

## ALL FOR ONE

*Régime Diabolique**Le Mousquetaire Déshonoré**Partie Une: Désir Mortel*

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*All For One: Règime Diabolique*

*Le Mousquetaire Déshonoré*

*Partie Une: Désir Mortel*

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# Partie Une: Désir Mortel



## ❧ Introduction ❧

*Désir Mortel* is the first of four adventures in the *Le Mousquetaire Dés honoré* campaign. This adventure is designed for beginning characters although more experienced characters can be accommodated with little difficulty. It is not necessary to run the final three adventures in order to play *Désir Mortel* and, indeed, the *Le Mousquetaire Dés honoré* campaign arc only tangentially affects the events in this adventure.

In this adventure the characters are called to investigate the deaths of two musketeers in a single village, with one occurring while the second musketeer was investigating the death of the first. The characters soon discover that a beautiful peasant girl is at the center of a growing body count, all due to the magickal machinations of an unlikely suitor.

This adventure is divided into three Acts, each of which should take a single session's play to finish, although some Acts may take longer or shorter depending upon the players' actions. If pressed for time, the Gamemaster can skip **Act 1 Scene 1**, primarily designed to add color and convey the spirit of musketeer France to the players, as well as providing them the opportunity to collect a few Style points before launching into the adventure.

In **Act 1: A Most Curious and Deadly Investigation**, the characters are assigned to investigate the deaths of Paul de Chamest, a musketeer recruit, and Roger Dupin, a seasoned veteran. On their way to the scene of the crime, the characters come across another murder and a potential suspect, as well as the Maréchaussée.

In **Act 2: A Gypsy Curse?**, the characters discover that a local peasant girl, Eva Aubergiste, has many suitors and two have died, one of which was Paul. While the evidence mounts regarding magickal involvement, the characters also learn that Roger Dupin's death is unrelated. By the end of this Act, Eva is imprisoned awaiting trial for witchcraft.

By **Act 3: Unholy Orders**, the characters learn that Father Charles Drapier is behind the murders. He is in love with Eva and is using magick to influence events to make her his. The characters have to stop him but he has ensorcelled many allies within the village.

## *Running Désir Mortel as part of a campaign*

At its core, *Le Mousquetaire Dés honoré* is a tale of revenge involving former King's Musketeer Delmar Boulanger. Delmar was thrown out of the company after being caught in heinous crime. He blames four musketeers for his ouster and resulting disfigurement (Delmar's refusal to leave quietly resulted in the loss of an eye). Delmar spent a little over a decade learning to fight with one eye and plotting his revenge. Each adventure in the campaign involves Delmar taking revenge on another musketeer before the characters finally get a chance to confront him.

Roger Dupin was a mentor and something of a surrogate father figure to one of the characters (see the **A Musketeer's Child** sidebar). A skilled swordsman, he has likely also trained the other characters as well. In this adventure Roger is killed by Delmar while investigating the unrelated death of musketeer hopeful Paul de Chamest.

If you choose to run *Désir Mortel* as the first part of the campaign, you may wish to place an adventure or two between this one and the next, *Le Baiser de la Mort*. This will help to obfuscate Delmar's plot and keep the players guessing as to when he will strike next.

## *Running Désir Mortel as a Standalone Adventure*

If you choose to use *Désir Mortel* as a standalone adventure, you may want to consider removing Roger



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Dupin from the plot entirely. The Dupin plot hook exists solely to connect this adventure to the *Le Mousquetaire Désbonoré* campaign. Rather than sending Roger, the Lieutenant instead sends the characters investigate the prospective musketeer's death; this also eliminates the loose end of Roger's murder.

## ❧ Background ❧

Pastor Charles Drapier has recently been ordered to minister to the village of Champs-Saint-Denis near France's northeastern border. While a capable and charismatic priest, Father Charles has two shortcomings. First, he is secretly a student of magick. He's chosen not to share this information with his Order because his magickal knowledge has granted him numerous advantages that would be nullified if he shared his secret. Second, Father Charles has great difficulty keeping his vow of chastity: the moment he saw the young Eva he knew he had to have her...

Eva was born to a French ex-soldier and a Gypsy. Her mother, Flora, lost her family to plague and Rollo Auber-giste, a friend to the Gypsies, allowed her to stay in his home. They soon were married, with Flora pledging to subsume her Gypsy culture to that of her husband.

Several years later Rollo bought the Plume Blanche Inn in Champs-Saint-Denis. Flora provided entertainment for the patrons, dancing to Gypsy tunes that she taught local musicians to play. She taught her daughter Eva how to dance before she succumbed to smallpox when Eva was 13 years old.

Rollo remarried a war widow, Aimée, and accepted her children Henri and Elyse as his own. All of them, including Eva, work with him at the inn. Eva has blossomed into a gorgeous young woman, continuing to entertain the patrons as her mother did with the help of Ambroise Laurent, a butcher's son who learned how to play Gypsy tunes from the previous guitarist at the inn.

While it was obvious that Eva and Ambroise have feelings for each other, Rollo had other plans for her. While he never quite attained the level of a minor noble, he is one of the wealthiest men in the village. He wants his daughter to marry into a comfortable life. He encouraged her to accept "better" suitors and soon Eva had two. One of them was fabric merchant Lyle Delorenz, the other Valmont Gillet, a minor seigneur who owns a vineyard and winery. Unfortunately, and unbeknownst to her, Eva also has a more sinister, secret suitor.

Father Charles recently arrived in the village and was immediately smitten by the beautiful Eva, especially since Rollo's family often sat in the front pew. He desired her but knew that he could not woo her in the conventional manner. He decided to use his knowledge of Homoman-cy to hatch a plot to ensure that Eva would become his.

In the meantime, Valmont was on the verge of winning Eva's hand when Paul de Chamest entered the picture. He frequently stayed at the inn during trips to and from Paris and began flirting with Eva. He boldly approached

## A Musketeer's Child

Three of the four musketeers are clearly defined, leaving the fourth musketeer for the Gamemaster to design. This is because the fourth musketeer is the father of one of the characters! If you are planning on running the entire *Le Mousquetaire Désbonoré* campaign, then you'll want to lay the groundwork now. The character's father is deceased, having retired from the company a few years ago, succumbing to an unrelated illness, old injury, or accident (none of which were of Delmar's design). Roger Dupin has taken a personal interest in the development of his old friend's child.

The Gamemaster should try to slip this information in without arousing the players' suspicions. It becomes more important as the campaign progresses, as Delmar Boulanger has decided not to let Fate take his revenge away from him. He will destroy the child of the man that took his eye...

Rollo with the prospect of marrying her not long before his father died. As Paul aspired to be a King's Musketeer, Rollo heartily agreed.

Unfortunately, Father Charles put his plan into motion just as Paul came to the village for the last time. He created a ceremonial space in the chapel of St. Denis, using it to control the minds of itinerants staying at the church as well as the local unit of the Maréchaussée. Using Tarot cards he acquired from a trip to Rome, Father Charles sought to murder Eva's suitors and make it look as if it were the work of Gypsy magic. He even had a back-up plan to implicate Ambroise and ensure that none of Eva's suitors were left in his way. Once Eva was arrested he would convince the magistrate that she was possessed and that the proper course of action would be to obtain an exorcism and a confession. Following this Eva would dedicate the rest of her life to the church, and Father Charles would use his magick and influence to ensure that she remained with him.

His plan proved a bit more difficult to achieve than he expected. He forced an itinerant soldier, Dion Marceau, to kill Paul, but the young man didn't go down easily, managing to mortally wound his attacker from a distance. The Tarot card that was supposed to be placed on Paul was instead lost with Marceau's body. Father Charles had little time to search for it before Dupin arrived to investigate.

Instead, Father Charles sent Beaufort Neville to kill Lyle Delorenz, whose body the characters find on their way to the village. This murder goes off without a hitch, and Father Charles sweetens the pot by poisoning Valmont's ear. By the time the characters get to the village, enough charges are leveled at Eva to try her. If the characters don't uncover Father Charles' plot in time, Eva will either be dead or enslaved by the priest.



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## *Act 1: A Most Curious & Deadly Investigation*

The adventure starts in a Parisian winter and a soft, thin sheet of snow covers the fields, streets, and rooftops. Parisians carefully lead horses and pull carts along slippery roads. It is a cold morning, but not as cold as the day before, and many Parisians are simply enjoying the light snow before the heat of the midday sun melts it all away.

M. de Tréville receives word that Roger Dupin has been killed in a duel while investigating the mysterious death of a prospective Musketeer. Fearing a foul plot, the Captain has instructed Lieutenant Jean-Marc de Guerre to select a band of musketeers to investigate. As Fortune would have it, he chooses the characters and sends her lackey Thadeus to collect them.

Lieutenant Jean-Marc de Guerre is an aloof but capable officer. He never carouses with other Musketeers and indeed when he does venture into a drinking hall it generally means that there is a serious matter afoot. Thus, a visit or call from the lieutenant is always treated as a matter of great import.

The primary reason for “his” aloofness, however, is the fact that Jean-Marc de Guerre is actually a woman, Marie de Fleur. As a child, Marie seemed more interested in male pursuits rather than learning how to be a perfect lady. To her mother’s chagrin, Marie’s father initially encouraged this, teaching his daughter how to ride and fence. Unfortunately, her father died in combat not long after France entered the current war, and Marie’s mother soon discovered that not many nobles wanted such an independent spirit for a bride. Under her mother’s command and her older brother’s approval, Marie was sent to a nunnery.

Unfortunately Marie proved no better a novice than a “respectable lady” and clashed often with her sisters. She ran away from the nunnery before taking vows (rumor has it the Mother Superior was glad to be rid of her) and disguised herself as a man in order to join the King’s Musketeers. She pretended to be from Lorraine, as the fluid boundary between France and the Holy Roman Empire makes it difficult to corroborate her story. She also adopted a French-German hybrid accent, peppering her speech with German words. Not only does this strengthen her claim to be from Lorraine but the harsh German tones make her voice sound less feminine.

While “Jean-Marc” was a terrible marksman, “he” had few equals with a blade. Jean-Marc de Guerre was accepted into the company and soon proved a capable member. It didn’t take long for Tréville to guess her secret, but he valued her unique perspectives and kept her close. Within a few years, Marie found herself to be one of the Captain’s most trusted subordinates.

Marie’s lackey, Thadeus, is completely unaware of his master’s secret. While a bit dim (possibly due to a head injury or two), Thadeus is a loyal servant that takes little notice of “Jean-Marc’s” eccentricities. He’s an old soldier with an erratic gait due to the numerous injuries received while serving the King. Thadeus is also fond of strong drink, toasting frequently to lost friends (to whom he still occasionally speaks, even though they aren’t around to respond). His long stringy hair has gone white long ago and he sports a bright red nose.

Fortunately, Thadeus’ comical appearance and foul breath cause many men to underestimate him, a grave mistake on their part. Unlike his master, Thadeus is a crack shot with a firearm in addition to being a capable swordsman. While not the fencer that his master is, Thadeus can certainly hold his own until reinforcements arrive.





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## Scene 1: A Gathering of Musketeers

Lieutenant de Guerre sends Thadeus to round up the Musketeers (i.e., all the characters) he has selected for this mission. As these characters normally fall under the Lieutenant's command, Thadeus knows exactly where to fetch them, whether they live in the barracks, in a Parisian home, a brothel, or in the back alley behind a tavern after a long night of drinking.

While it's certainly possible that all of the characters are patiently enjoying their morning watching the snow fall from the Musketeer barracks, it's hardly an interesting way to start. It's much more enjoyable to have Thadeus round them up in the aftermath of pursuing their Flaws. Such situations provide entertaining color and, if played well, reward each character with a Style point.

Here are a few example scenarios to spice up the opening scene:

### Warming the Wrong Bed

A lustful character has fallen asleep next to his latest conquest, only to discover that her husband has arrived a bit earlier than she thought. If the character makes a Perception roll with a Difficulty rating of 3, he hears the husband enter the house, providing ample time to gather his things for a window escape. If he misses this roll, he can make a Perception roll with a Difficulty rating of 2 to hear the husband make it to the top of the staircase, giving the character two Combat turns to react before the husband opens the door.

Thadeus meets the character wherever he's managed to land on the street.

### A Friendly Duel

This scenario works well for characters whose flaws or sense of Musketeer pride can get him into trouble. He has decided to enjoy the morning snow with a walk to the Seine. Unfortunately, three of the Cardinal's Guard are there, with one of them entertaining some children with a fencing display.

When this guard, Gaston, sees the musketeer, however, he can't help himself but offer a "friendly" challenge. He lifts his sword in salute, calling to the character: "Ah, one of the King's Musketeers! Shall we show these children why the Cardinal is much better protected than his Majesty?"

If the character doesn't accept the challenge, then the Cardinal's Guards continue taunting him. You can also have other musketeers arrive, putting a resisting character in a bad spot (if someone else has to accept the challenge, then the character's reputation would suffer).

Gaston offers "best out of three." Each duelist is expected to pull his thrust so that he only taps his opponent (hit but do no damage). Unfortunately, Gaston

### Lad or Lady?

Lieutenant Jean-Marc de Guerre is a woman disguised as a man in order to serve with the King's Musketeers. While M. de Tréville knows her secret, he respects her ability and service enough not only to allow her to remain with the company but has also promoted her to lieutenant, a very respectable position. Of course, this requires that she maintain the charade of being a man.

This need not be the case if the Gamemaster has decided to allow women to serve openly with the King's Musketeers. In such circumstances the Lieutenant makes no effort to hide her femininity and goes by her real Christian name of Marie de Fleur. If you are using *Richelieu's Guide to Expanded Characters*, you could choose to have Marie either serve openly as a King's Musketeer or wear the white tabard as a Queen's Musketeer, the latter being preferable if there are Queen's Musketeers in the party.

Marie undergoes a bit of a personality shift if she is not disguising her identity. While she is still a dedicated and highly efficient Musketeer, Marie no longer feels the need to keep men at arm's length. She can be quite charming as long as her abilities aren't questioned. If they are, she gives the accuser the cold shoulder rather than get drawn into a duel.

A disguised Jean-Marc can be a source of amusing misunderstandings if she favors one of the characters, while a female Marie would have to deal with the prejudices of her male underlings. In either case, Jean-Marc can be used to generate Style points for characters.

has the "short temper" flaw and, if the character strikes the first blow, Gaston attempts to do damage with his thrusts (and take the corresponding penalty for his flaw). He does keep enough of his composure, urged on by his companions, to accept a loss.

Thadeus approaches the character during the duel, waiting patiently until it is over. He'll either give accolades or encouraging words as appropriate before conveying the Lieutenant's summons.

### More than Just Pride

A character with a reputation for carousing and drinking too much finds himself waking up in an alley behind a tavern amongst the empty barrels and refuse. He also sees a street urchin running away from him, stuffing the character's purse into his pants. Unless the character wants to lose his money, he must pursue the boy through the local market in order to retrieve his pouch.

The character has to make an opposed Athletics roll to catch up to the street urchin. This requires an extended test of 8 successes. The street urchin has a head start, giving him 2 successes already. If the character gets 8



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successes first, then he reaches the street urchin. If the street urchin makes 8 successes first, then he slips away. The character can substitute his Streetwise for Athletics to represent navigating his way through shortcuts.

You can also throw in the occasional Acrobatics roll against apple carts, moving livestock, or avoiding carriages. Missing these rolls can subtract from the character's Athletics successes, but be sure to make the street urchin roll as well. Perhaps the intervening apple cart actually helps the character for a change!

If the street urchin is caught, he begs for mercy and offers the pouch back. Thadeus soon arrives, led to the character by his own lackey, whom he dismissed the night before.

## *Now without Further Ado...*

In any event Thadeus delivers the Lieutenant's message after the shenanigans are over. To each his message is the same:

*Please excuse my intrusion, Seigneur (or other appropriate title), but my master requires your presence in his office at the top of the hour. It is a matter of grave importance.*

Characters should note that the usually drunk and jovial Thadeus is particularly somber this morning. When he speaks to the affected character he takes off his hat and offers his condolences, adding that this matter concerns Roger Dupin, who's "apparently lost his last duel."

## *Scene 2: A Matter of Grave Importance*

After making themselves presentable, the characters make their way to the Lieutenant's office. Ensign Michel Dupree greets them but makes them wait outside the office until all are gathered. If the characters don't know each other, then this is a good time for them to get acquainted (the Gamemaster can even offer Style points for entertaining boasting).

Once all of the characters have arrived then Ensign Michel enters the Lieutenant's office to announce that they are gathered. The Ensign emerges and announces that the characters may go inside. The Lieutenant sits behind his desk with his customary aloofness, calmly writing a letter with a feather pen. In his French-German brogue he thanks them for their promptness (or scolds them for their lack thereof) before telling them about their mission.

*The Lieutenant signs his letter and puts the pen back in the inkwell. He doesn't bother to look up at you, speaking while shuffling more papers.*

*"You've been selected for a very special and un-*

*settling mission involving Sergeant Roger Dupin. Seigneur Roger had recently offered to sponsor a promising young noble from Champagne, Paul de Chamest, for induction into the King's Musketeers.*

*"Three days ago, de Chamest failed to arrive in Paris as expected and Seigneur Dupin decided to investigate the matter. When he arrived at Champs-Saint-Denis he discovered that de Chamest and his manservant had been killed the morning before en route to Paris. Dupin sent word to us with his manservant, Louis. When Louis returned yesterday he discovered that Dupin had been killed in a duel, his body found in a field just outside the village, which Louis returned with last night.*

*"The Captain is taking no more chances. He has ordered me to send musketeers to investigate the matter. Champs-Saint-Denis lies just inside the border with Champagne. Your mission is to go to Champs-Saint-Denis and discover why these men died.*

*"Remember, all for one and one for all. Find out who is responsible and deal with them accordingly."*

*With that the Lieutenant picks up his pen and begins writing another letter.*

Should the characters not take the hint, the Lieutenant grumbles "is there something more you wish to discuss?" In any case they now have their mission.

If the PCs wish to speak to Louis, Roger's former lackey, then Ensign Michel tells them that Louis is currently enjoying breakfast in the dining hall.

Roger's body is currently being prepared for burial in the musketeers' chapel, if the characters wish to examine it. A character making a Medicine roll (Difficulty 3 – Investigation can be used for skill synergy) can see that Roger died from a rapier thrust through his heart and that the other cuts and bruises on his body are consistent with a duel. A character that scores an extra success notes that Roger twisted his ankle (and this is probably what cost him the duel). A character that scores 2 or more extra successes and is familiar with the Renoir style (of which Roger was a master) notes that the opponent was obviously left-handed.

## *Scene 3: A Shaken Manservant*

While the dining hall is certainly swelling with patrons at this hour, Louis is easy to spot. It is uncommon for menservants to eat at the same tables as the King's Mus-

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keteers, so Louis is sitting by himself not far from a fire. Characters who knew Roger will recognize his lackey.

*Louis is a short, stocky man with plump cheeks and fingers. While one might expect such a man to be devouring the plate of bread, eggs, and bacon in front of him, Louis has barely touched his breakfast. Instead, his fingers are wrapped around his mug of wine as Louis takes a few balt-ing sips. He's obviously very distressed.*

Louis has served Roger since the founding of the King's Musketeers. He not only mourns his old friend and master but also his old life. He simply doesn't know what he's going to do with himself now that Roger is gone. The following is a speech of what Louis knows -- the Gamemaster may wish to break it up as he reacts to character questions, especially if he knows one or more of the characters personally.

*"Salutations, messieurs. I wish it were under better circumstances. Where should I start? Perhaps this began two weeks ago, when Seigneur Dupin went to the Chamest estate for a grand ball. Young Seigneur Paul de Chamest approached Seigneur Dupin with a desire to join the King's Musketeers. My master was suitably impressed with a demonstration of his skills and offered to sponsor him.*

*"The young Seigneur was due to arrive in Paris three days ago. He sent word that he would arrive before noon, and my master became increasingly worried as the day wore on long past that. He requested and was granted leave to find him and we left the following morning. When we arrived at Champs-Saint-Denis, we discovered that Seigneur de Chamest and his manservant had been ambushed the morning before in the woods near the village. Their bodies had already been sent to the Chamest estate.*

*"My master was greatly upset and sent me back to report. I spent the night in Paris and rode out early yesterday. When I arrived in Champs-Saint-Denis, I was informed that my master's body [Louis chokes back a sob] was found in a farmer's field, apparently the victim of a duel. I immediately turned back and reported to the Captain.*

*"Whatever shall I do now? I abandoned my master to his fate and brought ruin upon him! I should have ridden through the night rather than remain in Paris. I shall curse my incompetence forever."*

*With that, he takes another drink.*

Should the characters ask then Louis tells them that crossbows were used to kill de Chamest and Sacha, his manservant. It may have been a single bandit, as the in-

## A Musketeer's Distraction

While Roger Dupin's death should affect the characters, this adventure revolves around the death of Eva's suitors. The Gamemaster should keep players from getting too distracted trying to run their investigation of Roger into the ground. Feel free to offer them a Style point for accepting that the death was caused by a duel, and that they can do nothing further for now but ensure that he did not die in vain by finishing his investigation for him.

vestigating Maréchaussée (roaming military police) said that the bolts were of a similar make.

Louis, unfortunately, has little other useful information, as he was sent back to Paris before Dupin began to investigate. He did, however, hear the Maréchaussée sergeant tell Dupin that de Chamest was killed by a bandit. He knows little of the sergeant except that he and his men are staying at the rectory of St. Denis' Church in the village.

## Scene 4: A Begging Soldier

After meeting with Louis the characters should be on their way to Champs-Saint-Denis, a half-day's ride from Paris. It is a cool morning and light snow falls on their shoulders as they travel the snowy road. The landscape is covered in one or two inches of white snow; enough to look pretty but not enough to unduly restrict the horses.

After two hours of riding they meet a traveler on the road. This scene sets up the next, as the characters meet, and perhaps feel sympathy for, the murderer of Lyle De-lorenz, the fabric merchant.

*Up ahead you see a man making his way toward you. He walks through the snow-covered road with a definite limp and steadies himself with a walking stick. In spite of this stooped appearance he carries a bow around his frame and a sword hangs from a scabbard. As he draws closer you can see that he is dressed in little more than rags, many of them stained with long-dried blood. He is, or rather was, a soldier, although it has obviously been some time since he's seen battle.*

Only add the passage below if the characters aren't hiding their nature or at least look like soldiers. If not, he'll simply ask for charity.

*"Bonjour, seigneurs," he says weakly, "might you have something to spare for a fellow soldier?"*



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## The Maréchaussée

The Maréchaussée are a loosely organized military police organization that patrols the highways to stop banditry. While originally only charged with policing soldiers (turning to banditry and other crimes is unfortunately all too common in Musketeer France), the Maréchaussée were eventually given jurisdiction over civilian bandits and criminals prowling the countryside. The Maréchaussée are judge, jury, and executioner—their justice is quick and often lethal, with no allowance for appeal. Many of them, including Sergeant Demarc, consider themselves the ultimate authority in rural France and aren't happy when a magistrate, mayor, or local seigneur reminds them of their limitations (the Maréchaussée isn't supposed to wield power within communities that have their own systems of justice). And while the Maréchaussée wouldn't go out of their way to insult a King's Musketeer, they aren't obliged to take orders from him (especially given that Sergeant Demarc likely outranks the characters).

This is Beaufort Neville, a former soldier who was injured during the taking of the Alsace region. His unit had been destroyed and the remnants dispersed to other units; Beaufort's leg was broken and he had to remain behind. By the time he'd healed, the army had advanced too far and Beaufort knew that no unit would accept a lame soldier. Thus he began the long march home to Normandy.

Neville's commander hadn't been diligent with getting pay to his troops and the few coins he had in his pocket soon ran out. For the past few weeks he'd been surviving on charity, sleeping in stables or churches and offering to pay his way through hunting, which is difficult in the winter. He also made friends with a fellow ex-soldier, Dion Marceau. They sought sanctuary at the church in Champs-Saint-Denis a few days ago until Marceau unexpectedly left, robbing Neville of his last few coins while he slept.

What Neville does not know is that he is a murderer. He was ensorcelled by Father Charles and, prior to dawn, entered the wood and waited for Lyle Delorenz. He then murdered the merchant in an ambush. Neville recalls none of this and is slightly confused (which causes him to take a drink from his wine skin, which Father Charles filled for him). Marceau was also a victim of Father Charles and the murderer of Paul de Chemest.

Neville happily accepts any charity that the characters wish to give and causes no trouble regardless of how they respond to them. He'll wish them well and continue on his way. Unfortunately, Beaufort may not have long to live, considering the next scene...

## Scene 5: Death of a Merchant

Continuing toward the village, the characters reach the woods about half an hour after their encounter with Beaufort. They soon come upon the unfortunate Lyle Delorenz. As the characters ride into the woods they have a chance at spotting the remains of Lyle's wagon. Read the following if a character makes a Perception roll (Difficulty 3).

*Several yards to your left you see two horses struggling to get free of their harnesses. Behind them you can see the remains of a wagon that is stuck in a low crevice.*

This is Delorenz's wagon. The horses took off after Delorenz fell out of the wagon and led it into uneven ground, where it got stuck in the crevice of a natural stream. The merchant dealt in fabrics, primarily those imported into Paris. Some of his unsold fabrics lay in a trail behind the wagon, leading to the corpse. This requires no roll, as the wagon wheel tracks lead the characters to Lyle.

A quick search of the wagon uncovers several bolts of fabric and other items, including a few bottles of wine (from the Gillet winery) and preserved foods. A wheel-lock pistol is sheathed behind the driver's seat. A character that makes an Investigation roll (Difficulty 3) finds a locked strong box hidden beneath the seat. The lock can be picked with a Larceny roll (Difficulty 2). Inside are several receipts, credit records, and about 30 livres worth of coins.

If the characters miss spotting the wagon, they will still come upon Delorenz's body. He lay in the snow on his back, with an arrowhead sticking out of his chest. The rest of the arrow lies underneath him, snapped in two from him falling on it, and the snow around him is stained in blood. A character that makes a Survival or Warfare roll (Difficulty 1) recognizes this as an ambush and can see the tracks leading back to where the ambusher was waiting thirty yards away. A Survival roll (Difficulty 2) enables a character to note that the ambusher came from the general direction of the village but stayed off the road, at least until much further up. It appears that the ambusher left in the opposite direction. The ambusher also used a walking stick.

If the characters search the body they discover that Delorenz kept a few coins (about 10 livres worth) on his person, likely to deter thieves from believing that there is more. He also kept a dagger sheathed on his belt; this too is here. A character that makes an Investigation roll (Difficulty 2) also discovers a Tarot card stuffed inside his shirt, the Two of Cups, which appears to be stained with blood.

As luck would have it (or, more accurately, as Father Charles has planned it), a local Maréchaussée patrol is



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riding through the forest. The characters hear them approach in time to take several seconds to do something with a Perception roll (Difficulty 2). Otherwise, the soldiers have them in sight before they can react. Go to **Act 1: Scene 6**.

## Scene 6: Caught Red-Handed

Needless to say the characters are in a predicament, as they are strangers standing over the body of a murdered merchant. A character that makes a Bureaucracy or Warfare roll (Difficulty 1) recognizes the soldiers as Maréchaussée. They have absolute jurisdiction to deal with highway bandits. Unfortunately, that's exactly what the characters look like.

There is one soldier for each character including Corporal Zacharie Lemieux (the Corporal uses the same statistics as a Police Soldier). Corporal Lemieux immediately orders them to throw down their weapons and surrender. If the characters claim to be musketeers, Corporal Lemieux dismisses the notion—he believes that they'd either killed a band of characters, or have put on a disguise to get close to the merchant. Nor is he swayed even if none of the characters are carrying a bow.

In any case, if the characters hesitate or refuse then Corporal Lemieux repeats his order, warning that he'll have his soldiers forcibly disarm them if necessary. The soldiers begin drawing their long swords in anticipation. While the soldiers are itching for a fight, the characters need not necessarily come to physical blows. A character can engage the Corporal in an opposed Con or Diplomacy roll to cool him down; as the facts are on the character's side, he enjoys a +2 modifier to his dice pool.

One of the characters may wish to challenge Corporal Lemieux to a duel. Unfortunately, characters making a Diplomacy roll (Difficulty 1) note that Corporal Lemieux probably isn't a noble and dueling him would tarnish a musketeer's reputation. The Corporal understands this also; he cares little for reputations and won't sacrifice his duty for some honor challenge.

If the characters already searched the body then they can decide whether to share information with the soldiers. If they did not search the body then one of the soldiers does so. He'll find the money and the Tarot card.

Regardless of the outcome, the characters or the soldiers likely want to track down Neville. He's the obvious suspect, even though, curiously, he left the money behind (which is odd, given the sorry condition of his garments and his desire for charity). Neville is easy to find, as he is still limping down the main road. He has no memory of killing Delorenz and is horrified at the suggestion, which a character can confirm with an Empathy roll (Difficulty 2). Nevertheless the arrow that killed Lyle matches those in Neville's quiver.

Corporal Lemieux has seen and heard enough to find Neville guilty. At this pronouncement Neville draws his

sword to defend himself and is promptly shot dead by the soldiers. The characters may intervene, but they are clearly in the wrong as far as French law is concerned. Should the characters manage to free Neville, he'll insist on staying the course to Brittany.

If the characters kill Corporal Lemieux and his men, it will certainly cause complications with Sergeant Demarc when the characters reach the village. Fortunately, they outrank the Corporal and their word carries more weight should they profess that Corporal Lemieux instigated the fight. Still, this incident makes Sergeant Demarc an enemy, and he will exploit every opportunity to humiliate and condemn them.

It is possible that the characters may bring Corporal Lemieux around to their side enough to ask questions about the murders. Unfortunately, the Maréchaussée has a policy of not letting its forces remain in one place for more than two days. While exceptions are made, and have been in the case of Sergeant Demarc, Corporal Lemieux had only arrived last night. He'll refer the characters to the Sergeant to answer any questions they may have.

## Act 1 Dramatis Personae

### Cardinal's Guard

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	
Perception: 4			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Firearms	2	2	4	(2)
Intimidation	2	2	4	(2)
Melee	2	3	5	(2+)
Ride	2	1	3	(1+)
Talents				
None				
Resources				
Rank 1 (Cardinal's Guards, +2 Social bonus)				
Flaw				



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Fanatical (+1 Style point when his devotion causes harm)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Musket	3L	0	7L	(3+)L
Rapier	2L	0	7L	(3+)L

## Angry Merchant

Ally 2

Archetype Noble Motivation Greed

Style: 0 Health: 5

### Primary Attributes

Body: 2 Charisma: 4

Dexterity: 2 Intelligence: 3

Strength: 1 Willpower: 3

### Secondary Attributes

Size: 0 Initiative: 6

Move: 3 Defense: 4

Perception: 7 Stun: 2

Skills	Base	Levels	Rating	(Average)
Brawl	1	1	2	(1)
Con	4	3	7	(3+)
Diplo- macy	4	3	7	(3+)
Fencing	1	2	3	(1+)
Firearms	2	2	4	(2)
Intimida- tion	4	2	6	(3)
Streetwise	4	2	6	(3)

### Talents

None

### Resources

Wealth 2

### Flaw

Callous (+1 Style point when he does something selfish or refuses to help someone in dire need)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(1)N
Rapier	2L	0	7L	(2+)L

## Street Urchin

Ally 0

Archetype Survivor Motivation Survival

Style: 0 Health: 2

### Primary Attributes

Body: 1 Charisma: 2

Dexterity: 2 Intelligence: 1

Strength: 1 Willpower: 2

Size: -1 Initiative: 3

Move: 3 Defense: 4

Perception: 3 Stun: 1

### Skills Base Levels Rating (Average)

Con 2 1 3 (1+)

Larceny 2 1 3 (1+)

Melee 1 1 2 (1)

Streetwise 2 1 3 (1+)

Survival 1 1 2 (1)

### Talents

None

### Resources

None

### Flaw

Young (+1 Style point when his age or size causes him difficulty)

### Weapons Rating Size Attack (Average)

Dagger, 0L 0 1L (0+)L  
concealed

## Lieutenant Jean-Marc de Guerre

## (Marie de Fleur)

Patron 3

Archetype Swordsman Motivation Duty

Style: 6 Health: 6

### Primary Attributes

Body: 3 Charisma: 4

Dexterity: 4 Intelligence: 3

Strength: 4 Willpower: 3

### Secondary Attributes

Size: 0 Initiative: 7

Move: 8 Defense: 7

Perception: 6 Stun: 3

### Skills Base Levels Rating (Average)



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Athletics	4	3	7	(3+)
Bureaucracy	3	1	4	(2)
Con	4	2	6	(3)
Diplomacy	4	3	7	(3+)
Empathy	3	2	5	(2+)
Fencing: Anatomie	4	5	9	(4+)
Firearms	4	1	5	(2+)
Intimidation	4	2	6	(3)
Melee	4	2	6	(3)
Ride	4	2	6	(3)

Flurry 2, Savvy Fighter

## Resources

Follower (Thaddeus), Rank 4 (Lieutenant)

## Flaw

Secret (+1 Style point when her gender causes problems)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Musket	3L	0	8L	(4)L
Pistol	3L	0	8L	(4)L
Rapier	2L	0	11L	(5+)L

## Thaddeus

Follower 1

Archetype Servant Motivation Duty

Style: 4 Health: 5

## Primary Attributes

Body: 3 Charisma: 1

Dexterity: 2 Intelligence: 1

Strength: 3 Willpower: 2

## Secondary Attributes

Size: 0 Initiative: 3

Move: 5 Defense: 5

Perception: 3 Stun: 3

Skills	Base	Levels	Rating	(Average)
Brawl	3	2	5	(2+)
Diplomacy	1	2	3	(1+)
Firearms	2	3	5	(2+)
Melee	3	3	6	(3)

## Talents

Long shot

## Resources

None

## Flaw

Addiction (+1 Style point when his alcoholism causes difficulty)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Pistol	3L	0	8L	(4)L
Rapier	2L	0	8L	(4)L

## Beaufort Neville

Ally 2

Archetype Survivor Motivation Survival

Style: 2 Health: 6

## Primary Attributes

Body: 3 Charisma: 3

Dexterity: 3 Intelligence: 3

Strength: 3 Willpower: 3

## Secondary Attributes

Size: 0 Initiative: 6

Move: 4 Defense: 6

Perception: 6 Stun: 3

Skills	Base	Levels	Rating	(Average)
Animal Handling	3	1	4	(2)
Archery	3	2	5	(2+)
Athletics	3	2	5	(2+)
Firearms	3	2	5	(2+)
Melee	3	2	5	(2+)
Ride	3	2	5	(2+)
Stealth	3	2	7	(3+)
Survival	3	2	5	(2+)

## Talents

Blind Fight, Skill Aptitude (Stealth)

## Resources

None

## Flaw

Lame (+1 Style point when he can't outrun danger or if his leg gets him into trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Dagger	1L	0	4L	(2)L
Sword, long	3L	0	6L	(2+)L



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## Maréchaussée Soldier

Resource Ally 1				
Archetype Soldier			Motivation Duty	
Style: 3			Health: 5	
Primary Attributes				
Body: 3			Charisma: 1	
Dexterity: 2			Intelligence: 1	
Strength: 3			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 4	
Move: 5			Defense: 5	
Perception: 3			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Brawl	3	2	5	(2+)
Firearms	2	2	4	(2)
Intimidation	1	2	3	(1+)
Melee	3	2	5	(2+)
Ride	2	2	4	(2)
Talents				
Rank 1 (Maréchaussée)				
Resources				
None				
Flaw				
None				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Dagger	1L	0	6L	(3)L
Matchlock Musket	3L	0	7L	(3+)L
Sword, Long	3L	0	8L	(4)L

## Act 2: A Gypsy Curse?

Once the characters exit the woods, they discover that the light snow has turned into a cool drizzle. While the snow had only coated the land with perhaps an inch or two, much of it is already washing away. The road to the village is now a muddy mess through which the horses carefully trod.

Champs-Saint-Denis is a small village dominated by St. Denis' Church, a two-story inn, and a few outlying noble manors. Its fields are largely surrounded by woodlands,

although the passage east is clear. The village grounds are a slushy mess of snow and mud, fed from dripping roofs and falling icicles. A little snow does not stop business and several peasants trudge through the muck to perform their usual daily routines.

While it may be natural for the characters to head first for the church, they must first pass the local inn. Currently, the beautiful Eva is outside sweeping the entrance clean of residual snow and mud. She smiles at them, asking if they'd like stables for their horses and perhaps a warm meal. The rich scent of venison stew further tantalizes them.

Characters making an Empathy roll against Eva's Willpower realize that she's putting on an act. While Eva is playing hostess, she's hiding pain behind her sad smile. Still, she calls out to Henri the stable boy to take their horses as she leads them inside.

If the characters still wish to visit the church first then use the information in **Act 2: Scene 5** as guidance. At this point, Father Charles plays the friendly pastor and welcomes them to his village. He'll offer to quarter them in the rectory, although he'll note that he already has the Maréchaussée as guests (and makes it seem that he's slightly overwhelmed). He refers them to Sergeant Demarc for information on the recent deaths, which may prove complicated depending on how the characters left things with Corporal Lemieux.

Note that this Act does not necessarily follow a linear progression. Depending upon who they wish to interview, this Act can go in one of many directions. The Gamemaster may even find that, after moving to **Act 3**, the characters want to go back to a scene in **Act 2**. This is to be expected; follow your players' lead. By the end of **Act 2** the pieces of the puzzle should be falling into place. The next act drives it home.

## Scene 1: Reporting the Merchant's Death

If the characters want to report on Delorenz's death, they should go to the rectory. Sergeant Demarc is currently on patrol but should be back within the hour (granting the characters time to go back to the inn if they wish). Unfortunately, this leaves Corporal Lemieux in control for the time being. If the characters dispatched him in **Act 1**, the current soldier in control is Corporal Gerard Roy.

If the characters didn't accompany the body, another Maréchaussée patrol discovers it soon enough. It doesn't take long for news of the death to spread throughout the village. Father Charles offers to send Delorenz's body to Paris, where the merchant kept his primary residence.

## Scene 2: La Plume Blanche

Except for the church, La Plume Blanche is the largest building in town. It's actually more of a complex, as it



## *Partie Une: Désir Mortel*

boasts a two-story inn, a kitchen, a pantry, and a family home. The property is fenced in and guarded by Mar-teau, Rollo's mastiff. Rollo lives in the family home with his second wife and three children. His wife Aimée does most of the cooking and washing, with the help of 14 year old Elyse. Henri, two years Elyse's junior, runs the stables. Rollo and Eva run the common room, with the occasional help from Elyse or Henri when needed.

A fire burns in the common room and Rollo has plenty of beds available (travel is light in winter). Eva introduces her father as the proprietor and mayor. Rollo thanks them for their patronage but wishes that it could be under better circumstances. He feels genuinely sorry for the deaths of the two men and, dropping his voice so Eva won't overhear, tells them that Paul de Chamest had agreed to marry Eva.

If told about the death of a merchant, Rollo shakes his head sadly.

*"The road has been especially dangerous of late, given the war. Many travelers come through here on their way to and from Paris and the front, especially in Spring and Autumn. This is why the Maréchaussée has increased their presence here. Many wounded soldiers or displaced peasants make their way through here and most of them can't even afford my modest prices. I help when I can but thankfully Saint Denis tends to most of them. Last year alone I had to "escort" a dozen troublemakers from my inn."*

If Eva hears about the merchant she'll be very concerned, as Delorenz was another suitor. Should the characters describe the merchant in detail, or the discovery of his body becomes common news, then Eva bursts into tears.

The characters can also learn from Eva or Rollo that Roger Dupin's death was the result of a duel. Assuming that they don't unduly unnerve Eva, she serves them their drinks (the first round is on the house) and trenches of venison stew before talking about the night of Dupin's death.

*"He was a kind man, very courteous to us and genuinely concerned about Paul's..." she pauses as she fights back a tear "...murder. He had already had an argument with Sergeant Demarc, who insisted that Paul's death was the work of bandits. Roger seemed certain that there was something more involved."*

*"He sat at this very table, watching me dance." She blushes a bit, which only highlights her beauty. "My mother was a Gypsy and she taught me how to entertain an audience. She'd also taught Ambroise how to play a few songs on his guitar. We work well together, if only Father would..."*

*She shakes her head. "I was dancing that night*

*when a traveler entered the room. I'd not seen him before, but when Seigneur Dupin saw him, he stood and almost drew his blade. The traveler held up an open hand in response and they spoke civilly to each other. As I was dancing and the room was loud, I heard only snippets of conversation."*

*"I believe the Seigneur asked the traveler if he was responsible for Paul's death. The traveler denied it, although he did say that it altered his own plans a bit. I know not what they said afterwards, but they were both gone by the time I finished dancing. The traveler didn't take a room here and I didn't see him again. The Seigneur's body was discovered by farmers the next day. They must have dueled in the moonlight."*

If asked, Eva can provide a basic description of the traveler (Delmar Boulanger). He was a fit man roughly the same age as Dupin and wore well-made travelling clothes. He had graying hair, including a mustache and short beard as well as an unnerving gaze (Eva doesn't know this, but Delmar has a glass eye). He also had a wicked scar running down his right cheek. He appeared to be armed with a long sword or rapier (Eva doesn't know the difference and Rollo didn't see Delmar; another villager may be able to confirm that it was a rapier).

If the characters inquire about de Chamest's death, most villagers including Rollo and Eva can tell them that Spencer Deschamps initially discovered the bodies of the young noble and his manservant, and brought them to the village. Sergeant Demarc investigated and concluded that it was a bandit attack. Their money and other valuables had been taken (there was also no sign of a Tarot card), including de Chamest's pistol. Sergeant Demarc has kept the remains of the bolts that killed them.

## *Scene 3: Rivals Quarrel*

As the sun sets, Ambroise Laurent is about to enter the inn when he is engaged by an angry Seigneur Valmont. Valmont has had his mind poisoned by a traveler that offered information in return for money. This traveler told him that he saw Eva practicing an unholy rite to Lucifer in the wood surrounding the village. While Valmont initially didn't believe him and sent him on his way, he grew concerned when he came to the village and heard of Delorenz's death. Valmont went to the spot that the traveler mentioned and discovered the "evidence" himself. Valmont's short temper is consuming him and he now believes that Eva's been killing her affluent suitors to gain favor and fortune from the Devil, so that she and her "true" lover Ambroise can then live like nobles.

Valmont sent for some of his mercenaries (one for each character) that normally watch his vineyards and stock. He plans to have Eva arrested, tried, and executed for witchcraft (much of this is also fueled by a slighted



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## *The Old Woman's Play*

At some point before Act 2: Scene 3, an old woman approaches Eva and asks for bread. This should take place whenever the characters are at the inn (if the characters avoid the inn entirely, then they will learn of this incident secondhand).

While the characters are speaking to Rollo, eating their meal, or are otherwise occupied in the common room of the inn, they notice an old woman dressed in threadbare traveling clothes enter the room. Eva intercepts her and the old woman asks for bread, offering to pay with the few coins she has left. Eva smiles and tells her to keep her money, as she goes out to the pantry and retrieves a day-old loaf of bread. She offers it to the woman for free and she accepts. Rollo starts to object, but Eva is resolute; she won't let the woman starve in this weather.

It is possible that a character that remains riveted to Eva may notice the old woman slipping something (a Tarot deck) inside Eva's apron pocket. This is a major clue, not easily gained. The character rolls his Perception against the old woman's Larceny. The old woman gets a +2 modifier because of her position at the door and Eva's body blocking her. She'll also burn her Style points to succeed at the task. Assuming she succeeds, Eva now has the incomplete tarot deck planted on her.

The old woman thanks her for the bread and scurries away, heading out of town. Like Neville, she remembers nothing about planting the tarot deck, only that she left church this morning and didn't want to bother the pastor for more food.

pride). Now that he's spotted Ambroise, however, he sees an opportunity to deprive Eva of her purpose for killing.

The characters can see what's happening from the window of the inn. They can also hear the confrontation from other parts of the village.

*As the sun sets a young man dressed in colorful clothes approaches the inn with a guitar strapped to his back. He almost makes it to the door when he is stopped by the bellowing of another man, obviously a noble, who is flanked by rough-looking guardsmen.*

*"Well, butcher's son, it seems that I have the Lord on my side this rainy day! Are you on your way to conspire with your witch lover on how best to kill me? I should warn you that I don't die that easily!"*

*With that the noble steps forward and draws his*

*rapier. The musician looks confused as he shakes the rain water from his hat.*

*"I don't know what I've done to offend you, Seigneur, but I am God's servant. I know nothing of witches, let alone associate with them."*

*"You lie!" the noble says, advancing on the young man who defensively steps back. "I've seen the altar! And to think that I almost married that Gypsy filth!" He gestures toward the inn with his sword.*

*The musician's eyes narrow. "You dare speak of Eva that way? If I had a sword I'd cut that venomous tongue from your mouth!"*

*"That can be arranged!" The noble nods to one of his men. The man throws Ambroise a sheathed sword. "Now we'll see whose side God is on, Ambroise. En garde!"*

*Eva rushes to your table. "Please, Seigneurs, you must do something, I beg you! I don't know what's come over Valmont, but Ambroise is a butcher's son. He is no swordsman!"*

Any character watching the brewing duel can easily see that Ambroise is untrained by his stance and the way he awkwardly holds his sword. Valmont is no fencer either, but he has obviously had some training. In addition, Valmont's men look ready to "assist" at any moment.

If the characters or Rollo (who certainly acts if they don't) condemn the duel as illegal, Valmont shrugs and claims that this is not a gentlemen's duel but self-defense. Ambroise is "in league with a witch, and therefore in league with Lucifer. Who knows what hexes they may throw upon the good people of Champ-Saint-Denis?" This last declaration seems to strike a chord with the gathering crowd of villagers.

Characters that make a Diplomacy roll (Difficulty 1) note that dueling a peasant is considered ungentelemanly. While Valmont may dismiss this as not being a duel, there is nothing to prevent a character from seeing it that way and being insulted by it. Thus a character can step in on Ambroise's behalf, enabling Ambroise to save face as well as keeping Valmont from skewering him. The once-confident Valmont insists that the character must be ensorcelled as well, but he's nervous about facing a musketeer. He gives one of his men a look. Should the duel start going badly for Valmont then his entourage will join the fray.

If the characters manage to get Valmont to parlay a bit, then offer some of the information from Act 2 Scene 8.

Fortunately, this duel, brawl, or parley lasts only for a few rounds (as many as deemed necessary or enjoyable) before Sergeant Demarc makes his appearance in the next scene.



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## Scene 4: Arresting the "Witch"

Sergeant Demarc has arrived in the village and received the Corporal's report (or another soldier, if Corporal Lemieux was killed). He also has the Tarot card if it had been found or confiscated. Hearing of the duel, or outright battle, the Sergeant leads a few men (one for every two characters) to the fight.

How this scene plays out depends on who's still standing when the Sergeant arrives. Presumably the fight hasn't gotten too far along and everyone is still standing, but that may not be the case. In any event Sergeant Demarc calls a halt to the duel or brawl, on pain of being declared a murderer and dealt with accordingly.

Valmont points out that the Maréchaussée has no jurisdiction within the village, but even he realizes that he's arguing a fine line. Eva runs out to tend to any injured combatants (she'll go for Ambroise first, and then characters, but she won't deny Valmont or his men aid). In doing so, she pulls clean rags from her apron and the package of Tarot cards falls to the ground in plain sight. With gasps, several members of the crowd point it out and the Sergeant raises an eyebrow. Valmont's eyes burn.

*"See, I told you!" Valmont shouts, pointing first at the cards and then at Eva with his sword. "The Gypsy is a witch! She should be executed immediately!"*

*"No!" Rollo shouts, rushing as best he can to protect her. "My daughter is no witch! She attends mass every morning!"*

*"She is in league with Lucifer and should be put to the torch!" Valmont spits. He turns to the Sergeant. "You have the authority, Sergeant! Execute her!"*

This is a complicated situation, one that might easily be resolved by which side has more swords. The Sergeant wants to examine the tarot cards first. If he has the Two of Cups, then he'll recognize that it's the same deck, with the Two of Cups are missing. Further examination reveals that the One of Cups and Three of Cups are also missing. In this case, the Sergeant's resolve is strengthened and he favors execution, as he has just tied Eva to the murder of Delorenz as well.

A character that makes an Academics: Law roll (Difficulty 1) could make the argument that the witch was arrested on a seigneurie and is thus subject to the authority of the owner (which is the Catholic Church in this case, vested in the care of the Bishop of Fontainerouge). If the character has two or more successes (or makes a separate Academics: Religion roll (Difficulty 1)) then he'll also note that Eva should have a chance to confess before she is burned at the stake. Only a priest can hear confession.

If the characters don't figure out, then Father Charles arrives on his own. He'd been visiting a family for luncheon and heard the fight. He will offer to inter her at the church and give her a chance to confess. He will also send for the magistrate, who should be able to arrive tomorrow.

Rollo shakes his head as the soldiers take Eva away. He tells the characters that Eva's execution has been delayed only a day. It is well-known that Magistrate Marcel Desmarais has a low opinion of Gypsies, and has said on more than one occasion that they should all be driven out of France.

In any case the characters are free to investigate for the rest of the evening. At this point, they may be suspicious of the number of wanderers involved, especially since most of them have been tied to the church in some way. Another avenue to explore is the Deschamps farm, as the condition of de Chemest's body was different than Delorenz's. The characters may wish to interview Ambroise, Valmont, or even Sergeant Demarc.

## Scene 5: St. Denis' Church and Rectory

St. Denis' Church is a bit large for a village of this size; when it was built, the intent was for Champ-Saint-Denis to become the seat of the bishopric, but changing circumstances led to the bishop being assigned to neighboring Fontainerouge, where a larger church was built.

The interior of the church is set in a typical cruciform or "cross" pattern, with the top of the cross pointing east. The main doors open into a lobby and, beyond that, the nave. The nave takes up most of the lower portion of the cross, which is where the village congregation sits. Given the small number of villagers, only a little more than half of the nave contains benches; the rear portion offers floor space to those seeking sanctuary, typically beggars or those that do not wish to pay to stay at the inn. The confessionals are also set at the south end of the nave behind the benches.

Separating the nave from the altar is a transept, where the arms of the cross are. A chapel is set on either side; the north chapel is devoted to the Virgin Mother, the south to St. Denis (a somewhat disturbing image, as the statue of St. Denis is represented as holding his own head). The transept has a long rug, with a smaller rug in front of each chapel for kneeling.

The transept is separated from the nave by a simple rood screen with iron gates that are locked at night or when the priest is not in church, to keep itinerants from robbing the church when unattended. Beyond the transept is the chancel, which fills out the top of the cross. The altar is set against the east wall—the priest has his back to the congregation when conducting mass.

While set in a cross pattern, the church was modified to "fill in" the upper parts of the cross with a northern storeroom and a southern preparation room for clergy.

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These may only be accessed through the chancel. Father Charles inters Eva in the storeroom, where he plans to convince her to give herself to him.

As part of his gratitude for the pastor's hospitality, Sergeant Demarc keeps two soldiers stationed here during the day and one at night, who stands in the nave beyond the locked rood screen.

Most of the time, Father Charles can be found in the neighboring rectory, the only other two-story building in the village, although he spends a significant part of the day in church. If the characters wish to interview Eva in the early evening, Father Charles will allow it, as he doesn't plan to influence her until after he sends the final assassin after Valmont.

At this point, Eva is in tears. She doesn't know why this is happening to her or why someone wants to kill her suitors. She admits that she's always favored Ambroise, but they both knew that they could never be together, as her father would never allow it. She can't believe that Ambroise is the killer. While her mother was a Gypsy she never taught Eva how to use Tarot cards and certainly never gave her a set. She doesn't know where they came from.

If interviewed at this point, Father Charles plays the consummate caring priest, worried about Eva's soul. He plans to spend most of this night trying to convince her to confess so that she can face the magistrate with a clean conscience. Sadly, Father Charles doesn't expect the magistrate to show mercy.

A suspicious character can determine that something is wrong by making an opposed Empathy roll against Father Charles' Con roll. This works both ways: Father Charles can use his Empathy against a character's Con to determine that the character is "onto him." How Father Charles proceeds depends on the situation: if confronted in church he can accuse them of robbery so long as there are no villagers in the church (as Father Charles only controls the soldiers and the itinerants). He may even use Eva as a hostage or distraction if he needs to flee. If it's starting to look like the final confrontation then go to **Act 3 Scene 4** for details.

Should the characters seek Sergeant Demarc, they find him frustrated. As far as he's concerned, he is the law around here and he doesn't like needing to wait for a magistrate to confirm his judgment. Three people are dead and all are connected in some way to the "witch." He's also afraid that Eva can still summon evil spirits, even in a holy place. If the characters have credible evidence of another attack, or that Father Charles is involved, then Ser-

geant Demarc could be drawn to their side, but a word from the pastor activates his brainwashing and their new ally becomes an enemy.

Characters that interview the itinerants can discover that Father Charles requires them to participate in a special daily mass in the St. Denis chapel, usually just before the proper morning mass. Characters that make an Investigation: Interview roll (Difficulty 2) learn that the Maréchaussée soldiers in the village also get a daily chapel mass that is supposed to protect them from the dangers of the roads—this is, of course, when Father Charles is casting the suggestion ritual.

Characters that wish to investigate St. Denis' chapel or the preparation room need to get past the guards unnoticed, which is almost impossible during the early evening. Still, if a character tries and succeeds then you can look to **Act 3 Scene 2** for guidance.

### Scene 6: Spencer Deschamps' Story

Presuming that the characters accept that Dupin's death is unrelated, there is still the manner of the young noble de Chemest's death. Why wasn't a Tarot card found and Eva implicated earlier? The answer lies with the local pig farmer.

Characters that inquire about de Chemest and his



# *Partie Une: Désir Mortel*

servant's death can learn that their deaths were reported by Spencer Deschamps, a pig farmer on the western outskirts of the village. Spencer was bringing a couple of pigs to the butcher when he saw de Chemest's saddled horse grazing near the woods. He investigated and found the bodies, loaded them in his wagon, and brought them back to the village.

If the characters go to Spencer to speak with him, he will be very nervous. Characters making an Empathy roll against his Con realize that he's hiding something (they get a +2 modifier on the roll if they mention the Tarot card). Enough coaxing or threats can get him to tell his story, although if things go badly Spencer and his farmhands may attack the characters, claiming self-defense later.

Spencer and his two farmhands, Jean and Rush, took advantage of the situation that morning and looted the two bodies. Spencer desired the wheellock pistol and took it, while Jean and Rush divided the lives between themselves. Spencer hid the pistol and hasn't done anything with it; he planned to wait until enough time had passed that he could get away with passing it off as his own. The only thing he'd done was clean it, as it had recently been used.

What actually happened that morning was that Marceau shot Sacha the manservant dead first. De Chemest was mortally wounded, but was able to get off a shot at his attacker before he died. Marceau was also mortally wounded, and tumbled down an incline before he died. His body still rests there (thankfully relatively unmolested due to the time of year) with the bloody Tarot card, the One of Cups, still in his pocket. A character can easily find it with an Investigation (Search) roll (Difficulty 2). Marceau's crossbow lay nearby and the remaining bolts in his quiver match the ones that killed de Chemest and Sacha.

If the characters need an extra clue, you can have Spencer mention that in addition to Sergeant Demarc and the Mayor, Father Charles also inquired about the body, who asked Spencer if he found anything unusual. While Spencer worried that the pastor might be suspicious of him, he now thinks that perhaps there was more to his question.

## *Scene 7: Ambroise Laurent*

Finally, the characters may wish to interview Ambroise and Valmont. Ambroise is the easiest to find, as he has returned to his room above the butcher shop after his encounter with Valmont and Eva's subsequent arrest. A character may note that the butcher shop is at the southernmost point of the main village with its back to the woods. Should someone wish to ambush Ambroise this would be a good place. In fact, Valmont's assassin is going to set up another fake ritual site there to implicate Ambroise in Valmont's murder this evening.

## *Foreshadowing an Assassin*

You can introduce Joan Blanc to the characters whenever they decide to enter the nave. Joan was a Parisian street girl that learned how to take money from patrons without sacrificing her virtue (if there is any virtue left in her); she is a thief and murderer. She fled Paris once she'd killed one too many gentlemen, including a naïve musketeer and two Cardinal's Guards.

At this point she settles for trying to rob one of the characters. She either cuts their purse, steals a dagger, or anything else that is valuable. If she is caught then she pleads for mercy, sobbing an edited version of her hard life. If she succeeds, then Father Charles catches her in the act (he's either in church or just entering) and makes her return the items. He begs the character's forgiveness, promising to pray with her in the hopes that God enters her heart.

This scene is designed both to introduce Joan and to "throw off the scent," as the players are likely to write this off as a single throwaway encounter. That only makes it all the better when her ultimate role in this adventure is finally revealed.

Joan Blanc's statistics are listed in Act 3, when Father Charles turns her into Valmont's assassin.

If interviewed, Ambroise admits that he deeply cares for Eva, and knows she feels the same but that her father will never allow them to be together. Rollo wants his daughter to marry someone more financially stable and Ambroise cannot offer that. He accepts that he and Eva can only be friends and musical partners. He would still rush to defend her though, and it upsets him that there's nothing he can do.

Ambroise's dislike of Valmont extends beyond today's duel and his courtship of Eva. Ambroise has seen Valmont's temper firsthand, and does not want Eva to be the victim of it for the rest of her life. Ambroise was actually relieved when Eva was engaged to Paul de Chemest, for he knew the young noble would be better for her. He confesses that, until today, he thought Valmont might be responsible for de Chemest's death.

## *Scene 8: Valmont*

If the characters look for Valmont, they'll find him at his manor and vineyards just east of the village. In spite of his earlier outburst, the Valmont they meet at his manner is rather calm and reserved. Valmont allows his staff to let the characters in and he'll offer them some wine and food. He has nothing to hide and answers their questions, albeit in a much friendlier way than he would have in the street. He realizes that he's in a bit of a bind; he must now publicly testify against her or suffer grave shame.

# All for One: Régime Diabolique Adventure #02

He sits in his sun room sipping wine, and is horrified at what he's done. In spite of the evidence he does care for Eva, but he acknowledges that he allowed his temper to escalate to the point of insulting her and calling for her execution. In addition to being depressed about Eva, Valmont also realizes that he almost skewered a peasant boy and can't help but wonder if his own jealousy brought him to this point. He's decided to spend the rest of the evening drowning his sorrows.

Valmont tells them that Eva has had several suitors over the past few months, including the butcher's son/musician Ambroise, the travelling merchant Delorenz, and himself. Rollo was prepared to agree to allow Eva to marry him, although it was obvious she preferred someone else. Valmont was content: love, like a good wine, gets better as it ages. Unfortunately, Seigneur Paul de Chamest came riding into her life, and he was not only higher in social status, but also about to become a King's Musketeer. Rollo ensured Eva's engagement to de Chamest.

Valmont was disappointed but prepared to let de Chamest win. When the young noble was killed, Valmont expected to regain Eva's hand—it hasn't occurred to him that he is currently the most likely suspect in de Chamest's death. Rollo has yet to give it, even though Valmont has ensured a meeting each of the three days since de Chamest's death.

This morning, a traveler came to his house to offer information in return for money. The traveler claimed to see Eva enter the woods just after the inn stopped serving, carrying a live chicken in a cage. Out of curiosity the traveler followed her and saw her light two candles on a large rock, placing a "playing card" of some sort between them. She begged Lucifer to accept her offering, as he did the one before, and plunged a knife into the chicken. As it bled over the playing card, she asked Lucifer to accept her offering and the card burst into flames, leaving no trace. She thanked Lucifer for his acceptance, and the traveler overheard her say "only one would now remain between her and her true love."

Valmont demanded thanked the traveler for his story and gave him some coins, but didn't believe his story at first. Still, curiosity and concern for his own safety got the better of Valmont when he came to the village in the afternoon and learned of Delorenz's death. He decided to investigate the spot where the supposed ritual had taken place. He was horrified by what he'd found. While the snow and rain had washed any blood or ash away, the candle wax remained. His temper flared and he organized a party from his mercenaries to capture Eva: he wanted justice done, especially before anything happened to him.

At some point in the conversation Valmont, drunk and despondent, realizes that he has an out. The characters are musketeers and if one of them challenges him to a duel he could get killed. When he attempts this a character making an Empathy roll against his Con can recognize the ploy for what it is. If a character does engage him Valmont's survival instincts take over and he tries his best to win.

Assuming that the fight does not occur Valmont asks the characters to leave him alone. He shall see them all at the trial, "God willing."

## Act 2 Dramatis Personae

### Eva Aubergiste

Follower 2				
<b>Archetype</b> Everyman		<b>Motivation</b> Survival		
<b>Style:</b> 2		<b>Health:</b> 4		
<b>Primary Attributes</b>				
<b>Body:</b> 2		<b>Charisma:</b> 4		
<b>Dexterity:</b> 4		<b>Intelligence:</b> 2		
<b>Strength:</b> 1		<b>Willpower:</b> 2		
<b>Secondary Attributes</b>				
<b>Size:</b> 0		<b>Initiative:</b> 6		
<b>Move:</b> 5		<b>Defense:</b> 6		
<b>Perception:</b> 4		<b>Stun:</b> 2		
<b>Skills</b>	<b>Base</b>	<b>Levels</b>	<b>Rating</b>	<b>(Average)</b>
Diplomacy	5	3	8	(4)
<i>Persuasion</i>		4	9	(4+)
Empathy	1	3	4	(2)
Melee	1	3	4	(2)
Performance	4	4	8	(4)
<i>Dancing</i>	5	9	(4+)	
<b>Talents</b>				
Attractive +2				
<b>Resources</b>				
None				
<b>Flaw</b>				
Lovelorn (+1 Style point when her affections are rejected or she suffers hardship in the name of love)				
<b>Weapons</b>	<b>Rating</b>	<b>Size</b>	<b>Attack</b>	<b>(Average)</b>
Bottle	1N	0	3N*	(1+)N
Broken Bottle	1L	0	3L*	(1+)L
Dagger, concealed	0L	0	4	(2)L
* Includes -2 improvised weapon penalty				

\* Includes -2 improvised weapon penalty

### Rollo Aubergiste

Ally 3				
<b>Archetype</b> Soldier		<b>Motivation</b> Survival		



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Style: 4			Health: 6	
Primary Attributes				
Body: 3			Charisma: 2	
Dexterity: 4			Intelligence: 2	
Strength: 4			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 6	
Move: 8			Defense: 8	
Perception: 5			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Brawl	4	3	7	(3+)
Con	2	3	5	(2+)
Diplomacy	2	3	5	(2+)
Intimidation	2	3	5	(2+)
Firearms	4	2	6	(3)
Melee	4	3	7	(3+)
Ride	4	3	7	(3+)
Talents				

Strong Defense, Wealth 2

## Resources

None

## Flaw

Lame (+1 Style point whenever he is troubled (-2 Move) by his bad leg.

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	7N	(3+)N
Dagger	1L	0	8L	(4)L
Sword, Long	3L	0	11L	(5+)L
Musket, wheellock	3L	0	9L	(4+)L

## Marteau the Mastiff

Follower 1	
Health: 4	
<b>Primary Attributes</b>	
Body: 2	Charisma: 0
Dexterity: 3	Intelligence: 1
Strength: 2	Willpower: 3
<b>Secondary Attributes</b>	
Size: -1	Initiative: 4
Move: 5 (run 10)	Defense: 6
Perception: 4 (smell 8)	Stun: 2
<b>Skills</b>	<b>Rating (Average)</b>

Athletics	0	(0)
Brawl	5	(2+)
Empathy	0	(0)
Stealth	6	(3)
Survival	8	(4)

## Talents

Keen Senses (smell), Skill Aptitude (+2 Survival rating)

## Resources

None

## Flaw

Loyal (+1 Style point when protecting the Aubergiste family)

Weapons	Attack	(Average)
Bite	7L	(3+)L

## Ambroise Laurent

Follower 1				
Archetype Everyman			Motivation Survival	
Style: 2			Health: 4	
Primary Attributes				
Body: 2			Charisma: 3	
Dexterity: 2			Intelligence: 2	
Strength: 2			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 4	
Move: 4			Defense: 4	
Perception: 4			Stun: 2	
Skills		Base	Levels	Rating (Average)
Brawl		2	1	3 (1+)
Craft: Butchering		2	2	4 (2)
Empathy		2	1	3 (1+)
Melee		2	1	3 (1+)
Performance		3	2	5 (2+)
Musical Instrument			3	6 (3)
Singing			3	6 (3)
Ride		2	1	3 (1+)
Survival		2	1	3 (1+)
Talents				
Charismatic				
Resources				
None				

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Flaw				
Lovelorn (+1 Style point when he is rejected or suffers hardship in the name of love)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Dagger	1L	0	4L	(2)L
Rapier*	2L	0	5L	(2+)L
*Ambroise doesn't own a rapier; this weapon is listed for when Valmont loans him one.				

## Valmont Gillet

Resource Ally 1				
Archetype Noble			Motivation Survival	
Style: 2			Health: x	
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: 4			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Athletics	2	1	3	(1+)
Brawl	2	1	3	(1+)
Con	2	1	3	(1+)
Fast Talk	4	(2)		
Diplomacy	2	2	4	(2)
Firearms	2	1	3	(1+)
Melee	2	1	3	(1+)
Ride	2	1	3	(1+)
Streetwise	2	1	3	(1+)
Carousing	2	2	4	(2)
Talents				
None				
Resources				
Wealth 1				
Flaw				
Short Temper (+1 Style point when his short temper causes him trouble)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Dagger	1L	0	4L	(2)L

Musket	3L	0	6L	(3)L
Rapier	2L	0	5L	(2+)L

## Sergeant Rudolf Demarc

Ally 4				
Archetype Soldier			Motivation Greed	
Style: 4			Health: 6	
Primary Attributes				
Body: 3			Charisma: 4	
Dexterity: 4			Intelligence: 3	
Strength: 4			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 7	
Move: 8			Defense: 7	
Perception: 6			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Athletics	4	2	6	(3)
Brawl	4	3	7	(3+)
Con	4	3	7	(3+)
Firearms	4	2	6	(3)
Gambling	3	3	6	(3)
Intimidation	4	3	7	(3+)
Investigation	3	3	6	(3)
Melee	4	3	7	(3+)
Ride	4	3	7	(3+)
Talents				
Flurry, Vigorous Defense				
Resources				
Rank 2 (sergeant/marshal)				
Flaw				
Short Temper (+1 Style point when his short temper causes trouble)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	7	(3+)N
Dagger	1L	0	8	(4)L
Musket	3L	0	9	(4+)L
Pistol	3L	0	9	(4+)L
Rapier	2L	0	9	(4+)L
Father Charles Drapier				
Ally 3				
Archetype Occultist			Motivation Power	
Style: 5			Health: x	



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## 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

Skills	Base	Levels	Rating	(Average)
Academics: Occult	4	1	5	(2+)
Academics: Religion	4	1	5	(2+)
Bureaucracy	4	1	5	(2+)
<i>Church</i>	6	(3)		
Con	4	3	7	(3+)
<i>Lying</i>	8	(4)		
Diplomacy	4	3	7	(3+)
<i>Persuasion</i>	8	(4)		
Empathy	4	1	5	(2+)
Firearms	2	1	3	(1+)
Magick: Homomancy	4	5	9	(4+)
Melee	2	2	4	(2)
Performance: Oratory	4	2	6	(3)

## Talents

Magickal Aptitude (Ceremonial Magick)

## Resources

Rank 1 (Catholic Church, +2 social bonus)

## Flaw

Obsession (+1 Style point when his desire for Eva causes him to do something dangerous)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	2N	(1)N
Crucifix	0L	0	0L*	(0)L
Holy Water	0L	0	0L*	(0)L
Sword, small	2L	0	4L	(2)L

\* Includes -2 improvised weapon penalty

*Spencer Deschamps*

Ally 1

Archetype Hunter	Motivation Survival
Style: 2	Health: 4

## The Power of Suggestion

Father Charles uses Homomancy to plant suggestions in the minds of his victims. These suggestions remain dormant until activated, during which the victim follows the suggestion to the letter. Once the demands of the suggestion are accomplished, the victim remembers nothing of what transpired while under the suggestion.

While the ritual is offered here, Father Charles has as much success as the adventure requires. He effectively controls all of the itinerants and Maréchaussée in the village.

**Range:** Father Charles uses a 10-foot range, which is the size of the circle (+1 Complication).

**Duration:** For itinerants staying at the church, Father Charles generally opts for three days' extended duration (+2 Complications).

**Area of Effect:** Father Charles usually affects 2-4 people, the usual number of itinerants or soldiers for which he holds mass in the chapel (+2 Complications).

**Effect:** Father Charles plants a suggestion in the victims' minds that they must follow to the letter when activated (assuming it falls within the spell's duration). Using Latin, Father Charles can individually tailor his suggestions to each participant in the extended ritual. Normally Father Charles uses an Opposed test of 8 against the victim's willpower (+4 Complications).

**Casting:** The ritual total is 9. Father Charles usually channels extra magickal energy for a +2 bonus when holding his soldier blessing. The priest also keeps the ritual in his prayer book, granting him a further +2 bonus to all rituals performed here. This prayer is written in Latin, appearing to part of the book unless the character reading it understands Latin.

**Countering the Spell:** Suggestion is extremely difficult to break. A character may attempt to talk a victim out of his suggestion by using his Con or Diplomacy against Father Charles' Homomancy level (Difficulty 5) and a number of successes equal to the total complications (usually 9). This is resolved as an extended test. Should the character get 0 successes on any roll, then his attempt fails and the character trying to break the suggestion is stunned. No further attempts can be made to free the victim.

## Primary Attributes

Body: 2	Charisma: 2
Dexterity: 2	Intelligence: 2
Strength: 2	Willpower: 2

## Secondary Attributes

Size: 0	Initiative: 4
Move: 4	Defense: 4

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<b>Perception: 4</b>		<b>Stun: 2</b>		
Skills	Base	Levels	Rating	(Average)
Archery	2	2	4	(2)
Athletics	2	1	3	(1+)
Brawl	2	1	3	(1+)
Con	2	1	3	(1+)
Diplomacy	2	1	3	(1+)
Melee	2	1	3	(1+)
Stealth	2	1	3	(1+)
Survival	2	2	4	(2)

## Talents

Keen Sense (Sight)

## Resources

None

## Flaw

Secret (+1 Style point if keeping his theft secret causes him difficulty)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Bow	2L	0	6L	(3)L
Sword, small	2L	0	5L	(2+)L
Axe, hand	2L	0	5L	(2+)L

## Farmhand

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

Archery	2	1	3	(1+)
Brawl	2	1	3	(1+)
Craft: any one	1	1	4	(2)
Melee	2	1	3	(1+)
Ride	2	1	3	(1+)

## Talents

None

## Resources

None

Weapons	Rating	Size	Attack	(Average)
Punch	0L	0	3L	(1+)L
Axe, hand	2L	0	5L	(2+)L
Farming Implement	2L	0	3L*	(1+)L

\* Includes -2 improvised weapon penalty

## Act 3: Unholy Orders

Father Charles puts the last parts of his plan into action during the final act. He sends an assassin after Valmont, ensuring that she also implicates Ambroise Laurent in the murder. He then spends the night convincing the increasingly tired and desperate Eva to seek sanctuary with him. Once she agrees, he'll strike a bargain with the magistrate.

How this Act plays out relies largely on the character's actions. While there is a preliminary organization of the scenes, there is much that can go differently than expected. As with any adventure, the Gamemaster should let the players determine the course of action and adapt these scenes accordingly. If, for example, the characters are onto Father Charles and follow him everywhere then he isn't likely to send the last assassin; he'll rely on Eva's fear and the magistrate's prejudice to give him what he wants. Similarly, if the characters are caught discovering the circle in St. Denis' chapel in the wee hours of the morning, then Act 3 Scene 4 has just moved up to the front.

## Scene 1: The Fate of Valmont

Father Charles closes the rood screen of the church at sunset. The adventure presumably takes place in winter 1636, so this could be anywhere from 5:00 p.m. in early January to 7:00 p.m. in mid-March. If you're running this as part of *Le Mousquetaire Désbonoré* assume it is early February and sunset occurs around 6:00 p.m.

Generally, Father Charles has dinner and returns to the church one final time to minister to the itinerants staying in the nave. This is also when he offers private meetings in the St. Denis Chapel. Tonight, he gives Joan Blanc the command (disguised as a whispered Latin prayer) to kill Valmont. Characters that speak Latin and overhear the conversation with a Perception roll (Difficulty 2, with a -2 modifier for the whispering) simply hear him say "now is the time."

Joan walks back to the nave, gathers her things, and walks out with a glassy-eyed stare. She heads into the southern woods first, using Stealth to work her way



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towards Ambroise's house. Once there she moves a bit deeper into the woods and lights two candles on a rock. She then places the Three of Cups card between them and pours a small vial of blood over the card, allowing it to drip onto the rock (although being a rainy evening not much blood will remain by morning).

She then heads east toward the Gillet vineyards. She stealthily creeps toward the manor house, climbs up to the second floor (Father Charles has been a dinner guest and knows where Valmont sleeps) and locks the door from the inside. As Valmont is sleeping off his drink, he won't be in any condition to hear her or defend himself. Joan picks up his loaded gun from a table (Valmont both feared for his life and contemplated suicide) puts the gun in his sleeping hand, places the end of the barrel to his temple and pulls the trigger. She then slips out and heads east with no memory of what she's just done.

The characters, of course, can intercept her at any point. She's programmed to defend herself with prejudice and to abandon her mission if she's spotted and facing failure. If she has to run then once she gets beyond the vineyards her mind forgets everything, unless the characters are able to snap her back to her normal sooner. If the characters break the spell then Joan remembers nothing, with the last thing she recalls is the blessing she received from Father Charles in St. Denis' Chapel.

In any event, this scene certainly implicates Father Charles, and the characters probably want a better look at St. Denis' Chapel, likely now when most people are sleeping.

### *Scene 2: Uncovering the Plot*

Whether motivated by Joan Blanc, another reason, or their own hunches, the characters probably want to explore the church, specifically what lies behind the rood curtain. Father Charles stays with Eva until a little after midnight, offering her a way out that doesn't involve her or her family's deaths. When he leaves, all that is left is a single soldier and a handful of itinerants (one for each character).

All of the itinerants are asleep after midnight and the guard sits in the first pew, staring at the locked gate of the rood curtain. He is half-asleep and all rolls involving his senses take a -2 modifier; once something rouses him, he no longer suffers any penalties.

The gate to the transept can be opened by picking the lock. This requires a Larceny (lock-picking) roll (Difficulty 3). Characters making a Perception roll (Difficulty 3) can hear Eva softly crying within the storeroom, which is also locked. This also requires a Larceny roll (Difficulty 3) to open.

Eva is surprised and happy to see the characters, but she doesn't know what good their arrival does. She desperately wants a way out of this situation, but her family would never be able to flee with her before her absence is discovered and she fears what may happen

to them if she leaves without them. While the characters may try, it's difficult to convince her to do anything other than remain where she is and agree to Father Charles' offer. She'll "confess" to her crimes and seek sanctuary in the church. Father Charles grants it long enough to get a (forged) petition of exorcism, claiming that the possessing spirit has been purged from her. For her crime she becomes a servant of the church... and, unofficially, Father Charles' mistress.

If the characters search St. Denis' Chapel, they find another surprise. Beneath the rug in front of the statue is a ceremonial magickal circle. This can be uncovered through roleplay or an Investigation (Search) roll (Difficulty 1). A character with Academics: Occult or Magick instantly recognizes the markings as Homomancy, although even an ignorant character should be able to figure out that magick is involved and being used to control people, especially since this is where Father Charles holds his private meditations with people.

Father Charles keeps his prayer book locked in the priest preparation room. If the characters pick this lock and find the prayer book, they may discover the suggestion ritual by reading through it as an extended action. This requires a Linguistics roll (Difficulty 3) and requires 6 successes. Each roll takes 15 minutes. If the character understands Latin, then the Difficulty drops to 1 and each roll only takes 5 minutes. The prayer book is quite large and cannot easily be concealed if the characters attempt to steal it.

Eva is truly horrified by this revelation. Prior to this, she simply thought that he was simply an amorous priest taking advantage of the situation. Now she realizes that he is the mastermind behind the murders. Unfortunately, this only drives her further into despair, as she fears the magistrate will take Father Charles' side.

If the characters are caught while in the transept or beyond (have them make Stealth rolls against the soldier's and itinerant's Perception (with a -4 modifier for being asleep)), then the soldier holds the gate while an itinerant fetches Father Charles and the Maréchaussée. Unless the characters try to fight their way out (and drawing weapons in church is highly frowned upon), Father Charles simply relocks the door and Sergeant Demarc personally stands guard with one guard for each character. The characters are now caged until the magistrate arrives to deal with them.

If the characters force a fight that involves Father Charles then go to Act 3 Scene 4.

### *Scene 3: The Magistrate's Arrival*

Magistrate Marcel Desmarais arrives in midmorning. He immediately goes to the rectory first, as the church is the seigneur of the land. He'll also want to speak with Mayor Rollo, but he'll ask Sergeant Demarc to bring the Mayor to the rectory. Once there he gathers the pre-

# All for One: Régime Diabolique Adventure #02

liminary information he needs and prepares to start trial, which includes ordering some villagers to set up a stake for the expected burning. The Sergeant also informs him of the attack on Valmont, whether successful or not.

Assuming that the trial gets underway, Father Charles mentions that someone came forward and confessed to him that Ambroise Laurent was performing a ritual last night. He suggests that this may be tied to the attack on Valmont and that perhaps Ambroise is acting as Eva's thrall. Unfortunately the magistrate is all too ready to believe this and discovering the candles behind the butcher shop only seals Eva's fate, just in time for Father Charles to intercede on her behalf.

If the characters intercept the magistrate, they will find a short, slightly rotund, jovial man—probably not at all what they were expecting. His attitude changes at any mention or allusion to Eva. All Gypsies deserve to be driven out in his eyes and burned if they won't leave willingly. In contrast to the previous days it is sunny with no precipitation and, as the magistrate puts it, "a beautiful day for a burning."

In spite of his prejudice, the magistrate is also a devout Roman Catholic and any accusation of church desecration certainly gets his attention. He will stop the proceedings in order to see such evidence, especially if the characters have managed to obtain Father Charles' prayer book (which the magistrate can read, even if the characters can't). If the magistrate grows suspicious or actually reads the ritual then Father Charles realizes that his plan is backfiring, and the priest will get as many Maréchaussée soldiers as he can to cover his escape.

## Scene 4: Early Retirement

Inevitably, the characters confront Father Charles over his scheme. Depending on where they are having this conversation, Father Charles activates his ensorcelled servants. These include the church itinerants (generally one for each character) or the Maréchaussée (Sergeant Demarc and one soldier for each character). He'll use them to buy time as he tries to use Homomancy to draw one or more of the characters to his side. If this fails and the tide turns, then Father Charles tries to flee.

Depending on circumstances, Father Charles may be willing to negotiate. He can certainly make it worth their while to leave him be, as he can get as much money as he needs, and Eva could suffer worse fates than a quiet life with him and the church. Unfortunately, Father Charles only honors any negotiated settlement for as long as he is in a weak position. He'll soon be sending assassins after the characters.

Assuming that Father Charles can't talk the characters out of it, this is the final battle. If Father Charles can only summon itinerants then the Gamemaster can bolster their power by substituting Beaufort Neville

or Joan Blanc's statistics for some of the itinerants. Alternatively, some soldiers might join the fray after a round or two. If the characters manage to pull Sergeant Demarc out of his trance, he will angrily run Father Charles through himself at the first opportunity.

If you want to make things a bit easier for the characters, you can have one or more of the soldiers, perhaps Corporal Lemieux, be uncontrolled and questioning the Sergeant's orders, as they didn't make the latest chapel mass. The villagers can also provide support, especially Ambroise, Rollo, and Valmont, if he is still alive.

In any event, once Father Charles is unconscious or killed all his trance victims snap back to normal, remembering nothing. If Father Charles is alive then there is still the possibility of him reactivating the spell unless the characters take the time to break each individual free (which can only be done while they are in their entranced state). This hopefully shouldn't matter, as the magistrate plans to take Father Charles back to Fontainerouge and inform the bishop of his crime.

## Act 3 Dramatis Personae

### Joan Blanc

Ally 2

<b>Archetype</b> Criminal	<b>Motivation</b> Greed
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<b>Style:</b> X	<b>Health:</b> 4
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#### Primary Attributes

<b>Body:</b> 2	<b>Charisma:</b> 3
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<b>Dexterity:</b> 3	<b>Intelligence:</b> 2
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<b>Strength:</b> 3	<b>Willpower:</b> 2
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#### Secondary Attributes

<b>Size:</b> 0	<b>Initiative:</b> 5
----------------	----------------------

<b>Move:</b> 6	<b>Defense:</b> 5
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<b>Perception:</b> 4	<b>Stun:</b> 2
----------------------	----------------

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

Athletics	3	2	5	(2+)
-----------	---	---	---	------

Brawl	3	1	4	(2)
-------	---	---	---	-----

Con	3	3	6	(3)
-----	---	---	---	-----

Firearms	3	1	4	(2)
----------	---	---	---	-----

Larceny	3	3	6	(3)
---------	---	---	---	-----

Melee	3	2	7	(3+)
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Stealth	3	3	6	(3)
---------	---	---	---	-----

#### Talents

Skill Aptitude (Melee)

#### Resources



# Partie Une: Désir Mortel

None				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Dagger	1L	0	8L	(4)L
Sword, Small	2L	0	9L	(4+ )L

## Magistrate Marcel Desmarais

Ally 4				
Archetype Noble			Motivation Power	
Style: 5			Health: 7	
Primary Attributes				
Body: 3			Charisma: 6	
Dexterity: 3			Intelligence: 4	
Strength: 2			Willpower: 4	
Secondary Attributes				
Size: 0			Initiative: 7	
Move: 5			Defense: 6	
Perception: 8			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Academics: Law	4	3	7	(3+)
Brawl	2	2	4	(2)
Bureaucracy	4	3	7	(3+)
Diplomacy	6	3	9	(4+)
Firearms	3	2	5	(2+)
Intimidation	6	4	10	(5)
Investigation	4	4	8	(4)
Linguistics	4	2	6	(3)
Melee	2	2	4	(2)
Talents				
Charismatic				
Resources				
Status 1, Wealth 2				
Flaw				
Intolerant (+1 style point when his intolerance toward gypsies causes trouble)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	x	x

## Hypnotized Itinerant

Follower 0
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Archetype Survivor			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)
Athletics	2	1	3	(1+)
Brawl	2	1	3	(1+)
Con	1	1	2	(1)
Larceny	2	1	3	(1+)
Melee	2	1	3	(1+)
Talents				
None				
Resources				
None				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Dagger	1L	0	4L	(2)L

## Epilogue

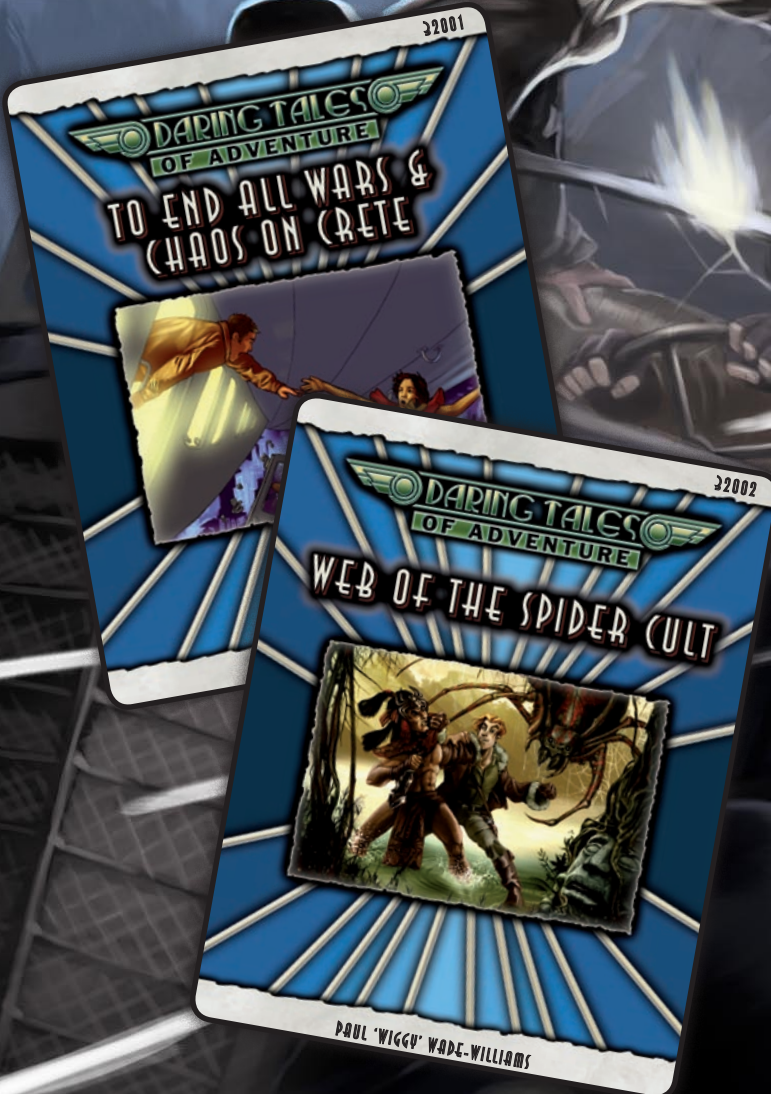
Hopefully, the characters manage to clear Ambroise and Eva's names while ensuring that Father Charles never uses dark magicks again. If Father Charles is alive at the end of the adventure, it is possible that he has friends, ensorcelled or otherwise, in Fontainerouge that either aid in his escape or testify on his behalf. This makes him a dangerous enemy, eager for revenge against the characters. Should Father Charles succeed or otherwise remain with the church, he may use his magicks to attain a bishopric for himself (and possibly draw the attention of Inquisitors).

Mayor Rollo is grateful to the characters and, should he deem any of them worthy, may offer them Eva's hand (although perhaps a character gives Rollo a lecture on true love and he finally relents, allowing Ambroise to marry Eva).

Unfortunately, there is still the nagging question of the musketeer Roger Dupin's death. The mystery continues in *Le Mousquetaire Dés honoré Partie Deux: Le Baiser de la Mort*.

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# REVENGE IS A DISH BEST SERVED COLD!

*Désir Mortel* is the first of four adventures in the *Le Mousquetaire Déshonoré* campaign.

*Le Mousquetaire Déshonoré* is a tale of hatred and revenge and revolves around former King's Musketeer Delmar Boulanger. Delmar was thrown out of the company after being caught committing a heinous crime. He blames four musketeers for his ouster and plots sweet revenge!

This adventure is designed for beginning characters although more experienced characters can be accommodated with little difficulty.

It is not necessary to run the final three adventures in order to play *Désir Mortel* and, indeed, the *Le Mousquetaire Déshonoré* campaign arc only tangentially affects the events in this adventure.

All For One: Régime Diabolique is a musketeer roleplaying game from Triple Ace Games for the Ubiquity RPG.



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