

ALL FOR ONE

Régime Diabolique

*Le Mousquetaire Déshonoré**Partie Deux: Le Baiser de la Mort*

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Le Mousquetaire Déshonoré
Partie Deux:
Le Baiser de la Mort

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Partie Deux: Le Baiser de la Mort



❧ Introduction ❧

Le Baiser de la Mort is the second of four adventures in the *Le Mousquetaire Désbonoré* campaign. This adventure is designed for slightly experienced characters, although beginning or more experienced characters can be easily accommodated. It is not necessary to run *Désir Mortel* in order to play *Le Baiser de la Mort* and, as with *Désir Mortel*, the *Le Mousquetaire Désbonoré* campaign arc only tangentially affects the events in this adventure.

In *Le Baiser de la Mort*, the characters are tasked with investigating the death of former musketeer Francois Joubert, and finding Le Faucon, a mysterious agent, presuming he is still on the tidal island, to acquire the information that he was offering Joubert. The characters soon learn that there is a curse in Mont Saint-Michel causing chaos in the abbey, and that Cardinal Richelieu seems to have a particular interest in this curse. The

The True Knights of Saint Michael

One of the plots of this adventure is a failed attempt to infect the Order of Saint Michael with a virulent plague. While this plot was foiled, the magickal ward and strange happenings on the island, so close to one of the Order's meetings in the abbey, is certain to draw the attention of the True Knights of Saint Michael.

This is a perfect hook if one or more of the characters are Templars. In addition, the True Knights may send agents to aid the King's Musketeers, perhaps arriving just when the Cardinal's Guard has the upper hand. The Templars would certainly find a way to dispatch the succubus, should she remain alive at the end of the adventure.

curse is directly related to the death of Francois Joubert, as ex-musketeer Delmar Boulanger has trapped a succubus within the tidal island in order to make his revenge on Francois easier.

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 you are pressed for time, you can skip much of **Act 1**, as some of its scenes are for color and background, to get the players into the spirit of musketeer France, as well as offer them the opportunity to earn some Style points.

In **Act 1: A Time of Troubles**, the characters, retreating from an invasion by Habsburg forces in the Spanish Netherlands, are sent to investigate the death of a former musketeer, Francois Joubert, and obtain information from Le Faucon. They must cross the chaotic landscape of northwestern France to arrive at the outskirts of Mont Saint-Michel, where they learn of a strange curse gripping the tidal island.

In **Act 2: Femmes Fatale**, the characters enter Mont Saint-Michel and begin their investigation. They are both aided and hindered by the Cardinal's Guard and an Inquisitor. During the investigation, Le Faucon attempts to make contact without compromising her safety. The characters soon discover that there is indeed a magickal "curse" on the island.

In **Act 3: Tying Up Loose Ends**, the Cardinal's Guards attempt to carry out the Cardinal's wishes by burning the Atrum Libri and silencing anyone that may connect the book to him...including the characters. The characters must also decide whether to let the succubus go free or deal with her permanently.

Running Le Baiser de la Mort as part of a campaign

At its core, *Le Mousquetaire Désbonoré* is a tale

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of revenge involving former King's Musketeer Delmar Boulanger. Boulanger was thrown out of the company after being caught in a heinous crime. He blames four musketeers for his ouster and resulting disfigurement -- his refusal to leave quietly resulted in the loss of one of his eyes. Boulanger has spent more than a decade learning to fight with one eye, while simultaneously plotting his revenge. Each adventure in the campaign involves Boulanger taking revenge on another musketeer before the characters finally confront him.

If you choose to run *Le Baiser de la Mort* as the second part of the campaign, note that the events of *Désir Mortel* take place several months before this adventure. You may wish to run additional adventures between *Désir Mortel* and *Le Baiser de la Mort*. You may also wish to place an adventure or two between this one and the next, *Rançon de Sang*.

Running *Le Baiser de la Mort* as a standalone adventure

Le Baiser de la Mort can be run as a standalone adventure. In this case, Boulanger is simply a less-skilled swordsman with a grudge against Francois Joubert for taking his eye in a duel. After solving the mysteries at Mont Saint-Michel, the characters can track down Delmar and bring him to justice—you'll need to create your own character sheet for this version of Boulanger, as we have something special planned for him in the final adventure.

Due to the circumstances of this adventure, *Le Baiser de la Mort* can also be used as a standalone adventure for characters associated with the True Knights of Saint Michael. In this case, Francois Joubert could be a Templar that ran afoul of Boulanger in the past. The characters need to discover the truth behind the curse before the Cardinal's Guard learns too much about the secret order.

Adventure Background

Three plots dovetail together at Mont Saint-Michel. In the first, Le Faucon meets Francois Joubert and offers him information, fearing her mission may be compromised after Joubert is killed. In the second plot, Delmar Boulanger traps a succubus within the abbey, forcing it to seduce and drain Joubert. In the third, Cardinal Richelieu attempts to break the "curse" only to lose an inquisitor as well as a powerful tome of magic.

The first plot is relatively straightforward. Le Faucon learns of a plan for another invasion by England in support of the Huguenots. She comes to Mont Saint-Michel to deliver the information to Francois Joubert, a former musketeer and now a secret contact. He passes along some of the information, and is supposed to pay Le Faucon for her efforts on behalf of France.

A Musketeer's Child

If you decide to run the rest of the *Le Mousquetaire Désbonoré* campaign without playing through *Désir Mortel*, you will need to select one of the characters to be the child of the fourth musketeer upon which Delmar Boulanger wishes to take revenge. This will become important in the final adventure of the *Le Mousquetaire Désbonoré* campaign.

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 Boulanger's design). Roger Dupin took a personal interest in the development of his old friend's child—and Dupin, one of the four musketeers marked by Boulanger, was killed by him in *Désir Mortel*.

You should try to slip this information in without arousing the players' suspicions. This will become more important as the campaign progresses, as Delmar Boulanger has decided not to let Fate take his revenge away from him. If he cannot destroy the man who took his eye, he will destroy his child...

The second plot is part of the overall metaplot of *Le Mousquetaire Désbonoré*. Delmar Boulanger, a former King's Musketeer and companion to Joubert, wishes to exact revenge for his maiming, expulsion, and imprisonment a decade ago. Given that Joubert was the best swordsman in the group, and Boulanger has had to retrain himself to fight left-handed, the villain has decided to give himself an edge. He hired Zaneta, a witch from Andorra, to summon and ensnare a succubus in Mont Saint-Michel to drain Joubert's energy. Once drained, Joubert was no match for a duel against his former friend.

The third plot is "inspired" by Cardinal Richelieu. He suspects that the Order of Saint Michael may be plotting against him (which is untrue—the True Knights have yet to suspect the Cardinal), and has sent Inquisitor Jacques Piaget to "deal with the matter." Piaget interrogated a few members of the Order, suspecting that a secret society exists within them. Unfortunately, rather than bring this to the attention of the Cardinal, Piaget decided to take care of the problem himself with extreme prejudice. Knowing that the Order was due to gather at Mont Saint-Michel in a few weeks, Piaget went to the abbey and performed a ritual designed to unleash a plague there while the Order is gathered.

These three plots get tangled together. Le Faucon gave Joubert information about the English plot against France, but the succubus intervened before Joubert could pay her. The succubus, meanwhile, seeks to be free of its prison, discovering that the Inquisitor has the means to free it in his grimoire, the *Atrum Libri*. It kills Piaget, and spirits away his grimoire in order to decode it and figure

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Daily Outline

The following is a list of events that take place up to the characters' arrival at Mont Saint-Michel. Note that Act 1: Scene 1 takes place on Day 14.

- | Day | Events |
|-----|---|
| 1 | Delmar Boulanger and Zaneta arrive at the Golden Goose Inn. Boulanger pretends that he is painting the abbey for a patron and that Zaneta is his assistant. |
| 2-3 | Boulanger and Zaneta spend three days dropping stones in the water. |
| 4 | Boulanger and Zaneta finish dropping stones. They conjure the succubus that night, who then seduces the barmaid Clarisse as "Gaston." |
| 5 | Le Faucon comes to town and sends word to Joubert. The succubus attempts to seduce Joubert but is rebuffed. The succubus sees Le Faucon and isn't fooled. After Joubert leaves, "Gaston" seduces Le Faucon. Clarisse is heartbroken. Joubert goes to Champ-Vert and arranges for the payment. |
| 6 | Joubert returns to the inn to inform Le Faucon that payment is forthcoming in four days. The succubus seduces Brother Adrien. Inquisitor Jacques Piaget arrives at Mont Saint-Michel. |
| 7 | Brother Adrien confesses to the Abbot. The succubus seduces a pilgrim in the abbey, but is chased out by Brother Vachel. |
| 8 | Monks start reporting to the Abbot that they are hearing English and French battle cries in and around the abbey. The succubus seduces Brother Vachel. |
| 9 | As "Gaston," the succubus seduces Le Faucon again and "kisses" her unconscious. She uses Le Faucon's disguise to seduce Joubert as he is about to leave the island, informing Boulanger of this. Boulanger and Zaneta leave the island, to wait at the other end of the causeway—Boulanger kills Zaneta on the way. That night, Joubert is slain by Boulanger as they duel. |
| 10 | The succubus attacks and kills Piaget, hiding the grimoire in the chapel. Joubert's failure to arrive at Champ-Vert to obtain the payment for Le Faucon is noted, and his death soon discovered. |
| 11 | The succubus seduces Brother Vachel for the last time. Piaget's lackey heads to Paris. |
| 12 | Mansart sends news of Joubert's death to Paris. Brother Vachel commits suicide. The succubus returns to Clarisse. |
| 13 | Le Faucon threatens Clarisse over Gaston's true identity. |
| 14 | M. de Tréville receives news of Joubert's death. The succubus seduces Brother Neville. |
| 15 | The characters are sent to find out what happened to Joubert, and to conclude the deal with Le Faucon. The succubus seduces Brother Neville a second time. |
| 16 | The characters arrive in Champ-Vert and meet Sgt. Rameau's team. The succubus seduces Clarisse once more. |
| 17 | The characters arrive in Mont Saint-Michel. |

out a means past the wards keeping it within the abbey. Cardinal Richelieu now fears that someone is onto his scheme and wishes to erase any possible connection to himself. He worries that either there is a secret group within the Order of Saint Michael scheming for his destruction, or that he might be connected with the plot to wipe out the Order's heads.

On top of these intertwining plots, the ward that Zaneta crafted has been tainted by the metaphysical chaos of the sea and the spirits of the dead beneath it. The ward has been becoming increasingly unstable and dangerous, creating ever-stronger and longer-lasting mists around the tidal island, as well as attracting demonic spirits. More and more pilgrims are being led to their deaths while traveling the causeway, and the monks and villagers on the island report hearing the whispers of the dead carried in the wind.

The characters fall into the midst of all of this when M. de Tréville orders the characters to discover what happened to Joubert, and complete the exchange of money for information with Le Faucon. The characters are hin-

dered by the Cardinal's own investigators, a detachment of the Cardinal's Guard with an Inquisitor in tow. In addition to unraveling the mysteries of the intertwined plots, the characters also need to deal with the succubus.

Act 1: A Time of Troubles

This adventure takes place in July 1636, as Habsburg forces from the Spanish Netherlands and the Holy Roman Empire penetrate deep into the Champagne region (the exact dates are unimportant – you can massage them as necessary to work within your campaign). This invasion catches the French completely by surprise, and its repercussions tangentially affect this adventure.

M. de Tréville, captain of the King's Musketeers, has sent a group of musketeers (the characters) to collect intelligence from Mestre de Camp (equivalent to

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a modern colonel) André du Aiglenoir, who controls a new regiment in the region. The Mestre, heir to a barony, is a young, foppish chevalier who hoped that his seemingly safe posting would grant him prestige and allow him to marry well. The Mestre is a charming and attractive young man with expensive tastes, but has utterly no idea how to handle himself in battle. He greeted the King's Musketeers warmly enough, offering them a rather sumptuous meal, but the surprise invasion leaves him scrambling. He quickly orders a retreat, begging the characters to escort him back to Paris and report directly to the King (or more accurately Riche-lieu).

The Mestre insists on taking his four-horse carriage, which is driven by Alain Hinault, his trusted valet and coachman. Hinault is a pleasant, rugged man who cares deeply for his master, and keeps a cool head during danger. If there are any female characters, the Mestre asks them to accompany him inside the carriage. He expects King's Musketeers to ride as escort and in so doing divert any would-be attacks against the carriage. The trip back to Paris is two days' ride.

Scene 1: Deadly Escort

The adventure begins with the escort of André du Aiglenoir back to Paris. Unfortunately, a group of Spanish cavalymen are pursuing the Mestre de Camp's carriage. The characters must prevent them from capturing or killing Aiglenoir. The cavalry unit (three Spanish cavalymen for every two characters) is closing fast. In three rounds, they will be atop the carriage.

The Spanish invaded without warning and have broken through French defensive lines. You had little choice but to escort Mestre de Camp André du Aiglenoir back to Paris so that he can present the situation to the King. You've been following his carriage for the better part of a day with no sign of the Spanish.

Your luck runs out as dusk approaches. As you travel through the farmlands of Champagne, a unit of Spanish cavalry bursts out from a vineyard and enters the dirt road, pursuing the carriage. You have no doubt that they realize who is inside the carriage and that they intend to capture him.

This attack takes place in the open farmland of the Champagne valley, giving the characters little cover in which to hide unless they drive directly through orchards or over farmland dedicated to growing wheat. The Mestre shows more of his "character," screaming at the characters to defend him as he cowers in the carriage with his pistol and sword, praying that he won't have to use either. Hinault is more helpful, keeping two pistols and a small sword close at hand, determined to keep the

A Matter of Style

While *Le Baiser de la Mort* officially starts with the characters in Scene 1, you may wish to play out the scene where they meet the Mestre if there is an opportunity for Style points. In this case, they find the Mestre in a farmhouse, being tended to by servants and going over disturbing reports. He will take note of any obviously female (attractive, of course) characters, perhaps trying to impress them. He is first and foremost a noble, which will likely rub non-noble or commoner-sympathizing characters the wrong way.

carriage moving as fast as possible away from the rapidly pursuing Spanish cavalymen.

The Spaniards spend a round closing, with some of them shooting their pistols, aiming at any mounted characters first; those that discharge pistols draw their rapiers. Any Spaniard with a loaded pistol who overtakes the carriage will shoot at Hinault or into the carriage. Those with rapiers will attempt to board the moving carriage, requiring an Acrobatics roll (Difficulty 3) from horseback.

Characters or NPCs standing atop the carriage must make a Balance roll (Difficulty 2) each round or fall off the carriage; any that fall can make an Athletics roll (Difficulty 2) to grab the side of the carriage and hang on, dropping unless any held weapons or objects unless they beat the Difficulty by one or more successes.

As this is the Mestre's personal coach, he has luggage and personal belongings strapped to the roof. Characters can take advantage of these with Style points or Tricks (*All for One*, pg. 101). You should be liberal in allowing cinematically appropriate cargo for characters to use, i.e., a small barrel of gunpowder that can be kicked off the back and shot, creating a grenade-like effect, bottles of wine that can be ignited and thrown, or fancy clothes that work as parrying cloaks or something with which to blind an opponent.

Assuming the characters are successful, once the battle is over the Mestre insists on getting to Paris as soon as possible. He will insist the characters take turns with Alain to keep the carriage moving. While this will be rough on the horses, it is obvious the Mestre really couldn't care less if they dropped dead, so long as he makes it to the gates of Paris. Any Spaniards captured admit only that their orders were to capture (and, if necessary, kill) the Mestre—they either don't know or won't reveal any information regarding the Habsburg invasion plans or troop dispositions.

If, however, the characters fail and the Spaniards manage to capture the Mestre, they will take him back to their camp behind the lines for questioning, likely requiring a daring rescue by the characters. It is quite probable they

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will be disinclined to do so because of their dislike for the Mestre—they should, of course, be reminded of their duty in this regard.

Scene 2: *A Wrenching Choice*

After the battle with the Spaniards, the characters will come across a farmhouse soon after dawn with horsemen outside. Characters that make a Warfare roll (Difficulty 1) recognize the horsemen as looters and note that they are not in French uniforms, but are, in fact, Bavarian mercenaries, part of the Spanish invasion into Champagne.

The Mestre, assuming he is still with the characters, is appalled. He knows that the situation is dire but this farm is well behind the French lines, meaning that the French forces were routed. As the carriage is in a lightly wooded area some distance from the farmhouse, the Mestre wishes to keep moving. Unfortunately, any characters that make a Perception roll (Difficulty 2) hear a young woman's scream from inside the house, followed by an angry shout and a gunshot.

Should the characters wish to go to the farmhouse, the Mestre is unmoved.

"I am sympathetic, I assure you, but we must not dally here while I have crucial information to get to His Majesty. If the Bavarians are here then there must be others about and every moment we waste is another opportunity for them to find us. No, we can't jeopardize my mission for the sake of a few commoners. Distracting the soldiers from us is their duty."

The Mestre's position likely sickens the characters, but the fact is that he will not aid nor wait for them should they choose to risk their lives for farmers. He will even suggest that it is treason for the King's Musketeers to leave him defenseless when they were ordered to escort him – a situation that is fertile ground for the awarding of Style points.

Should the characters go to the farmhouse, they will find one Bavarian soldier outside for each character. They are rummaging through the stables and storehouses for food and supplies. Inside, an equal number of Bavarian soldiers are threatening the family in the main room. The family (a farmer, his wife, and their four children) are being terrorized. The exact nature of the assaults against the family are left up to the Gamemaster and should be based on what is most likely to award Style points for the characters' motivations, such as Justice, Revenge, or Survival.

Once the characters finish helping the farmers they should be able to catch up to the Mestre. While he is none the worse for wear, he is still fuming that they left, and assures them that the King will hear about their an-

tics. Unless the characters truly offended him, however, this is just bluster.

Scene 3: *A Summons to a Mission*

Regardless of how the characters get back to Paris, they will find the city in panic over the Habsburg invasion. Walls are being reinforced, residents are being trained for war, and supplies are being stocked. The city has taken few refugees; most are encouraged to head south or west.

While the Mestre goes to see the King, the characters are expected to report their findings to Lieutenant Jean-Marc de Guerre, their commanding officer for field missions. Waiting for them by the gates is the Lieutenant's lackey, Thadeus, an old soldier with an erratic gait due to the many injuries he received in the service of the King. His long stringy hair has gone white long ago and he sports a bright red nose, an obvious sign of his fondness for drinking. When he sees the characters, he eagerly rushes up to greet them, imploring them with alcoholtinged breath to go directly to the Lieutenant's office.

De Guerre is an aloof but capable officer, who never carouses with other Musketeers—indeed, whenever 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.

Lieutenant de Guerre's secretary, Ensign Michel Dupree, receives the characters in his office. Dupree looks a bit more harried than usual as he sifts through a number of papers on his desk, making notes, and shuffling them into piles—obviously, the Spanish invasion has everyone scrambling. Dupree makes the characters wait a moment as he makes some quick notes and adds the letter he's holding to one pile before slapping himself in the forehead and then placing it in a different pile. He then heads into the Lieutenant's office and emerges with another pile of papers, telling them that the Lieutenant will see them now as he drops the papers on his desk, sighing as a few papers flutter to the floor.

Inside, de Guerre does his now-customary non-ac-knowledgement of the characters.

As you enter the room the Lieutenant stands with his back to you, reading a letter as he faces a map of France on the wall. Colored pins dot the map, especially in the north and east. He finishes reading the letter and sighs, simply muttering "Champagne" in his French-German brogue. He shakes his head and reaches up to move some of the pins. You are shocked to see just how close the Spanish troops are to Paris.

"Do not trouble yourselves with my map, Seigneurs," the Lieutenant says without turning.

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"There is another matter that the Captain has for you." He turns and walks toward the desk. He remains standing but keeps his eyes on the papers in front of him. "The Captain has purchased information from Le Faucon about an English plot with certain Huguenot factions. Payment was sent, but our agent in Mont Saint-Michel never collected it. This agent, a former musketeer named Francois Joubert, apparently died in a duel while on his way to receive payment. His death may be linked to Le Faucon."

The Lieutenant looks up at you. "The Captain has tasked me to send a team to investigate the circumstances of Francois' death and, if possible, to find and pay Le Faucon. We believe that he is still in Mont Saint-Michel. You are to leave immediately."

With that, the Lieutenant returns to looking at the map.

Should the characters dally, the Lieutenant turns and angrily orders them away (this anger is unusual, but the Lieutenant is clearly worried about the war). He directs any questions they have to Ensign Dupree.

If the characters were involved in *Désir Mortel* (and especially if that adventure immediately precedes this one) then one of the first questions for the Ensign should be whether there was a connection between Roger Dupin and Francois Joubert (the Gamemaster might need to refresh the players' memories). While the two did serve together, it is difficult to make a strong connection beyond that. The King's Musketeers are an elite unit, and all members that serve together have a certain camaraderie with each other. Dupree does mention that Francois was the better swordsman and taught Roger a few moves.

Dupree can also tell them that Francois Joubert officially retired from the King's Musketeers five years ago, taking a position as a guard captain at Mont Saint-Michel. Unofficially, Francois remained with the King's Musketeers and gathered intelligence on Spain and England. Even at Francois' age, Dupree finds it difficult to believe that he was killed in a fair duel.

Every French character knows of Mont Saint-Michel, a prominent abbey that sits just off-shore between Normandy and Brittany. The abbey has existed since the 8th century, a popular site for pilgrims. The English tried to take the island several times during the Hundred Years' War, always failing. Mont Saint-Michel is also the headquarters of the Order of Saint Michael, although they only hold meetings there once or twice a year.

The journey to Mont Saint-Michel takes about three days. There is a small village a half-day's ride from the abbey, Champ-Vert, where Joubert maintained a contact. This contact, Bernard Mansart, is an innkeeper who sends any messages back to Paris. He is also the current holder of the Captain's payment to Le Faucon.

Lieutenant Jean-Marc de Guerre

As noted in *Désir Mortel*, 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 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 is an excellent resource to help characters earn Style points.

Scene 4: Highway Robbery

During the first day of their ride, the characters will see many consequences of the Spanish invasion, primarily among the peasantry fleeing the oncoming army. Makeshift tents are set up on hills, with peasants attempting to purchase or barter for foodstuffs and other goods with their more fortunate countrymen, and even instances of squatters being chased away by angry landowners. A few displaced peasants beg the characters for coin as they pass them by but, for the most part, there isn't much the musketeers can do to ease the plight of so many suffering.

The characters will have a chance to make a small difference, however, in the early afternoon. As they ride through a wooded area, thankful to be out of the hot summer sun, the characters hear a woman's scream up ahead.

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Just up the road you see a two-horse carriage sitting still. Several bedraggled men stand around it, holding muskets and swords. The coachman has his hands in the air as one of the men approaches the carriage door.

"Come on out, Seigneurs. If you do as I say you won't be harmed. Our families are starving... you can thank the Spanish for that. You have an abundance of valuables in this very carriage, and I daresay that necklace you wear, madam, could feed our families for a month!"

Inside the carriage is a young married couple, Marc and Suzanne Bazaine. While they aren't nobles, they are prosperous landowners. They are frightened, however, and the husband is about to do something rash. The first man that touches his wife will get a bullet in return. If combat does break out, use Coachman Alain Hinault's statistics for the Bazaines' coachman.

If the characters are riding to the scene, the bandits will hear them. There are three bandits for each character; while they are numerous, they are no match for the King's Musketeers. The leader of the bandits, Rollo, tells the characters that he has no quarrel with the King, but if His Majesty is more interested in protecting nobles behind Paris' walls, then the peasantry must take what they need to survive. The peasants may find an unexpected ally in Suzanne Bazaine, whose merciful nature is moved by their plight. She'll lean on her husband to aid the bandits in some way in return for no further molestation.

How the characters resolve this situation is up to them. It is possible to negotiate with the bandits (indeed, even the landowner may make accommodations), but it can easily turn into a fight. If it does, then the bandits only fight for two rounds before scattering. Seigneur Bazaine will be most relieved and offer the characters 20 francs for their trouble... somewhat ironic given the situation.

Scene 5: No Room at the Inn

The characters should arrive in the village of Champ-Vert at nightfall before the last leg of their journey. While some characters may wish to press on, their horses are exhausted from the heat and the long ride, and this is an opportunity to rest and perhaps learn something from Joubert's former contact, Bernard Mansart. Mansart runs the Oie-d'Or ("Golden Goose"), a small inn that caters mostly to pilgrims and travelers on their way to Avranches.

Night falls as you approach the small village of Champ-Vert. The hub of a farming community, the village boasts only a few buildings nestled in the center of the farms, the largest buildings being a small church and inn. A faded, chipped sign of a

golden goose hangs gingerly over the door of the inn and a stable sits at the back. A young lad exits the stable and greets you with a warm smile.

"Are you staying at the Oie-d'Or? I'll gladly stable your horses for four sous each."

Hansart's son Travis is cleaning the stables and can be negotiated down to 2 sous each if the characters are so inclined. Characters inquiring about the horses or otherwise taking note of the stables can make a Perception roll (Difficulty 2). Those that make the roll note that horses belonging to the Cardinal's Guard are stabled here.

Inside, the Cardinal's Guard—Sergeant Montegue Rameau, Henri Braudel, and how ever many extra guardsmen needed to make them equal in number to the characters—and Inquisitor Claude Lemoyne are at one of the two tables in the common room. Mansart is cleaning mugs behind the bar and looks a bit nervous as he sees the characters walk in, assuming that they are in their Musketeer uniforms. A few local men are drinking at the bar, and one man sits alone at the remaining table, quietly drinking wine.

Presuming that the characters aren't masking their profession, then Sergeant Rameau is the first to speak. He stands and raises his mug to them.

"Raise your mugs, seigneurs! Members of the second-best unit in France are gracing us with their presence! What, pray tell, brings the King's Musketeers this far from Paris, and in the opposite direction of the invasion? Perhaps you are heading to Mont Saint-Michel looking for divine guidance? Or are you just looking for a boat? I hear England is safer these days."

The implication as to your courage is clear. He takes a hearty drink as the other guardsmen snicker.

Sergeant Rameau is a little tipsy and having some fun, although he certainly would accept a duel. Fortunately for him, Inquisitor Lemoyne reminds him that dueling is illegal and, while the musketeers and guards may turn a blind eye to the law, God does not. Still, there are other ways to challenge or humiliate the Cardinal's Guard, and you should afford your players every opportunity to gain Style points for being creative—and a good old-fashioned (non-lethal, of course) tavern fist fight is always an option, a tried and true part of the genre.

Mansart, trying to keep the peace (or at least his inn from being destroyed) asks the characters to sit and offers them a free round of drinks. The only table available has one seat taken by the quiet figure. He wears traveling clothes of poor make and keeps his hooded cloak pulled over his head. His hand is shaking as it grips the mug; he's obviously been drinking for quite some time. He slowly nods if the characters ask if they can sit and characters making a Perception roll (Difficulty 2) notice that the man's head is tonsured.

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The man was Brother Neville Demy. He's since left, or more accurately fled, the Maurist Order of Mont Saint-Michel after succumbing to the wiles of the succubus. He believes that he has committed a mortal sin and could no longer remain with the Order. Unfortunately, instead of sharing his indiscretion with the Abbot, Neville simply fled.

The ex-monk has no wish to discuss his actions, but alcohol has dulled his senses. He gets a -2 on any opposed rolls to resist social skills. He can tell the characters that he is originally from Champagne and was once a soldier. He has heard about the invasion and plans to go help—he is secretly hoping, and may hint at such, that his sacrifice will regain him a place in Heaven.

If the characters ask him about Joubert, Neville tells them that he knew the man. Joubert was the captain of the abbey guard and reported directly to Abbot Léon-Paul Proust. He'd heard that Joubert died in a duel several days ago, and as far as he knew, no new captain had been selected.

If asked about the abbey or Mont Saint-Michel in general, Neville is less enthusiastic. If the characters press him (requiring an opposed roll without the -2 modifier), then he'll mention that strange things have been happening at the abbey over the last week or so.

"There've been strange things afoot over the last week or so. The Inquisitor noticed it first; he'd come to stay at the abbey for a while. Something about the mists surrounding the island bothered him. Other monks noticed it, too. They claimed to hear voices in the mist. The Inquisitor promised to get to the bottom of it, but he was found dead in the scriptorium after a statue fell on his head. Two days later, Brother Vachel jumped to his death. I fear his sin is my own, but he wasn't strong enough to seek redemption."

"Several pilgrims have also died on the causeway. We often lose one or two to the tides, but a handful have died over the last week. Two fishing boats were also discovered adrift, its occupants disappeared. I daresay the mist has gotten worse. I practically needed a knife to cut through it when I left Mont Saint-Michel."

A character that makes an Academics: Occult roll (Difficulty 2) recognizes the fog as some sort of magickal field. A character that makes an Academics: History or Academics: Religion roll (Difficulty 2) recalls that Mont Saint-Michel was attacked several times during the Hundred Years' War. Bad things tend to happen when magick meets a battlefield, especially one with an underwater graveyard.

If the characters speak to Neville for any length of time, then Inquisitor Lemoyne will overhear them. He is appalled that Neville abandoned his order, informing him that the best thing he can do is crawl back to Mont Saint-Michel and beg for forgiveness. Neville refuses and

Making it Personal

If you'd like to add a little continuity to your adventures then you can swap out Rameau or another guardsmen for one that the characters have already encountered and preferably hold a grudge. The same can be done for the Inquisitor if the characters have already encountered one. Alternatively, if you are running adventures before this one you can have the characters meet Lemoyne or Rameau in an earlier adventure. In either case, the existing tensions of musketeers and guardsmen investigating the same mystery are heightened.

the Inquisitor tells him that he'll have him dragged there if he resists. Obviously the characters can try to diffuse the situation.

Mansart has no rooms left in the inn, but he offers the common room to the characters. This arrangement provides more sport to the Cardinal's Guard if they overhear it. On a more serious note, if Sergeant Rameau finds out that the characters are heading to Mont Saint-Michel, then he'll try to discourage them from going. He has a mission and he doesn't want the King's Musketeers getting in the way. Characters winning an opposed Empathy roll against Rameau's Con realize that Sergeant Rameau is uncomfortable with his mission and the King's Musketeers being a part of it. In truth, the Sergeant is worried that he may have to kill the characters.

If questioned about the death of the inquisitor, the Cardinal's investigators remain tight-lipped; an opposed Empathy roll against their Con rolls reveals that, while they don't want to talk about it, their mission has something to do with the Inquisitor's death.

If the characters meet privately with Mansart (if they're staying in the common room then the conversation takes place after the Cardinal's investigators have gone to bed), then he'll give them the following information.

"Francois came here about a week and a half ago with information from Le Faucon. He confided in me that it had to do with English intervention on behalf of the Huguenots. I passed the information along to Paris and Francois was supposed to come back four days later to take the payment for Le Faucon. He never came back."

"I learned of his death two days later and passed it along. I presume that's what you're here for? As for Le Faucon, I know nothing of him. Only Francois spoke to him, but I believe that Le Faucon is staying at the Pied du Saint, an inn just inside the barbican."

Mansart has Le Faucon's payment, 100 livres, in a barrel in the stable. He reminds the characters not to

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give Le Faucon his payment until he provides concrete information on the English plot.

In any case, the characters should be able to settle in for the evening and start the journey to Mont Saint-Michel in Act 2.

Act 1 Dramatis Personae

Mestre de Camp André du Niglenoir

Ally 5				
Archetype Noble		Motivation Fame		
Style: 3		Health: 7		
Primary Attributes				
Body: 3		Charisma: 6		
Dexterity: 4		Intelligence: 4		
Strength: 3		Willpower: 4		
Secondary Attributes				
Size: 0		Initiative: 8		
Move: 7		Defense: 7		
Perception: 8		Stun: 3		
Skills	Base	Levels	Rating	(Average)
Brawl	3	2	5	(2+)
Con	6	4	10	(5)
Diplomacy	6	4	10	(5)
Empathy	4	4	8	(4)
Firearms	4	3	7	(3+)
Linguistics	4	3	7	(3+)
Melee	4	3	7	(3+)
Ride	4	3	7	(3+)
Warfare	4	4	8	(4)
Talents				
None				
Rank (Mestre de Camp; +8)				
Flaw				
Coward (+1 Style point if he surrenders without a fight or abandons his allies to save his own skin)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Pistol	3L	0	10L	(5+)L
Rapier	2L	0	9L	(4+)L

Coachman Alain Hinault

Follower 2				
Archetype Servant			Motivation Duty	
Style: 1			Health: 4	
Primary Attributes				
Body: 2			Charisma: 3	
Dexterity: 3			Intelligence: 2	
Strength: 3			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 6			Defense: 5	
Perception: 4			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Brawl	3	3	6	(3)
Diplomacy	3	3	6	(3)
Firearms	3	3	6	(3)
Melee	3	3	6	(3)
Ride	3	3	6	(3)
Talents				
Savvy Fighter, Skilled Assistant				
Resources				
None				
Flaw				
None				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Pistol	3L	0	9L	(4+)L
Small Sword	2L	0	8L	(4)L

Spanish Cavalryman

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	1	3	(1+)

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Firearms	2	2	4	(2)
Melee	2	3	5	(2+)
Ride	2	2	4	(2)
Survival	2	2	4	(2)

Talents

Combat Skill (+2 Defense when using Ride)

Resources

None

Flaw

Overconfident (+1 Style point when his bravado gets him in over his head)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Saber	2L	0	7L	(3+)L
Wheellock Pistol	3L	0	7L	(3+)L

Barbarian Soldiers

Ally 1

Archetype Soldier **Motivation** Greed

Style: 0 **Health:** 6

Primary Attributes

Body: 2 **Charisma:** 1

Dexterity: 2 **Intelligence:** 2

Strength: 3 **Willpower:** 2

Secondary Attributes

Size: 0 **Initiative:** 4

Move: 5 **Defense:** 4

Perception: 4 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
Brawl	3	2	5	(2+)
Firearms	2	1	3	(1+)
Intimidation	1	3	4	(2)
Melee	3	2	5	(2+)
Survival	2	2	4	(2)

Talents

Robust (+2 Health rating)

Resources

None

Flaw

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

Weapons	Rating	Size	Attack	(Average)
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Punch	0N	0	5N	(2+)N
Long Sword	3L	0	8L	(4)L
Dagger	1L	0	6L	(3)L
Musket	3L	0	6L	(3)L

Farm Peasants

Follower 0

Archetype Everyman **Motivation** Survival

Style: 0 **Health:** 3

Primary Attributes

Body: 2 **Charisma:** 1

Dexterity: 2 **Intelligence:** 1

Strength: 2 **Willpower:** 1

Secondary Attributes

Size: 0 **Initiative:** 3

Move: 4 **Defense:** 4

Perception: 2 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
Craft: Farming	1	3	4	(2)
Melee	2	1	3	(1+)
Ride	2	1	3	(1+)

Talents

None

Resources

None

Flaw

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

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Farming implement	2L	0	3L*	(1+)L

*Includes a -1 improvised weapon penalty

Lieutenant Jean-Marc de Guerre

(Marie de Fleur)

Patron 3

Archetype Swordsman **Motivation** Duty

Style: 6 **Health:** 6

Primary Attributes

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

Thadeus

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

Ensign Michel Dupree

Ally 3				
Archetype Noble			Motivation Duty	
Style: 3			Health: 6	
Primary Attributes				
Body: 3			Charisma: 4	
Dexterity: 2			Intelligence: 4	
Strength: 2			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 6	
Move: 4			Defense: 5	
Perception: 7			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Academics: Law	4	4	8	(4)
Brawl	2	2	4	(2)
Bureaucracy	4	4	8	(4)
Firearms	2	2	4	(2)
Linguistics	4	3	7	(3+)
Melee	2	3	5	(2+)
Ride	2	2	4	(2)
Talents				
None				
Resources				
Rank 3 (Ensign-King's Musketeers)				
Flaw				

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None				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Pistol	3L	0	7L	(3+)L
Rapier	2L	0	7L	(3+)L

Peasant Bandits

Follower 0				
Archetype Everyman			Motivation Survival	
Style: 0			Health: 3	
Primary Attributes				
Body: 2			Charisma: 1	
Dexterity: 2			Intelligence: 1	
Strength: 2			Willpower: 1	
Secondary Attributes				
Size: 0			Initiative: 3	
Move: 4			Defense: 4	
Perception: 2			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Archery	2	1	3	(1+)
Brawl	2	1	3	(1+)
Melee	2	1	3	(1+)
Stealth	2	2	4	(2)
Talents				
None				
Resources				
None				
Flaw				
Poor (+1 Style point when he is unable to buy a basic resource)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Bow	2L	0	5L	(2+)L
Axe, Hand	2L	0	5L	(2+)L
Dagger	1L	0	4L	(2)L

Seigneur Marc Bazaine

Ally 2	
Archetype Noble	Motivation Greed
Style: 0	Health: 5
Primary Attributes	
Body: 3	Charisma: 3
Dexterity: 2	Intelligence: 3

Strength: 2			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 4			Defense: 5	
Perception: 5			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Brawl	2	1	3	(1+)
Con	3	2	5	(2+)
Diplomacy	3	2	5	(2+)
Empathy	3	2	5	(2+)
Firearms	2	2	4	(2)
Melee	2	2	4	(2)
Streetwise	3	2	5	(2+)
Survival	3	2	5	(2+)
Talents				
None				
Resources				
Wealth 2 (Comfortable; 100 livres a month)				
Flaw				
Stubborn (+1 Style point when his inflexibility causes him trouble, or he forces others to go along with his idea)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Wheellock Pistol	3L	0	7L	(3+)L
Rapier	2L	0	6L	(3)L

Suzanne Bazaine

Ally 1				
Archetype Noble			Motivation Hope	
Style: 0			Health: 3	
Primary Attributes				
Body: 1			Charisma: 5	
Dexterity: 2			Intelligence: 2	
Strength: 1			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 4	
Move: 3			Defense: 3	
Perception: 4			Stun: 1	
Skills	Base	Levels	Rating	(Average)
Art	2	2	4	(2)
Con	5	3	9	(4+)

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Diplomacy	5	2	8	(4)
Empathy	2	2	4	(2)
Melee	1	1	2	(1)

Talents

Attractive (+1 Charisma bonus when dealing with people)

Charismatic (+1 Charisma rating)

Resources

None

Flaw

Merciful (+1 Style point when he is taken advantage of due to her trusting nature)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Dagger, concealed	0L	0	2L	(1)L

Bernard Mansart

Follower 2				
Archetype Spy			Motivation Duty	
Style: 0			Health: 4	
Primary Attributes				
Body: 2			Charisma: 4	
Dexterity: 2			Intelligence: 3	
Strength: 3			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 5			Defense: 4	
Perception: 5			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Brawl	3	1	4	(2)
Con	4	4	8	(4)
Diplomacy	4	3	7	(3+)
Larceny	2	2	4	(2)
Melee	3	1	4	(2)
Stealth	2	2	4	(2)
Streetwise	3	2	5	(2+)
Talents				
Charismatic, Danger Sense				
Resources				
None				
Flaw				
None				

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Broken bottle*	1L	0	3L	(1+)L
Cleaver*	2L	0	4L	(2)L
Dagger	1L	0	5L	(2+)L

*Improvised weapons get a -1 on attack rolls.

Ex-Brother Neville

Ally 2

Archetype Ascetic

Motivation Redemption

Style: 0

Health: 5

Primary Attributes

Body: 3

Charisma: 2

Dexterity: 3

Intelligence: 2

Strength: 3

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 5

Move: 6

Defense: 6

Perception: 6

Stun: 3

Skills	Base	Levels	Rating	(Average)
Academics: Religion	2	2	4	(2)
Art: Calligraphy	2	2	4	(2)
Brawl	3	2	5	(2+)
Craft: Medicines	2	2	4	(2)
Firearms	3	1	4	(2)
Linguistics	2	2	4	(2)
Medicine	2	2	4	(2)
Melee	3	2	5	(2+)

Talents

Quick Reflexes (+2 bonus to Perception)

Resources

Rank 1 (Catholic Church; +2 Social Bonus – Neville has yet to officially lose this resource)

Flaw

Secret (+1 Style point when he is confronted with the truth or goes out of his way to protect his secret)

Weapons	Rating	Size	Attack	(Average)
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Punch	0N	0	5N	(2+)N
Club	2N	0	7N	(3+)N

Sergeant Montague Rameau

Ally 3

Archetype Soldier **Motivation** Duty

Style: 4 **Health:** 6

Primary Attributes

Body: 3 **Charisma:** 3

Dexterity: 3 **Intelligence:** 3

Strength: 3 **Willpower:** 3

Secondary Attributes

Size: 0 **Initiative:** 6

Move: 6 **Defense:** 6

Perception: 6 **Stun:** 3

Skills	Base	Levels	Rating	(Average)
Brawl	2	4	6	(3)
Firearms	2	4	6	(3)
Intimidation	2	4	6	(3)
Melee	2	6	8	(4)
Ride	2	2	4	(2)

Talents

Florentine

Resources

Rank 2 (Cardinal's Guard Sergeant, +4 Social bonus (temporary bonus resource at Rank 3))

Flaw

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

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Musket	3L	0	9L	(4+)L
Rapier	2L	0	10L	(5)L
Main- Gauche	1L	0	9L	(4+)L

Inquisitor Claude Lemoyne

Ally 2

Archetype Soldier **Motivation** Faith

Style: 1 **Health:** 5

Primary Attributes

Body: 2 **Charisma:** 3

Dexterity: 2 **Intelligence:** 3

Strength: 2 **Willpower:** 3

Secondary Attributes

Size: 0 **Initiative:** 5

Move: 4 **Defense:** 4

Perception: 6 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
Academics:	3	4	7	(3+)
Religion				
Intimidation	3	4	9	(4+)
Torture			10	(5)
Investigation	3	3	6	(3)
Interview			7	(3+)
Melee	2	3	5	(2+)

Talents

Skill Aptitude (+2 Intimidation)

Resources

Rank 1 (Catholic Church; +2 Social Bonus)

Flaw

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

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

Henri Braudel (Cardinal's Guard Spy)

Ally 2

Archetype Soldier **Motivation** Duty

Style: 0 **Health:** 4

Primary Attributes

Body: 2 **Charisma:** 2

Dexterity: 4 **Intelligence:** 3

Strength: 2 **Willpower:** 2

Secondary Attributes

Size: 0 **Initiative:** 7

Move: 6 **Defense:** 6

Perception: 5 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
Acrobatics	4	2	6	(3)
Brawl	2	2	4	(2)
Firearms	4	2	6	(3)
Intimidation	2	2	4	(2)

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Larceny	4	1	5	(2+)
Melee	2	3	5	(2+)
Ride	2	1	3	(1+)
Stealth	4	2	6	(3)

Talents

Stealth Strike (make a Stealth roll against unaware opponent's passive defense and add your successes to the amount of damage you inflict).

Resources

Rank 1 (Cardinal's Guards, +2 Social bonus)

Flaw

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

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Dagger	1L	0	6L	(3)L
Musket	3L	0	7L	(3+)L
Rapier	2L	0	7L	(3+)L

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

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

Act 2: Femmes Fatale

In Act 2, the characters arrive at Mont Saint-Michel and begin their investigation. The tidal island is in the grip of a magickal curse bringing death from beneath the waves and causing chaos in the abbey. This is the result of Delmar Boulanger's plot for revenge, which has left a succubus trapped on the island. Wanting to be free, the succubus killed Inquisitor Piaget for his grimoire, which inadvertently frustrated the Cardinal's plan.

Le Faucon is also on the island, awaiting her payment and worried about her cover. She watches and cautiously approaches the characters at the earliest opportunity. Unfortunately, her association with Joubert, along with convenient coincidences, make her an obvious suspect, or might even lead the characters to believe that Le Faucon actually is the succubus.

This act ends when the characters have enough information to realize what is going on. The next act deals with discovering the grimoire, laying a trap for the succubus, and dealing with the Cardinal's Guard.

Scene 1: Crossing the Causeway

Assuming that the characters spent the night in Champ-Vert, they'll reach the causeway at noon. If the characters rode through the night, they'll arrive in the morning when the high tide has turned Mont Saint-Michel into an island. They'll have to wait until midmorning in order to cross it. At this time of year, the highest tides are around 8 a.m. and 8 p.m., making it dangerous between 7 a.m. and 9 a.m., and 7 p.m. to 9 p.m. (the water rises around 40 feet).

It is almost noon on a hot summer day as you approach the beach, with the abbey looming in the air above you. An ominous fog surrounds the island, leaving all but the first several yards of the causeway lightly obscured. Only the abbey itself is in clear view, its height keeping it from being veiled by mists. You can see fishing boats in the distance; most steer clear of the fog except for those that must navigate through it to reach the village on the tidal island. A few pilgrims brave the causeway ahead of you.

Characters that make an Academics: Occult roll (Difficulty 3) note that the odd shape of the fog of a magickal nature, likely due to a magickal circle or

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ward of some kind. The magick used is raw and chaotic, attracting any supernatural creatures or spirits in the area.

The causeway takes half an hour to cross, as even characters on horseback should tread carefully. 12 successes on a Survival (Navigation) extended roll (Difficulty 3) are needed to cross the causeway. Every 2 successes mean that a character has crossed 1/6th of the way. Due to the nature of the mists and the quicksand, each character must make separate rolls.

If a character's successes ever drop to 0 then he has stepped in quicksand. Unless he makes an Athletics roll (Difficulty 3), he is in danger of drowning. He can hold his breath for 1 turn per success on a reflexive Body roll. The character can free himself from quicksand with another Athletics roll (Difficulty 3) but needs to gain at least one success on a Survival (Navigation) roll to return to the causeway and continue.

While on the first half of the causeway it is possible that the characters will be tempted by evil spirits (see **Scene 1a: Phantom Drowning**). After the characters have gotten half way across the causeway, then they'll encounter evil pilgrims (see **Scene 1b: Evil Pilgrims**) at some point prior to making it across.

Once the characters have crossed the causeway, they are faced with the wall surrounding most of the island. There is an entrance to their left that leads to the Grande Rue, the main street that cuts through the village and continues on up to the abbey.

Scene 1a: Phantom Drowning

Whenever the characters fall short of getting half of the successes necessary to cross, have them make Perception rolls (Difficulty 2). Those that make it hear "pilgrims" pleading for help. Some will claim to be drowning, while others claim to be stuck in quicksand. The characters do not hear any other sounds (splashing, flailing, etc), but this should not be mentioned unless the players ask.

Should the characters follow the voices calling out to them, you have two options. First, this could be a ruse by the evil spirits to coax a character into entering quicksand. In this case, a character must make a Survival roll (Difficulty 2) in order to see the danger. If the character fails, he is caught in quicksand and must escape according to the rules in the previous scene.

Once a character has approached an evil spirit posing as a troubled pilgrim, then the evil spirit attempts to possess him. If the evil spirit succeeds, the possessed character attempts to drown himself. A possessed character remains possessed until the evil spirit's control is released or a ritual of exorcism is performed.

Alternatively, the character could find an actual drowning pilgrim and have to save him. This is a wonderful opportunity to play with a character's motivations and flaws. In any case, the pilgrim will be extremely grateful and claim that he or she heard voices in the fog and tried to help them.

Scene 1b: Evil Pilgrims

Some anger spirits have possessed pilgrims and forced them to draw rusty blades from the bottom of the sea. They now approach the characters, fighting a war that ended two centuries ago.

As you continue on the causeway you see pilgrims ahead of you. They are moving towards you and at first you believe that they are simply passing you on the way to the mainland. As they draw closer, however, you notice the anger in their eyes. They hoist rusty blades and shout "For England!"

There is one possessed pilgrim for each character. They fight until defeated and won't stop trying to fight until the evil spirit's control of them ends or the demons within them are exorcised. Again, these pilgrims heard voices and attempted to help the victims, only to be possessed.



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Keeping up with the Cardinal

There are two investigations occurring at the same time. The King's Musketeers are looking into the death of Francois Joubert and trying to contact Le Faucon, while the Cardinal's Guard is looking into the death of Inquisitor Jacques Piaget and cleaning up any loose ends, including killing the musketeers should they learn too much. Not only will these two investigations clash, but they'll also seem to be working towards the same end at times. Invariably, one group may want or need to shadow the other. Once the characters start looking into the succubus and the circumstances of the magician's death, Sergeant Rameau starts to get worried. He'll have Henri Braudel shadow them and see if they can find Piaget's murderer as well as the grimoire. Once they've discovered one or both of them, the Cardinal's Guard will close for the kill. Characters can periodically note that Braudel is following them by making an opposed Perception roll against his Stealth roll.

This can also work in reverse. Some players may want to keep an eye on the Cardinal's Guard and see what they uncover. You can also use the Cardinal's Guard to uncover clues that the characters missed or are waiting for the Cardinal's Guard to uncover.

Note that Sergeant Rameau is not comfortable murdering King's Musketeers. He'll do everything in his power to prevent that from happening, and he truly hopes that he can get a step ahead of the characters, taking what he needs with them being none the wiser. In the end, though, if he has no other choice, then Sergeant Rameau will fulfill his duty to the Cardinal.

the mousy Clarisse. She is very outgoing and gregarious, fascinated by anything to do with the world outside of the island. Clarisse is more reserved; she does her job, but shares little banter with the patrons. She is actually moving a bit slow today, as she is still suffering the effects of being with Gaston (the succubus) the night before.

While the information in this scene presumes that the characters ask all of their questions now, you should be prepared for them to skip over some of it initially and come back later to fill in the gaps.

If asked about Joubert, Croix's demeanor turns sad.

"It's a terrible tragedy. Joubert often came in for a pint after his duties were over. The last time I saw him he'd just finished... um, entertaining... a ravishing young woman, when he met an old friend. He was an artist, I believe, who went by the name Luc, and had been renting a room with me for a week. He seemed a bit odd for an artist, given that he only had one eye and a soldier's bearing. He had a woman with him, either his servant or his mistress, I couldn't tell... an Andorran, who left me cold every time I saw her. The two of them took a boat out for days in order to sketch the mountain from various angles, or so Luc said. They got up early and retired early, never mingling with the other guests."

"On the day Joubert died he'd come in for a drink before heading across the causeway. He met a friend here, a man named Fauquier... no, that's not right... Faucon? Yes, Faucon. Faucon has come through here a few times in the past couple of years... speaks with a Spanish accent, but I don't think he's from Spain. Anyway, the two of them went upstairs together and Faucon must've left when I wasn't looking; Francois came down a while later with a young fiery redhead. Ah, mon Dieu, so beautiful and friendly, if you take my meaning... Anyway, I remember Francois looking very baggard... that wench must've taken a lot out of him, if you know what I mean..."

"Joubert was surprised to see the artist sitting near the door. The artist had told me that his name was Luc, but Joubert addressed him as 'Delmar,' to which he nodded. The three of them, Francois, Delmar, and Delmar's woman, left together that night. I haven't seen any of them since, which is odd, since Luc, or Delmar, or whatever his name is left all his sketches behind."

Croix pauses for a moment, as if something just popped into his head.

"You know, there was something else strange about that day. About a couple of hours after Joubert left, Faucon came down from his room and asked me if I'd seen him. When I mentioned that

Scene 2: The Pied du Saint

The Pied du Saint ("Saint's Foot") is the main inn along the Grande Rue. It's a three-story building that caters to pilgrims, although it is only half-full these days. The proprietor, Antonin Croix, is a tall, balding man with a full beard. He is jovial and loose with his tongue, especially to paying customers.

The Pied du Saint is larger than the Oie-d'Or, boasting eight tables and a long bar. Arms and armor dating back hundreds of years adorn the walls, as well as two paintings. One depicts the archangel Michael slaying a dragon, while the other depicts the English attacking a defiant Mont Saint-Michel during the Hundred Years' War.

Croix employs a couple of barmaids, Lucette and Clarisse. Lucette is older and a bit more full-figured than

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he'd already met Joubert earlier, Faucon looked confused. I have to admit that he looked quite gaunt, and I jokingly asked if he'd spent time with the same redhead that Joubert had. He gave me an angry look and ran back upstairs. He stayed for the night and settled his tab the next morning. I haven't seen him since."

Le Faucon's confusion stems from the fact that the succubus, as "Gaston," seduced her and drove her into unconsciousness. It then took her form to seduce Joubert so that he was in no condition to duel. If asked about the redheaded woman, Croix mentions that she comes in from time to time, never staying long.

If questioned further about Delmar, Croix mentions that he's kept the sketches and that they are actually quite good. If the characters look at the sketches, a character who makes an Art or Warfare roll (Difficulty 3) will discern that all sketches took place the same distance from the island (about 50 meters out, forming a circle). Characters that use these sketches in conjunction with a Navigation check need only make a Perception roll (Difficulty 1) to find a painted stone in **Scene 7: The Ward**. There are 13 sketches, which matches the number of rune stones dropped in the water, as noted in Scene 7.

If asked about anyone else being haggard, Croix can't recall but Lucette chimes in that Clarisse has been looking pretty haggard lately, after spending the night with her "paramour." Clarisse refuses to talk about him, but Lucette describes "Gaston" as a strong, handsome man, and says he's been coming in occasionally to see Clarisse for a couple of weeks now (inquisitive characters can get this nailed down to "a few days after the artist rented a room"). Characters listening to Lucette describe Gaston while watching Clarisse should make an Empathy (Difficulty 2) roll. Those who succeed note that Clarisse has conflicted feelings.

If the characters can get Clarisse to speak (requiring an opposed Diplomacy roll), then she'll admit that Gaston walked into the inn and her life almost as if out of nowhere. He showed great interest in her, and to her shame, Clarisse allowed Gaston to be intimate with her that first night. The very next night, Gaston appeared in the common room and acted as if Clarisse didn't exist. He spoke with Joubert's friend Faucon for a while and, after Faucon retired, flirted with a beautiful redheaded woman that Clarisse refers to as "a common whore." Gaston purchased a room that night just to be intimate with her. He then disappeared for a few days, and then reappeared to bed the redheaded woman again.

If asked, Clarisse can tell them that the latter tryst happened on the same day that the redheaded woman spent the late afternoon with Joubert, solidifying in her mind that the woman is a prostitute.

Three days later, Gaston returned to beg Clarisse's forgiveness. She didn't want to give in, but she couldn't resist him. The following day, Faucon cornered her in an alley at dagger point and asked her about Gaston. Clarisse pleaded with him that she knew nothing about the

Mont Saint-Michel

Most of this adventure takes place in Mont Saint-Michel, which straddles the border between Brittany and Normandy near the mouth of the Couesnon River. An abbey built atop a rocky tidal island, Mont Saint-Michel is one of the most beautiful sights in France. It also houses a fishing village and is well-fortified with defensive walls, enabling it to withstand many assaults by the English during the Hundred Years' War.

Once a popular, if dangerous, pilgrimage site (the quicksand and tides claimed many a pilgrim traveling across the causeway during low tides), Mont Saint-Michel has lost its luster by the 1600s. After the Order of Saint Michael was founded by Louis XI in 1469, the king intended the abbey to be the chapel for the Order, but the island's remoteness made it far less convenient for the Order's meetings than Paris. Only one or two symbolic meetings are held in the abbey (which, of course, is when the True Knights of Saint Michael plot and share information).

If you wish to add a little more descriptive flavor to the architecture of Mont Saint-Michel while running this adventure then you may want to consult the *Descriptive Guide of Mont Saint-Michel* by Edouard Corroyer. Written in 1883, the book is now in the public domain and the full text is easily accessible online.

man. Faucon let her go with a warning: if he discovered that she knew who Gaston was working for, he'd return and slit her throat.

Gaston did return one final time that same night. Clarisse told him about Faucon and Gaston laughed it off. He was intimate with her again and Clarisse once again hates herself for giving in. A character making an Empathy roll (Difficulty 2) can see that she's extremely depressed. Whether this leads to something more drastic is left up to the Gamemaster, although Clarisse may be used to trap Gaston in **Act 3**.

Scene 3: The Abbey

Saint Michael's abbey sits at the top of the hill of the tidal island. Abbot Léon-Paul Proust, head of the Maurist order there, oversees the abbey along with a handful of monks. Once a dozen strong, the Benedictine monks have recently lost two members: Brother Vachel Paynel committed suicide by throwing himself into the sea a few days ago, while Brother Neville Demy broke his vows and left the abbey without explanation. The abbey also lost Inquisitor Jacques Piaget a week ago when a statue in the Knights' Hall fell on him and crushed his skull.

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Le Faucon

Le Faucon ("the Falcon") is not given a scene because you should introduce the character when dramatically appropriate. Le Faucon can be found practically anywhere that the characters visit: in the abbey, in the tavern, or even along the Grande Rue.

Le Faucon is a mysterious man, not the least because she is actually a woman. Le Faucon slips easily between French and Spanish, making it equally probable that she's from either country, although she could just as easily be from any other European or Mediterranean country. No one knows where her true loyalty lies and, while M. de Tréville pays her for her information, he also realizes that she might as easily be working against France's interests. The truth is left up to the Gamemaster.

Le Faucon always met Francois Joubert as a male, and in fact the old musketeer had no idea that she was a woman. The succubus took note of this and used it against Joubert after being unsuccessful in distracting him from Le Faucon. Le Faucon spent the early afternoon with "Gaston" on the day of Joubert's death, and she woke up hours later in the closet. After realizing that someone had impersonated her to meet Joubert, Le Faucon went into hiding as a pilgrim.

She currently hides in the shadows while she waits for the King's Musketeers to arrive with her payment. Le Faucon correctly believes that Captain Tréville still wants her information but she's being cautious in revealing herself. She's worried that Gaston is an enemy agent. Once she's made contact, she'll give them the names, times, places, and units involved in the English plot.

Presuming that the characters eventually treat Le Faucon as an ally, she'll help them against the Cardinal's investigators as much as she is able.

Abbot Proust is a strong, elderly man with a regal bearing—he looks more like a Roman senator than a monastery official. While he has a cheerful personality, he runs a strict abbey. All of the monks are also priests and adhere to a strict schedule of prayer, chorus, sleep, and sustenance (see the **Daily Business in the Abbey** sidebar). The Abbot is obviously not happy about the deaths that the island's endured over the last two weeks, but he is at a loss to explain it, hoping that everything can be resolved before members of the Order of Saint Michael arrive in a few days.

Abbot Proust does everything he can to help both the King's Musketeers and the Cardinal's Guard. He tells the characters that several monks have reported strange "inconsistencies" amongst each other. Some monks have reported that they've seen a monk in one place when

they believed that they should be in another. He mentions that Brother Adrien confessed to breaking his vow of chastity with a pilgrim, and suspects that Brother Vachel did as well. This is particularly ironic in Brother Vachel's case, as he chased out two pilgrims he found being intimate in the abbey.

If the characters speak to Abbot Proust in the presence of the other monks, then one of them may spot Brother Armand Duparc looking rather troubled with an Empathy roll (Difficulty 2). If any of them succeed by 2 or more successes then they also notice that Duparc is eyeing Brother Philippe Nice suspiciously. If the characters approach Brother Armand, go to **Scene 5: Too Many Brothers**.

Scene 4: The Knights' Hall

The Knights' Hall is a large room held up by rows of arches and columns. It is the gathering place of the Order of Saint Michael when they are in residence, but most of the time it serves as the monks' scriptorium. In earlier centuries the monks copied and illuminated important manuscripts, but with the advent of the printing press, the scriptorium is used more for study than making copies. A few monks may be found studying here during the free periods of their day.

If asked, the Abbot notes that Piaget died during the noon service, as the Inquisitor rarely attended services. His body wasn't discovered until after lunch.

The room is lined with bookcases, statues, and other artifacts. Any monk can show the characters where Inquisitor Piaget died. The monks believe that the statue fell on him as a freak accident. A character examining the statue that was supposedly toppled can, with an Investigation roll (Difficulty 3), determine that the statue hit the ground without anything in the way, making it very unlikely that it fell on Piaget; 4 or more successes on the roll will enable the character to find a fireplace poker in the dust of a nearby eave, encrusted with dried blood.

Characters looking around the room can find arcane marks hidden behind bookcases, statues, and curtains with an Investigation roll (Difficulty 1). Characters that make an Academics: Occult roll (Difficulty 3) realize that this was going to be a big necromantic spell. Characters familiar with Necromancy can tell that a particularly virulent plague was due to be unleashed. Fortunately, not all of the marks are in place, making the ritual incomplete and harmless.

The Inquisitor was marking the room when the succubus bashed his head in from behind with the fireplace poker, and then dragged the body to a statue and toppled it over on him.

This is one of the scenes that will draw the attention of the Cardinal's Guard. Braudel reports this to Sergeant Rameau, which may lead into the confrontation in **Act 3: Scene 3: A Final Duel?**

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Scene 5: Too Many Brothers

If the characters begin interviewing monks, they will get an interesting story from Brother Armand Duparc. Brother Armand is a young, timid man with little worldly experience. Unfortunately, he believes that the mist is driving him mad. He has a story to tell but he's loathe to share it because of its incredulous nature, but can be coaxed to tell it in private, after many reassurances (and appropriate social skill rolls).

"On the morning that Brother Vachel committed suicide, I was ordered to prepare lunch. The abbot approached me in the kitchen not long afterward and tasked me to bring water to the monks assigned chores in the abbey gardens. There was a thick fog that morning and I was being very careful in moving to the gardens."

"While taking water through the cloisters, I spotted Brother Philippe walking toward Brother Vachel, who'd been assigned to trim the hedges in the cloister garden. I was confused as Brother Philippe was assigned to the abbey gardens, but I said nothing and continued toward the gardens."

At this point Brother Armand pauses. If a character makes an opposed Empathy roll against his Charisma. If Brother Armand loses, he'll say the following.

"I... I can't be certain, you see, and I know that bearing false witness is a sin... but the fog, it... it speaks sometimes. Abbot Proust says that sometimes the drowned souls of soldiers sing to us as verily as we sing to God. I.. I hear the whispers sometimes... the calls of those in the sea. Yet... there was something else. Brother Philippe disappeared in the fog but I know he was approaching Brother Vachel. Still... when Brother Philippe spoke to him, it was with a woman's voice. I was frightened and quickened my pace to the abbey gardens."

What Brother Armand saw was the succubus imitating Brother Philippe until she got close enough to transform into a woman that could tempt Brother Vachel to sin. Abbot Proust's words were merely a repetition of local legend, although the voices have gotten stronger by the evil spirits enhanced by the magical ward.

Whether or not Brother Armand shares the above information he continues.

"When I arrived at the abbey gardens I was shocked to find Brother Philippe among the monks there. He... he had no time, you see... and surely

Daily Business in the Abbey

Depending upon when the characters investigate the abbey the monks will be performing certain activities. At midnight, all monks gather for services in the nave, which lasts until about 3 a.m. The monks then retire to sleep until 6 a.m., upon which they get up for another morning service. The monks sleep in their habits so no time is wasted getting changed.

After the morning service, the monks are given their instructions for the day, which generally involves choral practice, gardening, or study. Under the current Abbot's influence, the monks primarily sing in between services, as the printing press has eliminated the need for illumination (the artistic decoration of manuscripts). The monks also cater to the pilgrims that gather daily in the almonry, although the gatherings are quite small these days.

At 9 a.m., the monks attend another service followed by a High Mass (most of it is sung and all of it in Latin). Another service is said at noon and is followed by lunch in the refectory, which consists of one monk reading from the Bible while the others eat in complete silence (the reader eats afterward). The meal is primarily vegetarian.

After lunch the monks get a rest period until another service at 3 p.m., followed by more work. Another service is said at 6 p.m., after which the monks have a silent dinner (again, with one monk reading scripture to a silent room). Another service is said at 9 p.m., and then the monks sleep in their habits until they start the day again at midnight.

The villagers below have gotten used to hearing the monks sing, so much so that most tune it out. The singing would, however, be immediately obvious to visiting characters, and the Gregorian chanting adds an extra element to the mysterious feel on and around the island.

The monks keep the dead in St. Etienne's Chapel, which is below the church level between the infirmary and the ossuary, where the bones are interred. The monks generally keep vigil over the dead for three days and three nights. Brother Vachel's body is among the dead on the day that the characters arrive (it is his third day). While Vachel normally wouldn't get such treatment due to his death being the sin of suicide, the Abbot ordered his body to be cared for with respect, due to the strange curses affecting the island. Should another victim fall to the succubus or other disaster, his or her body will be brought here.

he'd have had to pass me. I asked him how he could get to the gardens so quickly and he looked at me like I had three heads. He claimed to have

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been in the gardens all morning, a fact which the other monks confirmed."

Brother Armand thinks that the fog is making him mad. Worse, he thinks that the voices got to Brother Vachel and encouraged him to leap to his death. Brother Armand fears that he may be next.

This scene should give the players an idea that a shapeshifter or master of disguise is involved. A character making an Academics: Occult roll (Difficulty 3) may suspect an incubus/succubus.

Scene 6: The Guards

Given that Francois Joubert was a guard, the characters may wish to interview the abbey guards. There are two guards worth speaking with: Robert du Galle and Jean-Marc Fortier. Both are willing to speak if the characters help them supplement their income a little.

Robert du Galle tells the characters that he recalls a beautiful blonde pilgrim practically throwing herself at Joubert at the Pied du Saint. He'd gone with Joubert to the inn for a drink but was left to drink alone after Joubert met a friend, someone that he called Faucon. Du Galle thought it odd that Joubert would turn down such a willing opportunity, even for an old friend. Joubert's loss was du Galle's gain, as he entertained the lady for a little while, although he soon fell asleep and was thoroughly exhausted the following morning. He was late for his post, and had his pay docked accordingly.

Jean-Marc Fortier spends most of his time patrolling the abbey grounds, ensuring that the pilgrims don't pilfer from the church. Fortier noticed one interesting event in the past week. With the abbey down to a skeleton crew of monks, the monks rarely clean the outlying areas of the abbey. That said, Fortier noticed that one monk visited the Chapelle St. Aubert, an isolated chapel on the other side of the island, at least once a day. It's never the same monk and, oddly, usually when the monks are gathered for high mass, a meal, or chorus. Jean-Marc assumes that the Abbot must want extra prayers for the strange happenings around the island.

Should the characters wish to investigate Chapelle St. Aubert, then you should go to **Act 3: Scene 1: The Chapel**.

Scene 7: The Ward

Given that the fog is surrounding the island, the characters may decide to look for magical markings on the island itself. This is dangerous for two reasons. First, the fog-shrouded waters around the island are filled with evil spirits and, secondly and perhaps more importantly, the wards are the only thing keeping the succubus confined to the island.

Boulanger hired a fisherman, Troy, to ferry him and the witch Zaneta around the island, and Zaneta dropped

thirteen stones in the waters around the island, each bearing an arcane symbol of entrapment. If any three in order are removed (or seven total), then the ward collapses and the succubus is free.

Characters deciding to investigate the water need to row out around the perimeter in the fog, hinted at by the sketches left by Boulanger at the Pied du Saint. This requires a boat (which may be rented from a villager, or one might even be persuaded to do the actual rowing) and a Riding (vehicles) roll at Difficulty 2. Failure means that the characters have grounded the boat.

The stones can be glimpsed at low tide with a Perception roll (Difficulty 3). They cannot be seen at high tide, although ambitious characters can dive for them. Absent magical aid, a character that dives and scrapes his hands along the floor may come up with a smooth, painted rock (about potato-sized) with a Perception roll (Difficulty 4), assuming he makes an Athletics (swimming) roll (Difficulty 2) to keep from drowning.

Evil spirits may plague anyone attempting to swim or row in the fog. Using the causeway encounters as a guide, you could have everything from an evil spirit possessing a character to drown himself, to possessed fishermen ramming their boat against the characters, or swimming up and trying to pull them into the water.

Once a rock is found, a character that makes an Academics: Occult roll (Difficulty 2) can tell that it is part of a ward designed to keep something in; 3 or more successes will tell the character that it is designed to keep in a succubus. A character that makes his roll also knows that if he dredges up any more rocks then he risks freeing the trapped creature.

This is one of the scenes that will draw the attention of the Cardinal's Guard. Braudel reports this to Sergeant Rameau, which may lead into the confrontation in **Act 3: Scene 3: A Final Duel?**

Act 2 Dramatis Personae

Fisherman

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

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Skills	Base	Levels	Rating	(Average)
Craft:	1	1	2	(1)
Fishing Gear				

Melee	2	1	3	(1+)
Survival	2	3	5	(2+)

Talents

None

Resources

None

Flaw

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

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Fish knife	1L	0	4L	(2)L

Evil Spirit

Archetype Demon			Motivation Survival	
Style: 0			Health: 4*	
Primary Attributes				
Body: 0			Charisma: 0	
Dexterity: 2			Intelligence: 2	
Strength: 0			Willpower: 4**	
Secondary Attributes				
Size: 0			Initiative: 4	
Move: 2			Defense: 2	
Perception: 6			Stun: N/A*	
Skills	Base	Levels	Rating	(Average)
Empathy	2	4	8	(4)
Stealth	2	4	8	(4)
Talents				
Possession***				
Skill Aptitude (+2 Empathy rating)				
Skill Aptitude (+2 Stealth rating)				
Resources				
None				
Flaw				
Ephemeral (cannot communicate or use tools)****				
Weapons	Rating	Size	Attack	(Average)
None	—	—	—	—

* Spirits are immune to nonlethal damage, and cannot be stunned. In addition, only cold iron or enchanted weapons (created through Enchantment or Benignus) can inflict lethal damage. In this instance, the weapon's damage rating is equal only to the magickal bonus

granted the weapon. For example, a rapier (2L) granted a +4 damage bonus through Benignus in the hands of a hero with Melee 4 is treated as doing 8L damage against a vampire, not 10L as normal.

** Represents an average spirit. Weaker spirits may have Willpower as low as 2, while truly powerful demons may have a rating as high as 12.

*** Evil spirits need make no physical attack to possess a host—they simply need to be adjacent to them. The demon then rolls its Willpower opposed by that of its prey. With success, the victim is possessed. Possessed victims gain a Flaw appropriate to the individual spirit. While these are most often Mental or Social Flaws, some demons cripple their hosts with Physical Flaws. A failed roll means the demon cannot try to possess that particular mortal for 24 hours or until he next commits a sin, whichever comes first. It is free to possess other victims, however.

**** Spirits can pass through solid matter as if it were air.

Possessed Pilgrim

Follower 0				
Archetype Demon			Motivation Revenge	
Style: 0			Health: 5	
Primary Attributes				
Body: 4			Charisma: 1	
Dexterity: 2			Intelligence: 1	
Strength: 4			Willpower: ¼*	
Secondary Attributes				
Size: 0			Initiative: 3	
Move: 6			Defense: 6	
Perception: 2			Stun: 4	
Skills	Base	Levels	Rating	(Average)
Brawl	4	1	5	(2+)
Craft: various	1	3	4	(2)
Empathy	2	4	8	(4)
Melee	4	1	5	(2+)
Stealth	2	4	8	(4)
Talents				
None				
Resources				
None				
Flaw				
None				

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Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Rusty Long Sword**	2L	0	7L	(3+)L

* Use the second number for attempts to influence the possessed pilgrim.

** Rusty long swords only have a 2L rating due to their ruined blades. If the blades are attacked, they only have a 5 Defense rating (rather than the usual 8).

Abbey Guard

Resource Ally 1				
Archetype Soldier			Motivation Duty	
Style: 3			Health: 7	
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	2	2	4	(2)
Melee	4	2	6	(3)
Talents				
Robust				
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	9L	(4+)L

Abbot Léon-Paul Proust

Ally 3				
Archetype Ascetic			Motivation Faith	

Style: 0			Health: 6	
Primary Attributes				
Body: 3			Charisma: 4	
Dexterity: 3			Intelligence: 3	
Strength: 2			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 6	
Move: 5			Defense: 6	
Perception: 6			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Academics: Religion	3	4	7	(3+)
Art: Calligraphy	3	2	5	(2+)
Craft: Medicines	3	2	5	(2+)
Diplomacy	4	3	7	(3+)
Empathy	3	2	5	(2+)
Intimidation	4	3	7	(3+)
Linguistics	3	2	5	(2+)
Medicine	3	2	5	(2+)
Talents				
Inspire (grants +2 Skill bonus to allies within 10 feet of him)				
Resources				
Rank 2 (Catholic Church; +2 Social Bonus, Bonus Resource)				
Flaw				
Merciful (+1 Style point when he is taken advantage of due to his trusting nature)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Club	2N	0	2N	(1)N

Munk

Ally 1	
Archetype Ascetic	Motivation Faith
Style: 0	Health: 4
Primary Attributes	
Body: 2	Charisma: 2
Dexterity: 2	Intelligence: 2
Strength: 2	Willpower: 2
Secondary Attributes	
Size: 0	Initiative: 4

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Move: 4 Defense: 4

Perception: 4 Stun: 2

Skills	Base	Levels	Rating	(Average)
Academics:	2	2	4	(2)
Religion				
Art:	2	2	4	(2)
Calligraphy				
Craft:	2	2	4	(2)
Medicines				
Linguistics	2	2	4	(2)
Medicine	2	2	4	(2)

Talents

None

Resources

Rank 1 (Catholic Church; +2 Social Bonus)

Flaw

Merciful (+1 Style point when he is taken advantage of due to his trusting nature)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Club	2N	0	2N	(1)N

Le Faucon

Ally 4

Archetype Spy Motivation (up to GM)

Style: 2 Health: 6

Primary Attributes

Body: 3 Charisma: 5

Dexterity: 3 Intelligence: 4

Strength: 3 Willpower: 3

Secondary Attributes

Size: 0 Initiative: 7

Move: 6 Defense: 6

Perception: 9* Stun: 3

Skills	Base	Levels	Rating	(Average)
Con	5	1	8	(4)
Diplomacy	5	3	8	(4)
Firearms	3	1	4	(2)
Larceny	3	1	4	(2)
Linguistics	3	4	6	(3)
Melee	5	2	6	(3)
Spying	4	4	8	(4)
Alias			9	(4+)

New Skill

Spying

Base Attribute: Intelligence

Spying represents your character's talents at creating false identities, operating undercover, and acting without arousing suspicion. It does not include uncovering secrets—Diplomacy, Intimidation, Linguistics, and Streetwise are more appropriate.

Your character may specialize in the following:

* Alias: The ability to create and maintain one or more false identities.

* Bribery: The ability to exchange money for favors and influence, and accurately judge a person's price.

* Forgery: The ability to create false documents.

* Speed Read: The ability to quickly read a document and discern the salient facts.

* Unobtrusive: The ability to hide in a crowd by blending in and acting like you belong.

Stealth	3	4	7	(3+)
Disguise			8	(4)
Streetwise	3	3	6	(3)

Talents

*Alertness (+2 Perception rating)

Bold Attack (uses Charisma for Melee rolls)

Danger Sense (always retains full Defense rating)

Resources

Contacts 1 (Varies, +2 Social bonus)

Flaw

Paranoid (+1 Style point when she discovers someone working against her)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	1N	(0+)N
Dagger	1L	0	8L	(4)L
Rapier	2L	0	9L	(4+)L
Wheellock	3L	0	7L	(3+)L
Pistol				

Act 3: Tying Up Loose Ends

By this point, the characters should have investigated enough to learn that a trapped demon is plaguing the island and that it is likely making trips to the chapel. The

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characters need to decide how to deal with the succubus and then evade the Cardinal's Guards, who are tasked with cleaning up Piaget's failed plan before the Order of Saint Michael learns of it.

Scene 1: The Chapel

The Chapelle St. Aubert is a small, isolated chapel on the remote, high side of the island. It is a small stone building with a modest altar and pews inside. It is also where the succubus has stashed the grimoire in the hope of finding a way to break the ward that binds it to the island.

Characters investigating the chapel can make an Investigation roll (Difficulty 3) to notice a loose stone on the floor beneath the second pew. If the stone is pried free, then the characters find an old book written in Greek. A Linguistics roll or Academics: Occult roll (Difficulty 2) identifies the book as a magickal tome. Characters that spend an extended Linguistics roll (Difficulty 2 and six

successes) realize that the book is coded. Attempts have been made in the early pages of the book to decode it. So far, the attempts have been unsuccessful.

The book is called the Atrum Libri ("The Dark Book.") It is actually a collection of translations of earlier works from around the Mediterranean Sea and southwest Asia. It educates the reader on how to create plagues and other mass effect spells. Fortunately, it is written in code and Piaget committed the cipher to memory. The succubus, while knowing many languages both modern and ancient, has barely scratched the surface of deciphering it.

This is another scene that will likely trigger the Cardinal Guards' need to kill the characters.

Scene 2: Baiting the Succubus

At some point, the characters are going to want to find the succubus. It is hard to spot, as it can assume the form of any man or woman. Currently it has been hiding in the abbey, making itself look like one of the monks when necessary to be seen. Its next victim will be young Brother Bertrand Poirer, a quiet monk and former soldier that walks with a slight limp. It comes to him in the form of a Spanish peasant girl, as she'd overheard him talking about Basque women to other monks.

There are many ways to trap the succubus and force it to fight, flee, or bargain. Below are the most common ways, although enterprising players will certainly think of others.

One way the characters might attempt to trap the succubus is to find out who its current victim is. Given that the succubus exhausts its victims, the characters may want to ask the Abbot or another monk who's been running late to services or other duties. The first name that comes up is Brother Bertrand, who was late to midnight mass this morning (or multiple mornings, if this isn't the first day that the characters have arrived).

It is difficult to see the physical signs on Brother Bertrand when interviewing him. While he's exhausted, much can be blamed on his lame leg. If the characters interrogate Brother Bertrand, then an opposed Empathy roll against his Charisma roll allows a character to know that he's hiding something. An appropriate opposed social roll can get him to mention his "Luisa," a Spanish pilgrim that found her way to his cell on the night Brother Vachel died. She has been seeing him ever since.

The succubus generally goes to Brother Bertrand's door around 10 p.m. in the guise of a monk. She knocks on the door and transforms into Luisa. When Brother Bertrand opens the door, he sees an impish raven-haired Spanish woman in a monk's robe smiling at him. Should a character be lying in wait, the succubus hisses and attacks the character before fleeing, or simply flees



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if woefully outnumbered. The succubus does get a chance to hear the ambush; it can make an opposed Perception roll against the characters' Stealth roll. If it hears them it flees and picks another target; possibly a wandering Cardinal's guardsman or abbey guard.

Another way they attempt to trap the succubus is to roam the abbey and look for any monks walking alone. This is especially useful if the characters know where the other monks are (they are all in the refectory eating or all in their cells), or they've given the monks a code word to utter should the characters approach them. It is also possible to "out" the succubus by engaging a lone monk in a lengthy conversation. Once the succubus gets flustered it will be unable to maintain its impersonation, and either fight or flee.

Yet another way they may try to trap the succubus is to wait for it at Chapelle St. Aubert. If the characters have interviewed the abbey guards, they know that a monk goes there at odd times when all monks should be otherwise indisposed. This is especially reinforced if the characters have found the grimoire. Again, the succubus should get opportunities to spot the trap before it is caught, using appropriate Perception rolls, but otherwise they have caught it (and particularly cunning players might have a character in position to catch a fleeing monk). A magickal character may be able to weave a spell using the grimoire to find her, especially if he's using Divination.

While the succubus fights if cornered, it will also bargain for its life. It is willing to share that a one-eyed man and a Spanish witch summoned her to "take the fight out of" Joubert, but left the wards up that have trapped it on the island. It also tells them that it killed the Inquisitor because it wanted to use his grimoire to find a means of escaping, as the one-eyed man never released it; it couldn't ask the Inquisitor for help because he would have killed it.

What the characters do with the succubus is up to them. While they have made a bargain with it, she is still a demon. This may assuage their guilt if they decide to put her to the sword anyway, but they also risk reputations as oath breakers amongst demonic circles.

This is a scene that will definitely trigger the Cardinal Guards' need to kill the characters.

Scene 3: A Final Duel?

As much as Sergeant Rameau may wish it to go differently, the characters' successful investigation makes them a threat to the Cardinal. Unfortunately, this means that he has to carry out his orders, especially if the characters have the grimoire. He'll do so without the help of the Inquisitor, who remains behind in Mont Saint-Michel to destroy any other evidence that may crop up and to keep an eye on the arriving Order of Saint Michael.

While this battle may take place earlier, depending on the circumstances and character choices, the Sergeant makes one final stand in the woods just before the charac-

ters make it back to Champ-Vert. He won't ambush other gentlemen, but instead wait for them calmly on horseback. When the characters approach, he tips his hat.

"You have my congratulations on your excellent performance, Seigneurs. Unfortunately, I cannot allow you to bring what you know to Paris, especially in these turbulent times. Please forgive me." With that, he draws his sword. "I would prefer to do this honorably. Dueling is illegal, yet it feels appropriate given the nature of my orders."

It is possible that a creative player may think of a non-violent solution, but in the absence of that, the sergeant and his men fight to the death. Once the battle is over, the characters can return to Paris unmolested and report all they know to Lieutenant de Guerre.

Act 3 Dramatis Personae

Succubus

Archetype Demon			Motivation Survival	
Style: 0			Health: 7	
Primary Attributes				
Body: 3			Charisma: 6	
Dexterity: 2			Intelligence: 3	
Strength: 3			Willpower: 4	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 5			Defense: 5	
Perception: 7			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Brawl	3	4	7	(3+)
Con	6	4	12	(6)
Seduction			13	(6+)
Diplomacy	6	2	8	(4)
Talents				
Skill Aptitude (+2 to Con Rating)				
Resources				
None				
Flaw				
Lust (+1 Style point when her lust causes problems)				
Weapons	Rating	Size	Attack	(Average)
Bite	0L	0	7L	(3+)L
Kiss*	0N	0	7N	(3+)N
Punch	0N	0	7N	(3+)N

* The succubus can only use this attack on victims

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that she has grappled (or who cannot resist, such as through being unconscious).

Sexual Feeding: An incubus/succubus must mate daily to survive. Victims of their lustful ways suffer a lethal wound each night, though the feeding leaves no visible signs. A demon who fails to mate suffers a lethal wound each day.

Shapechange: An incubus/succubus can shapechange into any mortal form they desire with an Intelligence roll (as a full round action). They can physically duplicate specific individuals, though they have no inherent ability to mimic mannerisms or speech patterns, nor do they have any of the person's memories. So long as the demon keeps quiet and doesn't have to take many physical actions, however, it is nigh indistinguishable from the original.

Epilogue

One of the clues that the characters should have picked up on is the name of the man that killed Joubert, Delmar—they'll likely connect him in short order to Dupin's death in a duel with a mysterious stranger,

from *Désir Mortel*. They will want to investigate this further, which will take part during the first Act of the next adventure.

If the characters have not released the succubus, then the True Knights of Saint Michael will destroy it and the ward in a few days.

Cardinal Richelieu has already forged documents stating that he was investigating Inquisitor Piaget on suspicion of witchcraft. He denies any involvement in a plot against the Order of Saint Michael, and orders the grimoire burned if it is brought back to Paris or left in the abbey's hands.

Le Faucon disappears again after giving the characters her information. She begs them to keep her true nature a secret. With her information, the King's Musketeers can move quickly against the Huguenot nobles involved and nip the English plan in the bud.

If you ran this as a standalone adventure, you'll probably want to let the characters encounter and defeat Delmar Boulanger. See the Introduction for details. Otherwise, the conclusion of this adventure leads directly into the next, *Le Mousquetaire Déshonoré Partie Trois: Rançon de Sang*.

EVIL CURSES & EVIL DEEDS IN THE ABBEY!

Le Baiser de la Mort is the second of four adventures in the *Le Mousquetaire Désbonoré* campaign.

In this adventure, France reels from an unexpected invasion as the characters are tasked with discovering why a mysterious agent, Le Faucon, has failed to provide information after being paid. The trail leads to Mont Saint-Michel, where a mysterious magickal mist surrounds the island and is causing some of the monks to act strangely. On top of all this Le Faucon's contact, a former musketeer, has been murdered. Can the characters solve the mysteries of Mont Saint-Michel? And why is the Cardinal so interested in their mission?

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

It is not necessary to run the other adventures in this campaign in order to play *Le Baiser de la Mort*.

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



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