their discretion, stating that he will hold the musketeers responsible for any fallout, should their servants suffer from loose lips. Once he has assurances of their *savoir-faire*, he begins to explain why he has asked the musketeers to this party.

The Welcher

Marcel Lambert first asks if anyone present knows of François Fournier, the Baron Reims. Anyone making an Intelligence test will have heard of him, and know a bit of his history, and the mystery surrounding it (see his entry in the AFO rulebook on page 167). M. Lambert goes on to say that, while he does not wish the Baron any ill will, a recent encounter has left him little choice but to engage some assistance in seeing a delicate matter resolved.

According to M. Lambert, Baron Reims is in possession of some property owned by M. Lambert, but he is either unwilling or unable to hand over the deed of ownership for this property. M. Lambert has tried for several months, since the property changed hands, to convince the Baron to fulfill his obligation for the property, only to have the Baron at first rebuff M. Lambert, and then ignore him entirely. The Baron's only response has been, due to rampant flooding and torrential rain, which the Baron considers an Act of God, neither the Baron, nor any of his agents, has been able to access the property. This means, since the deed is housed therein, Lambert is not able to access the property at all. What he asks is that the musketeers travel to the château in question, and

determine if there is indeed an "Act of God" preventing the proper transfer of the château.

He says he is willing to pay very handsomely if the musketeers, acting as his agents in this matter, can find the château, recover the deed, and return to him with it. Also, he says that, according to the agreement between he and the Baron, all items within the château are now his property. He asks the musketeers to check the château's library for a large tome with gold lettering on the spine reading "Le Gran Albert". M. Lambert says that this book, in particular, is really why he is so keen on getting into the château. Of the book, he asserts that it is important to his work, and says that the particulars would not interest the musketeers in the slightest.

As far as payment goes, M. Lambert is aware that the musketeers, as protectors of the King, are not in any way obligated to help him in this matter. He is willing to offer payment to cover expenses, as well as enough livre to make the trip worthwhile. He figures 100 livre per musketeer (half up front) should be sufficient to get them to western France and back with money to spare. If pressed for more funds, M. Lambert balks, but eventually relents to offering the musketeers the château in question should they recover the book.

Those are his terms. He invites the musketeers to consider the offer and will remain awake long enough for them to consent to the job. Once they have agreed, he gives them a map to the château, bids them good night, and asks the butler to show them to the door. Before he leaves their company entirely, M. Lambert reminds them to maintain this matter in utmost secrecy. He says he does not expect them to not tell their superiors, only to keep the situation from becoming a matter of public record.

If stats are needed for M. Lambert, use these:

- Marcel Lambert (1). See page 9.

Scene 3: Ambush

Allow the musketeers to make whatever preparations they feel necessary for the journey. This will likely be a short trip; they are expected back on duty at the Palace in a few days' time, so they should not expect to live rough for very long. Allow each musketeer to make an Investigation roll during their preparations. Any success indicates that the musketeers in question feel as if they are being watched, and they spy a figure dressed completely in black observing them from a distance. No amount of skill can track the figure, and any attempt to chase it is fruitless. You may only need to do this once and say that the rest of the musketeers have similar incidences. These should serve as unsettling experiences.

Things come to a head just as the musketeers are leaving Paris. At the edge of the city, the road is blocked with a wagon laden with goods. The driver appears to be fixing a broken wheel, and this will temporarily give the musketeers pause to find a way around it, if nothing else. It is during this delay that the ambush is sprung.

The Affairs of Baron Visconti

Looking into Baron Visconti's affairs, before this ill-fated attack on the musketeers, indicates that he had suddenly, and without warning, begun spending a great deal of time with Baron Reims. Baron Visconti was a young man, who had only recently come into his fortune with the untimely death of both his parents during a fire. Digging even further uncovers that Baron Visconti had recently changed his will, so that the vast bulk of his estate would go to a trust fund, overseen by Baron Reims.

To the cynical, this may look like an attempt to hand over the Visconti estate to Baron Reims, though legal maneuvering is in place to make it look otherwise.

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Men dressed in black cloaks appear on either side of the street with their weapons drawn. They move to attack without preamble, seeking to unsaddle any mounted musketeers, and will gang up on those that fall. They fight well, of course, but seem oddly without passion. They even seem to ignore injuries, to the point of having to be killed outright to get them to cease fighting.

♣ Bandits (# of musketeers). See page 8.

♣ Corrupt Noble (1) See page 7.

After the fight is finished, searching the fallen proves fruitless. The bandits carry no identifying information, though a Streetwise roll reveals that at least some of them were well-known criminals and cutpurses, wanted for crimes both violent and awful. However, the Corrupt Noble is immediately identifiable by anyone making an Intelligence roll. He is Andre de Guiles, Baron Visconti, and not normally known to associate with criminals, nor is he someone who would attempt to kill the King's musketeers. Searching Baron Visconti's body reveals only an envelope tucked into the inside of his jacket. It is addressed to "*The Musketeers*."

There are no markings on the envelope, and its red wax seal bears no imprint. Inside, the hand-written note reads, "*Witness the power we have over the minds of men. Stay your quest for M. Lambert, lest you and other innocents perish.*" If nothing else, this attack means that the musketeers are on to something.

Act 1 Dramatis Personae

Duelist

Ally 2

Archetype <i>Swordsman</i>			Motivation <i>Honor</i>	
Style: 1			Health: 4	
Primary Attributes				
Body: 2			Charisma: 3	
Dexterity: 3			Intelligence: 2	
Strength: 3			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 6			Defense: 5	
Perception: 4			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Academics:	2	2	4	(2)
History				
Acrobatics	3	3	6	(3)

Brawl	3	2	5	(2+)
Diplomacy	3	2	5	(2+)
Fencing*	3	5	8	(4)
Performance	3	2	5	(2+)

Resources

Fencing School 1 (Spanish Style+1 to Thrust and Slash; -1 to Disarm and Feint).

Talents

Flurry (May attack the same opponent twice at -2)

Riposte (Can attack after making a successful Parry)

Resources

None

Flaw

Merciful (+1 Style point when he shows mercy to an enemy)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Rapier	2L	0	10L	(5)L

Corrupt Nobleman

Ally 2

Archetype <i>Noble</i>			Motivation <i>Power</i>	
Style: 1			Health: 5	
Primary Attributes				
Body: 2			Charisma: 3	
Dexterity: 2			Intelligence: 3	
Strength: 2			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 4			Defense: 4	
Perception: 6			Stun: 2	
Skills	Base	Lev- els	Rating	(Average)
Academics: Occult	3	2	5	(2+)
Bureaucracy	3	2	5	(2+)
Diplomacy	3	3	6	(3)
<i>Politics</i>			7	(3+)
Intimidation	3	2	5	(2+)
<i>Torture</i>			6	(3)
Melee	2	3	5	(2+)
Ride	2	2	4	(2)

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Talents				
None				
Resources				
Contacts 1 (Nobility; +2 Social bonus)				
Status 1 (Baron; +2 Social bonus)				
Flaw				
Callous (+1 Style point when he refuses to help someone in dire need)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Rapier	2L	0	7L	(3+)L

Bandit

Ally 1				
Archetype <i>Soldier</i>			Motivation <i>Greed</i>	
Style: 0			Health: 4	
Primary Attributes				
Body: 2			Charisma: 2	
Dexterity: 2			Intelligence: 2	
Strength: 2			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 4	
Move: 4			Defense: 4	
Perception: 6*			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Firearms	2	2	4	(2)
Intimidation	2	2	4	(2)
Melee	2	2	4	(2)
Survival	2	2	4	(2)
Talents				
*Alertness (+2 Perception rating)				
Resources				
None				
Flaw				
Criminal (+1 Style point when his negative reputation causes problems)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Flintlock pistol	2L	0	6L	(3)L

Short sword	2L	0	6L	(3)L
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Baron Reims

Patron 3				
Archetype Occultist			Motivation Power	
Style: 3			Health: 9	
Primary Attributes				
Body: 4			Charisma: 3	
Dexterity: 3			Intelligence: 3	
Strength: 3			Willpower: 5	
Secondary Attributes				
Size: 0			Initiative: 6	
Move: 6			Defense: 7	
Perception: 8			Stun: 4	
Skills	Base	Levels	Rating	(Average)
Academics: Occult	3	2	5	(2+)
Con	3	3	6	(3)
Diplomacy	3	3	6	(3)
Intimidation	3	3	6	(3)
Linguistics	3	2	5	(2+)
Deciphering			6	(3)
magickk Ho-momancy	5	4	9	(4+)
Mental Control			10	(5)
magickk: Necromancy	5	4	9	(4+)
Melee	3	3	6	(3)
Talents				
magickkal Aptitude (Ceremonial magickk)				
Resources				
Followers 1 (two demonic hounds)				
Refuge 1 (+2 magickk: Necromancy rating)				
Status 1 (Baron; +2 Social bonus)				
Flaw				
Megalomania (+2 Style points when he takes a major step toward realizing his goal)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	1N	(0+)N
Dagger	1L	0	7L	(3+)L
Rapier	2L	0	8L	(4)L

Marcel Lambert

Patron 2

Archetype *Natural Philosopher*

Motivation *Truth*

Style: 2

Health: 6

Primary Attributes

Body: 2

Charisma: 4

Dexterity: 2

Intelligence: 4

Strength: 2

Willpower: 4

Secondary Attributes

Size: 0

Initiative: 6

Move: 4

Defense: 4

Perception: 8

Stun: 2

Skills

	Base	Levels	Rating	(Average)
Academics: Philosophy	4	3	7	(3+)
Con	4	3	7	(3+)
Diplomacy	4	3	7	(3+)
Empathy	4	2	6	(3)
Investigation	4	2	6	(3)
Medicine	4	3	7	(3+)
Natural Philosophy: Astronomy	4	4	8	(4)

Talents

Well-Connected (Can boost his Contacts Resource as if it were a Talent)

Resources

Contacts 1 (Rosicrucians; +2 Social bonus)

Fame 1 (+2 Social bonus)

Flaw

Pacifist (+1 Style point when he prevents bloodshed)

Weapons

	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

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Act 2: The Beast of Saint-Formous

Scene 1: The Drowned Rats

Several hours west of Paris, the traveling musketeers will come to at least one conclusion: Baron Reims was not lying about the rain. What began as a light drizzle soon turned into a torrential downpour, which now shows no signs of letting up. The musketeers may have sought shelter from the rain, only to find that trying to wait out the storm proved a losing prospect. Eventually, they had to get back on the road if they were going to perform their mission and return in time to resume their duties at Versailles.

As a result, the musketeers, their gear, lackeys, and animals are completely drenched. As they approach the outskirts of Saint-Formous, their spirits may be only slightly relieved to know that they will soon be able to come in out of the rain and don some dry clothes.

The Bridge over Troubled Waters

The last obstacle they pass is a swollen wooden bridge that spans a river thick with floodwater. Getting across is nerve-racking, but not especially dangerous; though the bridge sways and creaks under their steps, everyone is able to make it across, so long as no one attempts to cross at the same time as one of his fellows. If this happens, the bridge begins to sway, and some of the fittings buckle under the strain. Hurrying across gets everyone to the other side safely, though one or two lackeys may have a narrow escape due to the slippery wood that makes up the bridge.

However, once everyone crosses, something happens. There is a sudden thunderclap almost directly overhead, and someone will need to make a Handle Animal roll to keep the horses from bolting. At the same time, there is a precipitous increase in the rainfall, and the river, already full of water, undergoes a flash flood that overruns the bank and threatens to wash the musketeers away.

Characters must flee to higher ground in order to avoid being swept away. As they do so, the bridge suddenly gives way with a series of groans and a sharp crack as the supports break. The swiftly rising floodwaters seem almost alive, as though the water was reaching out to the musketeers, seeking to drag them away. Though characters run by players at the table are safe from injury

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Secrets of the Crow

Though the musketeers have no way of knowing this, the crow is actually an imp, in the service of the Witch Madame Sophie. It and its master are curious about the sudden arrival of the musketeers, and their quick dispatch of the Spanish Soldiers. The crow will follow the musketeers around, trying to stay out of sight, to monitor what they are doing. If spotted, it will fly away, but will almost certainly return until the musketeers can do something about it.

during this encounter, their lackeys are not. The Gamemaster should ask for occasional Acrobatics, Athletics, or Survival rolls to keep lackeys and gear from being caught up in the torrent and swept away to an unknown fate. Particularly generous Gamemasters may opt to have lost lackeys turn up later in the village, cold and wet, but otherwise unharmed.

Unfortunately for the musketeers, their rapid flight away from the river, combined with the roar of the ever-present rain, mean that, as they crest a hill to get away from the water, they stumble into a camp of armed men. The men are filthy, and appear to be cooking rats over a fire set beneath a blackened canvas to keep the rainwater out. A handful of dirty green tents lie scattered around the top of the hill, and, more worryingly, a great culverin artillery piece.

For a moment, everyone stands shocked by the sudden appearance of enemies in their midst. This does not last long, however, as one of the men in the camp shouts "*Armamentos! Armamentos!*" in Spanish, and reaches for his weapon.

♣ Officer (1). See page 15 (not wearing plate cuirass.)

♣ Musketeer (5) See page 16.

In the ensuing melee, three of the enemy musketeers move forward to engage the characters, while the remaining two fall back to guard the great culverin, and prepare their muskets for fire. The officer stays near these two men, taking shots when a clear target presents itself. If more than half of the soldiers are killed or incapacitated, the rest flee, leaving the artillery piece and all of their equipment behind.

While dealing with the aftermath, have one of the musketeers make either an Investigation or Intelligence roll. A success notes a crow sitting on a tree branch. It seems curiously calm for being so close to the fighting. A successful Animal Handling or Natural Philosophy roll will indicate that this is highly unusual behavior for such a bird, and a successful magick roll suggests that altering an animal's behavior in this way is easily done using Faunamancy. While this speculation is going on, the crow begins to flap its wings, as though preparing for flight. During this time, have everyone make either an Investigation or an Intelligence roll (Difficulty 3). A

success indicates that the viewer notices that the bird's eyes seem to flash red as it flies off.

Scene 2: The Sudden Village

With the Spaniards out of the way, the musketeers can make their way to the village proper. Though the rain is still present, a low-hanging cloud that smells of wood smoke fills the village. As they move past the walls that mark the edge of the village, the musketeers can make out the telltale signs of bullet holes in the brick structures, and an occasional splash of dark crimson upon the woodwork indicates places where blood has been spilled. Anyone making a successful Gunnery test can also determine that the great culverin was used against this village, though a spirited defense must have been in place to prevent the Spaniards from taking it.

Just inside the village, the musketeers find a large coaching inn, still in reasonably good shape, with a plume of smoke drifting up from the chimney. The interior courtyard of the inn is shrouded in smoke, and the musketeers must call out to make their presence known. As soon as they do so, a stable boy, wrapped from head to toe in some sort of oiled canvas, appears from out of the smoke and dutifully leads any mounts away to the stables.

Once inside the coaching inn, the musketeers can shed some of their soggy clothes in the cloakroom, and move into the warm, darkly lit common room that takes up the bulk of the inn. Many of the villagers are seated in the common room, smoking pipes and cigars, or sipping on mulled wine. There is a bald-headed bartender sporting an enormous black mustache who eyes them suspiciously, while the rest in the common room studiously avoid looking at them altogether.

The Villagers

♣ Peasants (Dozens). See page 16

Asking about the château gets only minimal response. At first, none of the villagers will respond to their questions. The residents of Saint-Formous are a grim, down-trodden lot. They have had to contend with much, and believe the musketeers are yet another set of interlopers come to make their lives difficult. Getting someone to talk requires skill and finesse; too much force might get them to clam up, but the right approach may prove useful. Whoever is nominated to do the talking must make an Extended Diplomacy roll, requiring 5 successes to get anywhere with the assembled villagers. Mentioning that they are the King's musketeers might warm some hearts granting the speaker a +2 bonus to further tests, over and above that offered by their Rank.

Force Majeure

Scene 3: Gaston's Fate

Eventually, the musketeers gain the attention of a small, dark-haired gentleman, dressed in finer clothing than the other people in the inn. He gestures to a large booth in the back corner, and orders drinks for himself, the musketeers, and their lackeys. He introduces himself as Boucher, the mayor of Saint-Formous, and seeks clarification of why the musketeers are present in his village. Once they have given a decent idea of their goals, Boucher speaks. His words are presented below, though he is willing to pause and answer questions.

"I know the château of which you speak, messieurs. You do not want to go there, I assure you. It is a cursed place. It has sat empty for years, and we did our best to avoid it. It was supposedly the property of some nobleman or other from Paris, but since none of us was paid to take care of it, we left it alone. It was not our place to prevent it from falling into disrepair."

"All was well in our village for a while, but soon, things started changing. One dark night, Gaston, our silversmith, was out looking for one of his sheep who had slipped out of his field, and he went past the château. He said the whole thing was aglow, as though every fireplace and chandelier in the place was ablaze. He also said that he heard the strangest things coming from inside, as though a hundred voices cried out in fear and horror. Then, he heard this unboly howling, as though the very gates of Hell had opened within." Here, Boucher crosses himself and takes a long draught of wine.

"Gaston said the doors suddenly burst open, and the very bounds of the Devil rushed out, baying and growling for his very soul. He fled with those terrible beasts at his heels, eventually seeking sanctuary in the cathedral. He stayed awake all night with the sounds of those bellish dogs prowling just outside the walls. Gaston knew that if he had left the church that night, he would have been torn apart. When morning came, the hellbounds had retreated back to their abode, and Gaston found the skull of his missing lamb, propped up just outside the doors of the cathedral."

"The next day, the rains came, and they have been falling ever since."

If the musketeers ask to speak to Gaston himself, Boucher sighs and says, *"That cannot be done, messieurs. Gaston is missing."* He produces a small silver cross hanging from his neck. *"This is all that we have left of him. He vanished into the night and has been missing for several days. This has happened before."*

Sobs break out from inside the common room, and a peasant woman can be seen attempting to stifle them. Boucher appears to be about to speak when the door to the coaching inn is thrown wide, and a sodden peasant bursts into the common room.

"Henri?" asks Boucher. *"What is it? What is the matter?"*

"It's Gaston," says Henri. *"I have found him. In my field."*

"Is he..." begins Boucher.

Henri nods, gravely. *"He is dead."*

The trip through the village to Henri's field takes very little time, but it does allow the musketeers to get a sense for how the village is laid out. The field is at the far side of the village, and lies between the last houses and a thick belt of forest. The main road meanders through the village, and getting through it is made difficult by the constant rain and the thick churning mud in the streets. Along the way, they will pass Gaston's shop and smithy, which has a large supply of silver jewelry already made, as well as a collection of small silver ingots yet to be turned into items. Boucher will point the building out as they pass it. At the very edge of the village, across the muddy street from Henri's shack, is the old cathedral, where Gaston supposedly sought refuge from the pack of baying hounds.

As they walk to the field, Henri describes how he discovered Gaston's body. He says that he had been waiting for the rains to abate, since he cannot hope to sow any seed in this weather. He was looking out the front door when he noticed something out of place, and when he went to investigate, he quickly realized it was Gaston, or a piece of him anyway. He ran straight to get the mayor, and has not done anything to disturb the field.

The scene is a grisly one. Gaston's body is present, though it has been torn to pieces. Anyone making a successful Investigation roll, or Intelligence roll (if of the Soldier archetype), can tell that Gaston has been attacked by something with great strength, though not all of him is present. A further roll (Difficulty 2) indicates that most of Gaston's major muscles are missing, as well as his liver, kidneys, and heart. Lastly, a Difficulty 3 roll determines that, despite the rainfall, there is a surprisingly small amount of blood present for an attack this savage. There should be blood everywhere, but there is very little splashed around the area. The musketeers may conclude (rightfully) that Gaston was murdered elsewhere and had his blood drained. The body was then brought to this field, mutilated, and partially consumed.

Anyone thinking to look for anything else unusual, other than the corpse, can make an Investigation or Intelligence roll. A success notes that, on a tree some distance away from the tree line, a single crow sits, almost as though it is watching the party. If the musketeer in question scores 3 or more successes in the roll to see the bird, he also notices that its eyes appear to flash red just before it takes to the air and wheels off into the forest.

Also, the ground around the body has been churned up, and a great deal of wild grasses and scrub has been flattened. Anyone possessing the Survival skill can immediately tell there is a trail leading into and away from the field, and a successful roll (Difficulty 3) can pick it out from the mess, and follow it back to the tree line.

Boucher approaches the musketeers and asks if they

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Daylight and Nightfall

The initial search of the château can happen at any time, depending on how the musketeers approach their mission. However, it is best for the climax of Act 2 to occur under cover of night. To that end, the Gamemaster has a few options. Initially, try to come up with reasons why the trip to the château may be delayed to the evening. Perhaps the Witch is using her magick to stir up trouble in the village, using her imp familiar as her eyes.

Alternatively, with so much magick at play, perhaps the natural order of things has become corrupted. As with the case of how time was bent when the musketeers were traveling to the château, perhaps the passage of time is warped so that, even if the musketeers investigate the château in the daytime, night swiftly falls as they move through it.

Regardless of how this effect is achieved, it should be in place so that when the musketeers discover Corporal Maxim Gerard and watch him undergo the transformation into a werewolf, it will be all that more shocking.

know what is going on. He expresses concern over the fate of the people of his village, and says that he wants to help in any way he can. If asked about the forest into which the tracks disappear, Boucher's face goes ashen, and he is quiet for a moment before answering.

"That forest is part of the Château Saint-Formous. The house is the only structure within it. We don't go in there, especially not after dark." If, at any point, one of the musketeers tries to determine how far off sunset is, it will take a Difficulty 4 Survival test to tell with any accuracy. Otherwise, it could be at any time, and it always seems as though nightfall is just moments away.

The musketeers should definitely be directed to the château, as well as provided with some indication of what they might expect when they arrive. Since their mission is to check out the château itself, some groups may wish to press on right then, as there may still be some time before nightfall. However, groups that are more cautious may wish to wait until daybreak the following morning to investigate the château. In this case, consider running this small mini-scene to describe what happens that evening.

Scene 4: In the Dead of Night

Musketeers seeking lodging for the evening find ample room at the coaching inn, and they are given a discount by the proprietor. As time wears on, the locals begin to head home in groups of two and three, and even the

innkeeper locks up the doors as night falls. He gives the musketeers free rein of the place, and barricades himself in his room. As darkness falls, the village essentially closes up for the night. The musketeers and their lackeys will have the inn to themselves; though making good use of it depends on the musketeers themselves.

After several hours, whatever the musketeers have chosen to do to entertain themselves becomes tedious, with the possible exception of sleep. At some point in the evening, the distinct sounds of dogs barking, baying at the moon, and snarling can be heard out in the streets. They will be loud enough to awaken even the heaviest sleeper. In and amongst the din, cries of alarm and surprise can be heard elsewhere in the village.

Anyone attempting to leave the inn has only a moment to get his bearings before being set upon by a small pack of Demonic Hounds. With luck, the musketeers should be able to protect themselves from these foul creatures. By the time they are able to dispatch them, the other hounds in the village will have vanished back to the château, but not without dragging someone off with them. One of the village homes has been ransacked and its inhabitants missing. Henri the farmer and his wife Bettina are likely candidates, though Boucher and his family would be good victims as well.

✦ Demonic Hounds (6) see page 16.

Scene 5: The Château

Eventually, the musketeers will have to investigate the château. It is why they have been sent here, and it is also seemingly the source of the violence and disappearances in the village.

Getting to the château is relatively easy; the road leading from the village up to it is paved with stone and, even with the constant rainfall, it remains stable enough that travel is easy. However, the road is surrounded on all sides by thick trees, which cut off most of the available light, and seem to press in towards the road and those traveling on it. Also, even though the road is supposed to be straight and short, it takes a seeming eternity to traverse it. It is almost as though the clearing at the end of the road gets farther away for every step the musketeers take towards it.

Anyone with the magical Aptitude Talent can tell that these odd spatial distortions are the result of too much magick being cast in the area. It is harmless to the living, though certainly unnerving, especially since most musketeers will think of magick as being a tool of the Devil.

Also, while traveling to the château, the musketeers will be watched by the imp in crow form, though this time, it is trying to stay hidden. Anyone looking for something out of place in the woods must beat the imp in an opposed Investigation/Stealth roll to spot it. If spotted, it will again flee; though there is a chance the musketeers will be able to stop it, either by violent action or some cunning plan. In any case, if it escapes, Madame Sophie and her cultists will be prepared for the musketeers' ar-

rival at the château. Otherwise, a stealthy approach might allow the musketeers a chance to get into the building without the cultists being aware of their presence.

Investigating the Château Saint-Formous

The château itself is actually a *château fort*, a fortified compound, and was probably once used to defend this area from bandits and invaders. The fact that such a place lies unused, even with Spanish invaders in the area, is something of a surprise. It is also strange that the Spanish themselves have not taken the place, as it would be a useful staging ground for operations against the French army.

The château itself is divided into smaller sections, for ease of description if nothing else.

The Grounds are roughly 100 yards between the gated entryway (complete with rusty wrought iron gates), and are flat and green in all directions. Those inside the château should be able to see anyone approaching, if they care to look. There is a garden long since gone to seed near the kitchen entrance, which is around back, and a small garden shed nearby which has mostly fallen apart.

There are also a number of gargoyles perched on the outside of the château. These constructs are possessed by demons, and the musketeers should feel a sense of leering menace from them. They will not attempt to attack the musketeers now, but may do so at a later time. It is enough to show them to the players at this stage, so that when they animate and attack later in the scenario, the musketeers will be at least somewhat prepared.

If the cultists inside are aware of the approaching musketeers, some of them will be in the upper ramparts, or peering through the high, narrow arrow-slit windows. They will need to make an Opposed Investigation test against the musketeers' Stealth. If the cultists spot the musketeers, they will prepare an ambush for when the musketeers enter the château. If the musketeers are able to enter the château without being spotted, they have a chance of getting the drop on the cultists.

The Upper Floors consist of a series of bedchambers and short stairwells leading up to towers. If the musketeers have managed to infiltrate the château without being spotted, they will find two cultists in each of the towers, keeping an eye on the surrounding countryside. Separated as they are, the musketeers should have little trouble subduing the cultists and getting information out of them.

♣ School of Night Cultists (2 in each tower). See page 17.

The Lower Floors have been left to rot since the château was abandoned. This area of the building is full of rooms whose once fine furnishings are either dusty and unused, or swollen with rainwater from being too close to shattered windows. If the cultists are aware of

the musketeers, they will attempt to ambush them as they move through this section of the château.

♣ School of Night Cultists (8). Use the Bandit stats on page 184, plus a Stealth skill at a Rating of 4.

Of particular note is the **Library** on the first floor. There are a number of books here, though an Investigation roll (Difficulty 2) will determine that *Le Gran Albert*, while a part of the collection, is missing from its place on the shelf. The library is a fine collection of rare books on a variety of subjects, and if the Gamemaster wishes to introduce books or an artifact of some sort into the campaign, this is a good place to do so.

In addition, there is an extensive network of cellars beneath the château. Accessing them is done through a trapdoor in one of the pantries in the kitchen. The narrow, steep steps are guarded by a pair of cultists stationed at the base of the steps, unless the cult is aware of the musketeers, in which case the cult champion will be waiting for them at the bottom of the steps, along with the usual guards. There is a pair of torches burning just at the base of the steps, and the flickering lights impose a -2 penalty to all attacks.

♣ Duelist (1) See page 185 AFO Core Rules.

♣ Cultists (2) See Bandits on page 184 AFO Core Rules.

The Cellars are a large, central chamber, filled with huge barrels of old wine and other foodstuffs, as well as a series of side-chambers with heavy wood-and-iron doors spaced around the chamber. There are support columns throughout, making the pitch-black interior of the cellar crowded and filled with hiding places. Moving through the cellars should be a tense, frightful affair, filled with strange sounds and echoes that should not be echoing.

Visibility in the cellar will be an issue. Musketeers exploring it without a means of light will have to fumble around in the dark, which will also impose a -8 penalty. Taking the pair of torches from the door to the upstairs area grants some light, but only reduces the penalty to -2, and even then only will within a few yards of the light source.

There are several encounters to be had in the cellar. The Gamemaster may select which of these encounters occur, and in which order:

The Ambush: A trio of cultists appears from out of the darkness and attempt to overwhelm a single musketeer if at all possible. They will fight to the death.

♣ Cultists (3) See Bandits on page 184 AFO Core Rules.

The Red Eye: In the distance, seated upon a massive wine barrel is the red-eyed imp, in crow form. It caws at the musketeers and vanishes into the darkness.

The Witch: Madame Sophie is present in the cellar, and was performing her blood-magick when the musketeers entered. She will try to remain out of sight, hoping the musketeers will not notice her. Madame Sophie also has a Stealth roll at rating 4, and practices Aeromancy as her primary art, as well as Necromancy at a rating of 7 (5 normally, +2 for her Imp familiar). She uses the Black Art to call demons, which has resulted in a werewolf (see below). Madame Sophie hopes to free Maxim Gerard and set him upon the musketeers. If Madame Sophie is

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A Selfless Act

It is possible that some characters, depending on their flaws, will decide to hold the werewolf off so that their companions can get to safety. Any player who controls a character built for combat may like his chances against the beast, or at least believe that he can hold it back. Though commendable, and certainly worth a Style Point or two, such a character will almost certainly be defeated by the beast unless, for some reason, he or she is armed with a silver weapon.

In case this happens, try not to allow the werewolf to kill the character outright. Maybe there is enough of Corporal Gerard left to understand gallantry. The Beast will attack with claws and brute strength, but will try to avoid killing this character. Once enough non-lethal damage has been delivered to incapacitate the character, the beast moves on after the larger group, perhaps thinking it can return to consume this musketeer at its leisure.

This will also allow that character a chance to escape, or to be found wandering the woods in Act 3, delirious from injuries but otherwise alive.

Moreover, this will give the musketeers a chance to wonder if their companion has been infected by the werewolf, which will inject all sorts of interesting tension into the game.

discovered, she will command her Imp to attack, while she uses her magick to cover her escape.

♣ Madam Sophie (1) See page 17.

♣ Imp (1) See page 18.

The Altar: At the far end of the cellar stands a raised platform, upon which sits what is obviously an altar arranged for black magick. There are several of the missing villagers here, dead from slashes to their throats, and large basins filled with their blood. Blood lies thick everywhere, and flies buzz all around. Anyone passing an Academics: Occult or any magick skill test (Difficulty 3) can determine that this altar is set up to do two things: supply magick power to control the weather, and to offer living beings as sacrifices to the demons of the pit, specifically to create werewolves.

Also amongst the items on the altar is a large tome, *Le Gran Albert*, and it is open to a page that explains how to use blood-magick to alter the weather. Taking it from the altar, or disrupting the set-up in any way, is enough to temporarily make the rain cease, which should come as a relief to everyone in the village.

The Werewolf: It is best to save this encounter for last. At some point, either Madame Sophie or the musketeers will open one of the side doors. Inside is the form of Corporal Maxim Gerard, a musketeer who has been missing for some time. He is chained to the floor, and still wears tatters of his uniform. If the musketeers attempt to free him, Corporal Gerard insists that they

leave him to his fate. If they persist, he warns them that tonight is a full moon, and he cannot control himself. Shortly thereafter, he begins to howl and convulse, and the musketeers get a first-hand encounter with what happens when someone undergoes the transformation to a werewolf.

If Madame Sophie frees Corporal Gerard during the musketeers' exploration of the cellar, the only things the musketeers hear before being attacked are some curious growling and snarling noises. Following them to their course is easy, and those musketeers who do so get to see the last few moments of the transformation before being attacked!

♣ Corporal Maxim Gerard, werewolf (1). See page 18.

Scene 6: The Flight Through the Woods

A werewolf is beyond the combat capabilities of a group of even veteran musketeers, much less those who have little experience under their belts. The only way in which they will survive this encounter is to run. To hammer home this fact, have the werewolf set upon a cultist in the cellar and tear him apart, even as the musketeers flee. If that fails, have a lackey, or perhaps even one of the musketeers themselves, fall victim to the beast. It is not always necessary to get the point across by killing a player-character; having one savaged by the beast might also mean that the musketeer in question has become infected by the werewolf, and may become one himself on the next full moon if the Right of Exorcism is not given, which may prompt a further adventure.

This last scene of Act 2 is a series of smaller encounters with the werewolf, each designed to evoke a feeling of panic and helpless dread. The last encounter will end with a cliffhanger, making it an excellent spot to stop for an evening's play.

The first encounter involves escaping from the châteaueu with the werewolf at their heels. As the musketeers move up through the cellar, the character at the end of their marching order can practically feel the wolf's hot breath on his neck. Just as the group moves out of the kitchen, a sudden gust of wind (thanks to Sophie's magick) slams all of the doors in the house shut. As the musketeers struggle to open a door to their freedom, they can hear the werewolf just on the other side, coming very close to tearing it down.

Barricading the door that the werewolf is trying to break down with some of the ratty furnishings will buy the musketeers enough time to clear their own path. Doing so involves an Extended Strength roll, with 7 successes needed to break the door down. Every roll that is needed for the Extended roll provides an opportunity for the werewolf to make some progress entering the room.

Force Majeure

Once through, the musketeers can exit the château, and will hopefully have gained some ground on their pursuer. As soon as the musketeers exit the building, they see that it is night, and the normally thick cloud cover parts just enough to show the moon, full and a baleful orange, hanging just above the treetops. The werewolf howls at that exact moment, which should snap the musketeers out of their stupor and send them fleeing from the château.

The second encounter deals with the musketeers fleeing through the woods around the château, hoping to head to the village for safety. Unless anyone thinks of it themselves, have each character make an Intelligence test to recall that the villagers had said that the cathedral at the edge of town was where Gaston had hid from the demonic hounds that had pursued him. Whether or not this will be proof against werewolves is anyone's guess. (Academics: Occult or any magick roll, Difficulty 4, suggests that it may work.)

Unfortunately, getting to the church may prove hazardous. Though the moon has come out and provides some light, it is still rather dark in the forest, imposing a -4 penalty to all tests. Even worse, Madame Sophie (if she still lives) will use her magick to create a mist, which serves to separate the musketeers into smaller groups. As they flee through the woods, the werewolf's howls will periodically sound through the night, growing increasingly close to the musketeers. Each time the beast's howl comes through the darkness, have each musketeer make a Courage roll, Difficulty 3. If any fail, they momentarily lose courage and dash through the woods, taking non-lethal damage equal to the amount by which they failed the Willpower roll. Anyone who passes will feel only a pushing urge to flee, but is able to counteract this impulse.

Lackeys are a different story. They are much more likely to flee on their own, and any lackey with a Willpower score of 3 or less will do so automatically. The musketeer to whom that lackey is attached may attempt an Influence roll (Difficulty equal to the lackey's Willpower score, +2 bonus for loyalty). If this roll fails, the lackey flees into the night, vanishing in the mists. Several minutes later, the musketeers can hear a bestial roar, followed by terrified screams as the werewolf finds this isolated lackey. After the first time this occurs, lackeys will no longer be compelled to flee, for they know the fate that awaits them should they try.

Anyone separated from the group can be located with a Survival test (Difficulty 2). Otherwise, only sheer dumb luck will allow that character to escape the werewolf's predation and arrive at the village, and the safety of the cathedral.

The last encounter for Act 2 begins when the beleaguered musketeers are finally able to make out the end of the tree line, and the outline of the cathedral on the outskirts of the village. If they can get inside, the sanctity of the place should protect them from the beast, at least until morning. However, just as the group breaks the tree line, they can make out the outline of the werewolf,

its eyes burning yellow, leaving the trees at a line perpendicular to their path to the cathedral.

They will have to run for it, though with the werewolf's high Move rate, the odds of escaping are slim. Even at their top running speed, the musketeers cannot hope to get to the cathedral before the werewolf falls upon them. Act 2 ends when the werewolf, having gained ground on the musketeers, crouches, and then leaps at them, snarling from its foaming mouth, and its talon-tipped hands spread wide.

Act 2 Dramatis Personae

Officer

Ally 2

Archetype <i>Soldier</i>			Motivation <i>Duty</i>	
Style: 1			Health: 5	
Primary Attributes				
Body: 2			Charisma: 3	
Dexterity: 2			Intelligence: 3	
Strength: 2			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 4			Defense: 4 [8]*	
Perception: 6			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Diplomacy	3	2	5	(2+)
<i>Leadership</i>			6	(3)
Firearms	2	2	4	(2)
Intimidation	3	2	5	(2+)
<i>Orders</i>			6	(3)
Melee	2	3	5	(2+)
Ride	2	2	4	(2)
Warfare	3	3	6	(3)
Talents				
None				
Resources				
Rank 2 (Lieutenant; +2 Social bonus, Bonus Resource)				
Flaw				
Stubborn (+1 Style point when his inflexibility causes problems)				

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Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Rapier	2L	0	7L	(3+)L
Wheellock pistol	3L	0	7L	(3+)L
* Plate cuirass				

Soldiers

Ally 1

Archetype *Soldier* **Motivation** *Duty*

Style: 0 **Health:** 4

Primary Attributes

Body: 2 **Charisma:** 2

Dexterity: 2 **Intelligence:** 2

Strength: 2 **Willpower:** 2

Secondary Attributes

Size: 0 **Initiative:** 4

Move: 4 **Defense:** 4 [6]*

Perception: 4 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
--------	------	--------	--------	-----------

Brawl	2	1	3	(1+)
-------	---	---	---	------

Firearms	2	3	5	(2+)
----------	---	---	---	------

Melee	2	2	4	(2)
-------	---	---	---	-----

Stealth	2	2	4	(2)
---------	---	---	---	-----

Survival	2	2	4	(2)
----------	---	---	---	-----

Talents

Long Shot (Doubles weapon ranges)

Resources

None

Flaw

Aloof (+1 Style point when his businesslike attitude causes problems)

Weapons	Rating	Size	Attack	(Average)
---------	--------	------	--------	-----------

Punch	0N	0	3N	(1+)N
-------	----	---	----	-------

Rapier	2L	0	6L	(3)L
--------	----	---	----	------

Matchlock musket	3L	0	8L	(4)L
------------------	----	---	----	------

Peasants

Follower 0

Archetype *Everyman* **Motivation** *Survival*

Style: 0 **Health:** 3

Primary Attributes

Body: 2 **Charisma:** 1

Dexterity: 2 **Intelligence:** 1

Strength: 2 **Willpower:** 1

Secondary Attributes

Size: 0 **Initiative:** 3

Move: 4 **Defense:** 4

Perception: 2 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
--------	------	--------	--------	-----------

Craft: any one	1	3	4	(2)
----------------	---	---	---	-----

Melee	2	1	3	(1+)
-------	---	---	---	------

Ride	2	1	3	(1+)
------	---	---	---	------

Talents

None

Resources

None

Flaw

Poor (+1 Style point when he is unable to buy a basic resource)

Weapons	Rating	Size	Attack	(Average)
---------	--------	------	--------	-----------

Punch	0N	0	0N	(0)N
-------	----	---	----	------

Farming implement	2L	0	3L*	(1+)L
-------------------	----	---	-----	-------

* Includes -2 improvised weapon penalty

Demonic Hounds

Archetype *Demon* **Motivation** *Greed (souls)*

Style: 0 **Health:** 5

Primary Attributes

Body: 2 **Charisma:** 0

Dexterity: 4 **Intelligence:** 0

Strength: 3 **Willpower:** 3

Secondary Attributes

Size: 0 **Initiative:** 4

Move: 7 [14]* **Defense:** 6

Perception: 3 [7]** **Stun:** 2

Skills	Base	Levels	Rating	(Average)
--------	------	--------	--------	-----------

Brawl	3	3	6	(3)
-------	---	---	---	-----

Stealth	4	3	9	(4+)
---------	---	---	---	------

Survival	0	4	4	(2)
----------	---	---	---	-----

Talents

Force Majeure

Cult Champion

Ally 2

Archetype Swordsman **Motivation** Honor

Style: 1 **Health:** 4

Primary Attributes

Body: 2 **Charisma:** 3

Dexterity: 3 **Intelligence:** 2

Strength: 3 **Willpower:** 2

Secondary Attributes

Size: 0 **Initiative:** 5

Move: 6 **Defense:** 5

Perception: 4 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
Academics:	2	2	4	(2)
History				
Acrobatics	3	3	6	(3)
Brawl	3	2	5	(2+)
Diplomacy	3	2	5	(2+)
Fencing*	3	5	8	(4)
Performance	3	2	5	(2+)

Resources

Fencing School 1 (Position de Fer +1 to Parry and Thrust; -1 to Feint and Slash.)

Talents

Flurry (May attack the same opponent twice at -2)

Riposte (Can attack after making a successful Parry)

Resources

None

Flaw

Callous (+1 Style point when expresses disdain for the suffering of others)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Rapier	2L	0	10L	(5)L

Madame Sophie

Ally 2

Archetype Occultist **Motivation** Duty

Style: 1 **Health:** 6

Primary Attributes

** Keen Sense (+4 bonus on smell-based Perception rolls)

Skill Aptitude (+2 Stealth rating)

Resources

None

Flaw

Bestial (Character cannot communicate or use tools)

Weapons	Rating	Size	Attack	(Average)
Bite	2L	0	8L	(4)L

* Creatures with four legs double their Move rating when running.

School of Night Cultists

Ally 1

Archetype Occultist **Motivation** Power

Style: 0 **Health:** 4

Primary Attributes

Body: 2 **Charisma:** 2

Dexterity: 2 **Intelligence:** 2

Strength: 2 **Willpower:** 2

Secondary Attributes

Size: 0 **Initiative:** 4

Move: 4 **Defense:** 4

Perception: 6* **Stun:** 2

Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Firearms	2	2	4	(2)
Intimidation	2	2	4	(2)
Melee	2	2	4	(2)
Stealth	2	2	4	(2)
Survival	2	2	4	(2)

*Alertness (+2 Perception rating)

Resources

None

Flaw

Criminal (+1 Style point when his negative reputation causes problems)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Flintlock pistol	2L	0	6L	(3)L
Short sword	2L	0	6L	(3)L

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Body: 2			Charisma: 1	
Dexterity: 2			Intelligence: 3	
Strength: 3			Willpower: 4	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 5			Defense: 4	
Perception: 7			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Academics:	3	3	6	(3)
Occult				
Craft:	3	1	4	(2)
Medicine				
Intimidation	1	5	6	(3)
magickk:	4	4	10*	(5)
Areomancy				
magickk:	4	4	8	(4)
Necromancy				
Melee	3	2	5	(2+)

Talents			
magickkal Aptitude (Ceremonial magickk)			

Resources			
*Ally 1 (Imp; grants +2 magickk rating)			

Flaw			
Fanatical (+1 Style point when her devotion causes harm)			
Weapons	Rating	Size	Attack (Average)
Punch	0N	0	1N (0+)N
Dagger	1L	0	6L (3)L

Imp

Archetype <i>Demon</i>			Motivation <i>Duty</i>	
Style: 0			Health: 4	
Primary Attributes				
Body: 2			Charisma: 1	
Dexterity: 4			Intelligence: 4	
Strength: 2			Willpower: 3	
Secondary Attributes				
Size: -1			Initiative: 8	
Move: 6			Defense: 7	
Perception: 7			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)

Linguistics	4	2	6 (3)
Stealth	4	4	9* (4+)
Survival	4	2	6 (3)

Talents			
Skill Aptitude (+2 magickk rating)**			

Resources			
None			

Flaw			
Coward (+1 Style point when one abandons its master to save its own skin)			

Weapons	Rating	Size	Attack (Average)
Claws	0L	+1	5L (2+)L

* Imps have a +1 Size bonus on Stealth rolls

** Imps grant this bonus to one magickkal Art known by their mortal master. This bonus is always granted to their master, even if the mortal has Skill Aptitude (magickk) already.

Corporal Maxim Gerard

Since Gerard is only involved in this adventure as a werewolf, he is only listed as such.

Ally 3				
Archetype <i>Demon</i>			Motivation <i>Survival</i>	
Style: 0			Health: 7	
Primary Attributes				
Body: 4			Charisma: 0	
Dexterity: 4			Intelligence: 2	
Strength: 5			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 8***	
Move: 9 [18]*			Defense: 8	
Perception: 7**			Stun: 4	
Skills	Base	Levels	Rating	(Average)
Athletics	5	5	10	(5)
Brawl	5	5	10	(5)
Stealth	4	5	9	(4+)
Survival	2	5	7	(3+)
Talents				
**Alertness (+2 Perception rating)				
Flurry (May make two attacks at −2 to each attempt)				
***Quick Reflexes (+2 Initiative rating)				
Resources				
None				

Force Majeure

Flaw

Bestial (Character cannot communicate or use tools)

Weapons	Rating	Size	Attack	(Average)
Bite	0L	0	10L	(5)L
Claws	2L	0	12L	(6)L

** A werewolf runs on all fours. Creatures with four or more legs double their Move rating when running.*

Regenerate: Werewolves have amazing powers of regeneration. Werewolves treat all damage by non-silver weapons as nonlethal. Only silver inflicts lethal damage.

At the end of each round, a werewolf makes a Body roll. Each success heals one point of nonlethal damage. A werewolf can never heal lethal damage through this ability—it must heal naturally. Werewolves knocked unconscious by damage recover immediately if their regeneration brings them to 0 Health or higher. Note that a werewolf that regenerates to exactly 0 Health is Exhausted.

Transference: When a werewolf bites a human, the demon can transfer part of its essence into the victim, turning the poor sap into a werewolf. Each time a victim is bitten, he must make a Willpower roll with a Difficulty equal to the number of points of damage taken by the attack. Failure means the victim is possessed, though he manifests no sign of his infliction until the first rising of the next full moon (28 days from when he was bitten).

See page 183 of the *All For One* rulebook for adjustments to a victim's Attributes, Skills, Talents, and Flaws when he becomes a werewolf.

Act 3: L'école de Nuit

Scene 1: A Timely Rescue

This Act begins immediately where Act 2 leaves off. The musketeers are barreling towards the safety of the cathedral, and are ambushed by the ravenous werewolf that was once Corporal Maxim Gerard. The werewolf is flying through the air, leaping into the midst of the musketeers to tear them all limb from limb.

However, just before the werewolf lands, the musketeer can hear something whistling through the air, and a heavy object strikes the werewolf on the head with a resounding "thunk." Instead of landing squarely, the beast falls against one shoulder, and rolls to a stop. It lays still, momentarily stunned. As the musketeers try

to discover what has happened, even more items spin through the air, and hit the werewolf, the musketeers, and the ground around them.

Smart musketeers will use the creature's stunned condition to gain some ground, and running for the cathedral seems a prudent move. As they get closer to it, they can make out the forms of several villagers, Boucher and Henri included (if they yet live), standing just outside the doors, hurling ingots of silver pilfered from Gaston's old shop. However, since these are not weapons, the stunned werewolf will be on his feet in a short time. Even as the musketeers rush inside the cathedral and have the heavy wooden doors shut behind them, they can all hear the werewolf as it regains its feet and runs towards the door.

Allow those trying to get the door shut to make either a Balance or Athletics check (Difficulty 3). If everyone attempting this succeeds, the door is shut and barred moments before the werewolf slams its bulk into it. Anyone who fails is knocked away from the door for a point of non-lethal damage for every point by which they failed, and the werewolf manages to slip a clawed hand into the doorway before it can be fully shut. Another Balance, Strength, or Athletics roll (Difficulty 4) is needed to get the door completely shut and barred, and this time failure prompts a point of Lethal damage for every point by which the musketeers fail.

If the musketeers fail to get the door shut, the werewolf bursts into the church, throwing everyone back. However, it can only remain inside for a few moments, and will eventually flee back outside; though it can be seen prowling around the open door for several hours, trying in vain to find a way in. It goes without saying that anyone attempting to exit the cathedral will be met with a gruesome death, which the werewolf will ensure happens in full view of anyone inside the cathedral.

Scene 2: Waiting for Sunrise

Anyone who can make a successful Academics: Occult, or any magick roll will determine that the creature outside will most likely depart at sunrise, and they appear to be safe inside the cathedral, so long as non one attempts to go outside. Thankfully, the beast seems to only be interested in those sheltering in the cathedral, so the other people in the village are safe, for the time being.

This is a good opportunity to allow the musketeers and their lackeys a chance to rest, recover from wounds, and plan their next move. The villagers will be grateful that the rains have stopped (assuming the musketeers have disrupted the cult's altar in the château), and will tell the musketeers that they will help deal with the remaining cultists, and the werewolf, in any way they can.

At this point, there will be at least one (possibly more)

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problems that will require the musketeers' attention. If the players fail to remember one of these items, Boucher will bring it up, along with a possible solution.

The werewolf's rampage must be stopped, by either killing the beast somehow, or using the Rite of Exorcism to free their compatriot from his accursed condition. The creature is entirely too fearsome to face in single combat, or even group combat, and without silver weapons, they will not be able to hurt it anyway (Academics: Occult (Difficulty 1) or Reason (Difficulty 4)). Boucher mentions that, while the silversmith's shop has a good supply of silver ingots and jewelry, there are no weapons to speak of.

If any of the musketeers possess Crafting skills related to metal (i.e. armorsmithing or weaponsmithing), it may be possible to take their existing weapons and apply a layer of silver to them, so that they will harm the werewolf. This is, however, not an ideal solution, as the procedure takes time, and may only last for a few minutes in combat.

Conversely, they do still have access to the great culverin left behind by the Spanish soldiers from Act 2. There is enough silver in the village, and gunpowder with the cannon, to build up a single grapeshot effect. If the musketeers can lure the werewolf to the artillery piece, a pointblank shot may be enough to put poor Corporal Gerard out of his misery. If the musketeers do not think of this on their own, you may prod them a bit by having Boucher mention the cannon as a possible weapon against the beast. Eventually, they will put two and two together. If they come up with this on their own, Style Points should be awarded, especially if the character who comes up with it is of the Academic or Military Archetype. A fuller discussion of this attempt is detailed below.

Mopping up the cultists is another problem. While their accidental raid on the cult stronghold in the château cellars may have dealt the cult a solid blow, there is always the chance that Madame Sophie and one or more of her cultists are still alive. If so, it will be up to the musketeers to ensure they do not threaten the villagers any longer. If you, as Gamemaster, do not think you will have any time to deal with the cultists, you may simply decree that they fled during the raid, and they will have no further impact on this adventure. However, they may appear again later in the campaign to enact their vengeance for having their schemes thwarted.

However, if it seems like the musketeers will have an easy time dealing with the werewolf the following night; Madame Sophie may use the Imp to gather intelligence on the musketeers' plans, and will use her magickk abilities to attempt to disrupt them at an opportune moment. She will try to avoid engaging with the musketeers herself, preferring to let the cultists, and the champion (if still around) do the dirty work for her. She will only put herself in harm's way if there is no one else to do so when the werewolf attacks next. If this is the case, she will use magickk from afar to sabotage the musketeers' preparations. Remember, she is crafty and cunning, but

also very interested in her own life and well-being. After all, she is no good to the School of Night if she is dead.

If the rains still fall, the musketeers will have to return to the château and disrupt the altar in the cellars. This time is the same as last time, though the cultists definitely are aware of the musketeers' presence, and will do everything in their power to keep the altar in place. For this attempt, moving through the château will involve horrible, room-by-room fighting, during which time Madame Sophie and her underlings will throw everything in their power at the musketeers, up to and including summoning more demonic hounds, and awakening the gargoyles on the roof to keep the musketeers at bay.

✱ Gargoyles (6). See page 23.

Sunrise

Just as the sky to the east begins to turn pink and orange with the rising sun, the werewolf makes a terrible, almost plaintive sounding howl, and scampers away into the forest, pausing at the tree line to glance back and snarl at the musketeers and their hiding place. Depending on what order the musketeers approach their tasks, they have a single day to accomplish a great deal of things. Boucher recommends they get some rest before beginning their work, saying that a couple of hours of sleep will not harm any of them.

Scene 3: Preparations

Each of the mini-scenes below assumes that the cultists are out of the picture. However, if this is not the case, refer to the entry in each section for what to do if Madame Sophie or any of the other cultists are still around to interfere with the preparations.

Moving the Great Culverin

While the artillery piece is certainly a prized weapon in this scenario, getting it in place is made problematic by two factors: the terrible, muddy roads between where it lies and its destination, and the fact that it weighs over 3,000 pounds. It will take nearly every person and draft animal in the village to shift it, and getting it from the wooded encampment to wherever it is going to be set up will take time. There is also a good chance that someone will be injured during the move.

Moving the piece can either be a test of Strength or one of Leadership. Whoever is in charge of getting the culverin moved can either be part of the team that hauls it, or they can work as an overseer, directing the team on how to proceed. For the test of Strength, the musketeer must make an Extended Strength or Athletics test, and gain a total of 10 successes. Each test represents an hour's worth of working alongside the others in the

Force Majeure

village. Any test in which the character does not gain at least a single success means that someone has been injured, and another hour must pass before the group can begin again.

The test of Leadership is the same, except that the test is made against the leading character's Influence or Diplomacy rating. The same number of successes is needed, and any roll with no successes results in someone in the hauling team being injured.

Once the weapon is inside the village, a suitable place must be found to hide it. The werewolf will need to be at point blank range when the weapon is fired, so the musketeers must find a place where they can disguise the weapon until it is needed. Have the character in charge make a Reason or Gunnery roll. The number of successes rolled is the Difficulty of the werewolf's roll to spot the trap before it is triggered.

If the cultists are involved, they will infiltrate the group and pretend to assist in the moving. Their hampering results in a -2 penalty to all dice rolls involved. If they can be discovered (Reason roll, Difficulty 2) and dealt with, this penalty goes away.

Silver-Tipped Weapons

It takes a few hours and a successful Difficulty 4 Craft roll to produce a single silver-tipped weapon. Such a weapon will do lethal damage against the werewolf, but not for long. After a number of attacks equal to the number of successes over 4 gained during the Crafting roll, the silver will have worn off to the point that it is essentially useless.

However, silver bullets are much easier to craft, and have the benefit of lasting until they are used. A single Craft roll (Difficulty 2) is needed to make a batch of silver bullets. Working for a whole day will allow the character to make enough silver bullets for every firearm in the village.

If the cultists are involved, then three of them (plus the champion if he has survived) will pose as villagers bearing a supply of silver for smelting. They will attack when least expected. The musketeers will have to fend off their attacks for a few rounds before help can arrive.

♣ Cultists (3). See page 17

♣ Cult Champion (1) See page 17.

Finishing Off the Cultists

Any surviving cultists will keep out of sight until nightfall, when they hope to aid the werewolf in its assault on the town. If Madame Sophie's Imp familiar is still alive, the cultists will likely know what the musketeers are planning, and will attempt to stop them before they unleash the great culverin on the werewolf.

However, it is possible that enterprising musketeers will want to track them down before that to keep the cultists from interfering. The bulk of the survivors, in-

cluding Madame Sophie if she still lives, are hiding out until nightfall. Locating their hiding spot (a dilapidated cottage deep in the forest around the château), takes a successful Survival roll (Difficulty 5). The exact number of cultists varies according to how the musketeers have handled them thus far. If casualties have been light, then there are two cultists for every musketeer. If the cult has suffered greatly at the hands of the musketeers, there may only be a handful of survivors.

Scene 4: Springing the Trap

As night falls, and the moon glows in the sky, the musketeers can hear the werewolf's fearsome howls. Initially, they are distant, and the villagers not participating in the fighting have time to lock themselves away. As time passes, the howls draw nearer, finally sounding just outside the village. After that, the howls cease, and the werewolf bides its time, letting the abrupt silence unnerve the defenders. It will then try to sneak into the village, and ambush characters one at a time.

♣ Werewolf (1). See page 18.

Eventually, once the tension within the village is at its peak, the werewolf moves in for the kill. It will attempt to ambush one of the musketeers, and, instead of fading back into the shadows, will give chase if that musketeer flees. Though the beast can easily outrun any character present, its mass means that it has trouble maneuvering around corners. To keep the beast at bay, the pursued character may attempt Acrobatics, Athletics, or Balance rolls (Difficulty 4). After two such rolls, the werewolf will have been lead to the place where the great culverin has been set up and loaded.

How well the weapon has been hidden will determine if the werewolf can spot it before it can be fired. Make an Intelligence test for the werewolf with a Difficulty equal to the number of successes gained when the weapon was hidden. If the werewolf passes this test, it spots the weapon, and can make a Defense roll to attempt to get

Dealing with Fatigue

Staying up all night to prepare for this fight is exhausting. Anyone who did not take the opportunity to rest before Scene 3: Preparations, will suffer a single point of non-lethal damage due to Fatigue. In addition, anyone who fights cultists, helps physically move the great culverin, or labors making silver-tipped weapons, will be even more tired. Check the rules for Fatigue on page 112 of the *All For One* rulebook to see how much non-lethal damage such actions impose.

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Force Majeure

Act 3 Dramatis Personae

out of the way. If it fails the roll, it gets no Defense roll against the culverin shot, which is likely to destroy it.

The great culverin adds 10L to the gunner's Reason or Gunnery roll. Since the weapon is loaded with silver items, it can and will do lethal damage to the werewolf. If, for some reason, the initial shot does not kill the beast outright, silver-tipped weapons can be used to finish it off before it can flee to recover from the damage. In all likelihood, the blast from the weapon will reduce the werewolf to a fine red mist, leaving behind only charred ruins of flesh and the smell of brimstone and black powder smoke.

If the cultists are involved, they will lie in wait, and attempt to stop the gunner from firing the culverin. There might only be a few of them, but they hope that the timing of their assault will be such that the grapeshot fails to fire.

♣ Cultists (3). See page 17.

Epilogue

Having broken the back of the School of Night's operations in the area, and putting down the werewolf, the villagers offer their thanks to the musketeers. They state that their faith in the King's ability and rightness to rule has been reaffirmed, and that they will no longer fear that they have been left to die while the people of Paris dance and drink their way to oblivion. The musketeers are always welcome, and they may find safe haven here if ever they need it.

Also, Marcel Lambert is very pleased to discover that the rainfall was unnatural, and therefore will not prevent him from taking possession of the château. Indeed, he states that his real goal was to achieve a copy of *Le Gran Albert*, and, with it in his possession, he is less interested in the château.

If told about the cult activities in the area, Lambert professes keen interest, and asks many clarifying questions. He wonders aloud if this means the Baron Reims has any links to the School of Night, and may ask the musketeers to make some discreet inquiries into that state of affairs. The Astrologer pays the characters what they are owed, as well as a bonus of 100 *livre* to be split between them for finding and delivering the book.

As such, M. Lambert offers the musketeers use of the Château Saint-Formous as they see fit, and may even be willing to grant them small sums of money to see to its refurbishment and upkeep, until such time as he can reclaim it fully for himself. Treat this as a Level 1 Refuge, owned by Lambert, but overseen by the musketeers in concert. As the game progresses, the musketeers may increase the level of this Refuge, and may eventually wind up owning it outright.

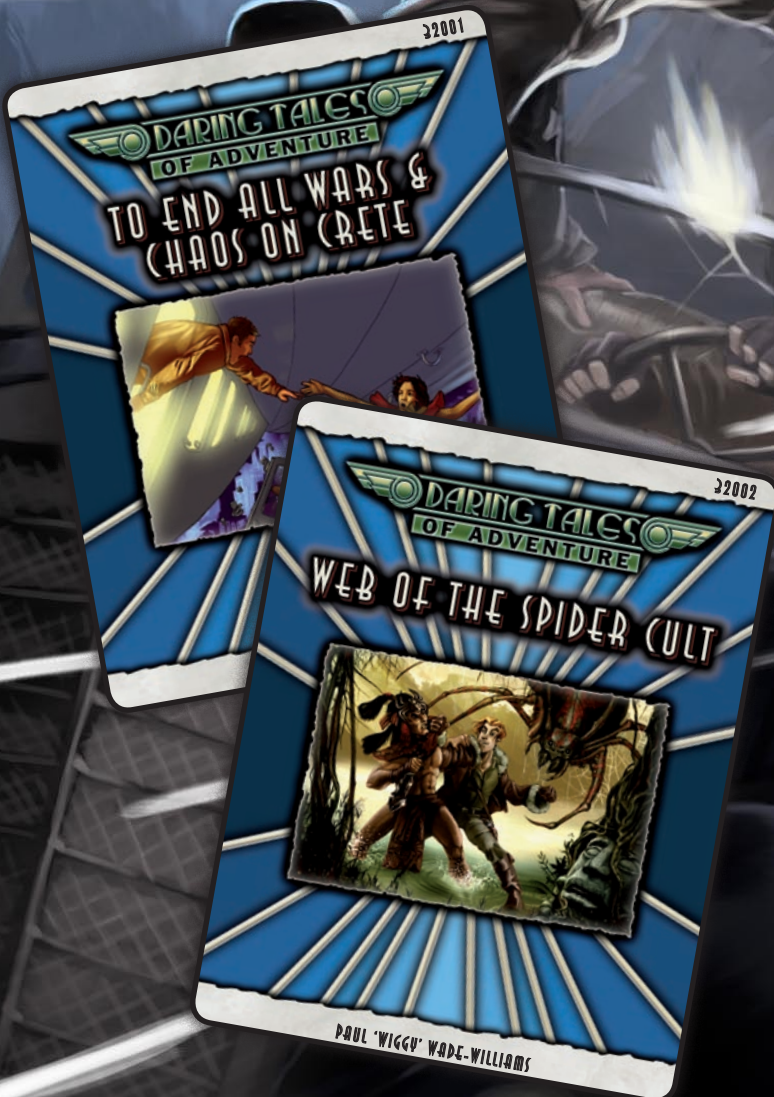
Lastly, the School of Night will be made aware of the character's actions against them, and will begin a scheme to have them brought low before their bloody demise. The agents of the Devil are sometimes slow to move, but implacable in their anger once roused.

Gargoyles

Archetype Construct			Motivation Duty	
Style: 0			Health: 4*	
Primary Attributes				
Body: 3			Charisma: 0	
Dexterity: 2			Intelligence: 1	
Strength: 3			Willpower: 2	
Secondary Attributes				
Size: -1			Initiative: 3	
Move: 5 [2]**			Defense: 6	
Perception: 3			Stun: N/A*	
Skills	Base	Levels	Rating	(Average)
Brawl	3	4	7	(3+)
Stealth	2	2	5***	(2+)
Talents				
Damage Reduction (Reduce all damage against it by 2 points)				
High Pain Tolerance 2 (Ignore wound penalties)				
Resources				
None				
Flaw				
Bestial (Character cannot communicate or use tools)				
Weapons	Rating	Size	Attack	(Average)
Claws	0L	+1	8L	(4)L
* As animated constructs, gargoyles are immune to nonlethal damage, and cannot be stunned.				
** Gargoyles use their full Move rating for flying, and half their Move rating when on the ground.				
*** Gargoyles have a +1 Size bonus on Stealth rolls.				

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Force Majeure is an adventure for *All For One*, and is meant to be played as an introductory mini-campaign for novice musketeers and their lackeys.

It may also be played using the sample musketeers found in the *All For One* rulebook.

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