

ALL FOR ONE

*Régime Diabolique**Le Mousquetaire Déshonoré**Partie Quatre: Le Mousquetaire Final*

WALT CIECHANOWSKI

All For One: Règime Diabolique
Le Mousquetaire Déshonoré
Partie Quatre:
Le Mousquetaire Final

BY WALT CIECHANOWSKI

EDITORS: TOM CADORETTE

COVER, GRAPHIC DESIGN & TYPESETTING: ROBIN ELLIOTT

ILLUSTRATIONS: FABIO PORFIDIA

ALL FOR ONE LINE DEVELOPER: PAUL 'WIGGY' WADE-WILLIAMS



WWW.TRIPLEACEGAMES.COM

This ebook may be printed for personal use only. no site license in given.

This game uses the Ubiquity Roleplaying System, developed by Exile Game Studio (www.exilegames.com). Ubiquity Roleplaying System, Exile Games Studio, and all associated logos and trademarks are copyright, Exile Games Studio, LLC.

Used with permission.

©2011 Triple Ace Games. All For One: Règime Diabolique and all related marks and logos are trademarks of Triple Ace Games. All Rights Reserved.

Partie Quatre: Le Mousquetaire Final

❧ Introduction ❧

Le Mousquetaire Final is the fourth and final adventure in the *Le Mousquetaire Dés honoré* campaign. This adventure is designed for moderately experienced characters, although more or less experienced characters can be easily accommodated. It is not necessary to run *Désir Mortel*, *Le Baiser de la Mort*, or *Rançon de Sang* (the previous adventures in the *Le Mousquetaire Dés honoré* campaign) before running this adventure, although you will get much more out of playing *Le Mousquetaire Final* as the culmination of the *Le Mousquetaire Dés honoré* campaign.

In *Le Mousquetaire Final* the characters finally face Delmar Boulanger, the former musketeer responsible for the deaths of several musketeers, all killed as part of his elaborate plot for revenge. As the leads have dried up at the conclusion of *Rançon de Sang* and all of Boulanger's former comrades are dead, the characters are once again in Paris performing their usual duties as musketeers.

Unfortunately, Boulanger is not quite finished. As the man who took his eye is dead, Boulanger has turned his anger toward the dead musketeer's son, who also happens to be a musketeer. Toward that end he has arranged to have the character's superior, Lieutenant Jean-Marie de Guerre, kidnapped and used as bait to bring the character to him. Boulanger has chosen the site of one of his greatest victories as a King's Musketeer to dispatch the character.

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.

In Act 1: *A Missing Musketeer*, the characters are preparing for wartime duty when they learn of the disappearance of Lieutenant Jean-Marie de Guerre. Her lackey is assassinated with his mistress' own dagger. As the main investigators of Boulanger so far, the characters are

tasked with going to de Guerre's last known location to discover what happened to her.

In Act 2: *On Boulanger's Trail*, the characters reach the town of Chutes-de-Marteau to find it occupied by an army and host to an unscrupulous Inquisitor. The characters discover a major clue in the disappearance of de Guerre while they decide whether to help protect the young women and nuns in the convent from an Inquisition.

In Act 3: *The Final Musketeer*, the characters follow a troupe of entertainers to the edge of a dark forest. Within the forest lies the Demon's Pit, a local cave system where Boulanger is holding de Guerre. The characters must defeat the ex-musketeer and rescue their lieutenant, a task made more complicated by Boulanger's transformation into a werewolf.

❧ Act 1: A Missing Musketeer ❧

In the first Act the characters are preparing to escort the King to the eastern front when Thadeus' murder puts them on the trail of disgraced ex-musketeer Delmar Boulanger once again. They are excused from accompanying the King in the hopes of finding out what happened to Lieutenant Jean-Marc de Guerre and face Boulanger once and for all... which is exactly what the villain wants.

By default, this adventure takes place in early December with uncommonly cold weather. If your campaign requires a different timeframe, you can certainly adjust the date and weather to suit a different time of year. Currently, the temperature is straddling the line of freezing, with temperatures in the low 30s (Fahrenheit).

Scene 1: Court Rivalry

The characters are currently serving Musketeer duty in the Louvre. King Louis and Queen Anne are holding

Le Mousquetaire Final

court amongst a number of nobles seeking favor. Cardinal Richelieu is also in attendance, as the most frequent business being discussed is the current state of the war. After a frightening scare over the last few months when Imperial forces penetrated deep into northeastern France, French forces have rallied and are pushing those forces back.

Even in the main hall where roaring fireplaces are continually being stoked, it is a bit chilly. The nobles are currently being warmed by Louis' favorite new drink, hot chocolate (made from cacao beans imported from the New World). A few minor nobles may be overheard whispering that, while good, the chocolate beverage is not as good as the one served in the nearby Maison de Chocolate (see *Paris Gothique* for details).

You can allow the characters to mingle for a bit. In addition to the nobility the Cardinal's Guard is also present to protect the Cardinal. If you've run previous adventures in *Le Mousquetaire Déshonoré* you can have guardsmen that the characters have met previously be part of the contingent to add tension.

At some point, the characters overhear rumors that the King is planning on joining the soldiers along the northeastern front. This becomes even more likely when M. de Tréville, captain of the King's Musketeers, is announced.

Tréville walks down the hall, bat in hand. He gives each of you a slight nod as he passes. The Cardinal smiles as the captain walks up to the front of the court and bows before the King and Queen.

"Rise, Captain," King Louis says as he motions over a tray-carrying servant. "Do have a glass of chocolate. It is quite delicious."

Tréville stands and nods, taking a glass. "You sent for me, Your Most Christian Majesty?"

"Indeed we have, Captain." The King raises his glass. "We are tired of being cooped up inside these walls in the company of women while our subjects bleed on the battlefield. We have decided to join our soldiers on the northeastern front this winter. Have our musketeers ready this morning!"

"This mor...?" Tréville looks as if he's about to protest but thinks better of it. "Very well, Your Most Christian Majesty. Your Musketeers shall be ready."

With that, Tréville takes a sip of the chocolate, overemphasizes its tastiness to please the King, and then turns to leave the room. He gives each of you a parting glance to ensure that you've heard the news.

Queen Anne acts a bit surprised by this information but she says nothing. Cardinal Richelieu is very pleased

A Musketeer's Child

More so than the others, the central plot of *Le Mousquetaire Final* revolves around a player character with whom former musketeer Delmar Boulanger has a score to settle. This character is referred to as the "favored Musketeer character" throughout this adventure.

Boulanger was thrown out of the musketeers almost a decade ago after acting dishonorably during the Battle of La Rochelle. Now he's returned, exacting vengeance on his former comrades. In each of the previous adventures he's killed one of them. Unfortunately for Boulanger, the player character's father passed away before he could be killed—and Boulanger now wishes to settle the score with the musketeer's son instead.

by the announcement and approaches the King, offering his Cardinal's Guard to protect the Louvre and the Queen in his absence. The Queen seems even more unnerved by this prospect, and the Cardinal's "reassuring smile" does little to quell her fears. Richelieu assures the King that he will keep the government running flawlessly while the King is away.

Lieutenant Xavier d'Orange is also in attendance as the head of the Cardinal's Guard contingent (Rochefort is currently on a mission for the Cardinal). D'Orange takes the opportunity to swipe at the Musketeers, noting that, under the Cardinal Guard's watch, the palace will have never been safer (the lieutenant left the musketeers after being refused promotion – see *Paris Gothique* for details). He is specifically trying to goad a Musketeer into a duel and increases his insults if none rise to the challenge. Interestingly, the King doesn't mind the goading, as he's hoping that one of his Musketeers will take the bait.

As dueling is illegal, the King suggests, with a wink and a nod, that the participants perform a "demonstration." This is a bloodless duel that is resolved as a series of "touch attacks" (best out of five). Should a "demonstration" be declared, the King orders the center of the hall cleared. D'Orange is cocky and "apologizes" that he can't entertain the King by fighting someone with real skill. During the duel he holds nothing back, launching into a flurry of blows with his rapier and main gauche. If he is struggling or clearly losing he gets aggressive and tries to draw blood.

Should d'Orange win then he smugly bows and wishes his opponent well on his journey to the front. If the King's Musketeer wins, then the King orders a toast to his "finest soldiers." The King's Musketeer has, of course, now made a powerful enemy.

In any case, someone suggests that the King's Musketeers retire to the Hôtel de Tréville for a few drinks and pleasant company before heading off to war.

All for One: Régime Diabolique Adventure #05

Paris Gothique

If you have a copy of *Paris Gothique* available, you may want to introduce the various major personages of that book into this scene. Here are a few hooks that you could introduce with such characters, allowing for the characters to learn a bit about the various intrigues surrounding the royal court:

- * Sebastien de Calais, the Captain of the King's personal bodyguard, obviously has the Queen's eye. He seems to be resisting, but he does give her a glance or two when she isn't looking.

- * Celeste Leveque d'Arjon makes the rounds flirting with various nobles (and attractive Musketeer characters). Obviously this makes the King a bit jealous and he takes note of anyone with whom she flirts.

- * The Queen seems to have a close relationship with Jules Mazarin, the Cardinal's secretary.

- * The King lavishes a lot of attention on his new favorite, the Marquis de Cinq-Mars. Cinq-Mars is expected to accompany him to the front.

- * Cosette d'Argent-Breze, the Cardinal's niece, is also in a flirtatious mood. While she has her sights on the King, she'll certainly settle for one of his Musketeers. This, of course, agitates Lt. Xavier d'Orange, who finds Cosette quite fetching.

- * D'Orange is fascinated by the Queen's Musketeers, should any be present.

The presence of the Queen's Musketeers also changes the dynamic a bit when the Cardinal offers his Guard to protect the palace and Queen. In this case, d'Orange's taunting may be directed at them, especially if there are Queen's Musketeers amongst the player characters.

You should also feel free to add any nobles that are important in future adventures in your campaign.

scenes are examples of the troubles that the characters can get involved in prior to **Scene 3: Thadeus' Final Bow**. You'll also want to run the first part of **Scene 3** either before or in between these mini-scenes in order to set up the assassination.

A Wench's Honor

Yvonne, a young and beautiful woman, flirts shamelessly with a character. Assuming that he returns her affections, the character is caught in a compromising position (a kiss or even a bawdy hug is enough) by Yvonne's brother Pascal. Pascal is a young, impulsive man that immediately demands to defend his sister's honor. Pascal is an inexperienced swordsman, so this should be an easy challenge.

Unfortunately for the character, it is also a ruse. Yvonne is a pickpocket and uses her "brother's" tirade to pick the character's pocket. This is an opposed Larceny (Pickpocketing) test against the Musketeer's Perception test. Yvonne hopes to slip away as the character sizes up Pascal. If he dismisses Pascal, the young man feigns anger as he storms out of the hôtel looking for his sister. If the character honors the duel request, Pascal walks outside and then bolts.

Should the two thieves be pursued they attempt to lose the characters in the dark, winding streets. They are thieves, not thugs—if caught, they surrender rather than fight.

All for One, but Which One?

Two musketeers are arguing over something (the exact nature of the argument is unimportant, it can be anything from rivals in love to cheating at a knife-throwing game) when it turns violent. One of the musketeers shoves the other. The other takes a swing, the first musketeer ducks, and the blow connects with one of the player characters. Each musketeer involved has a couple of comrades ready to help, so the minor dispute quickly becomes a full-blown tavern brawl. The characters can decide which musketeer, if any, they wish to aid.

Obviously, de Tréville doesn't want his hôtel to be torn apart and other musketeers are soon dispatched to break up the fight or at least move it out into the square or, better yet, the street. Still, the participants should get a few rounds of fighting before the reinforcements arrive. Feel free to use the setting; chandeliers, tables, chairs, tankards, candlestick holders, barrels, and other items can certainly liven up the fight.

Scene 2: Last Night in Paris

As night falls the characters should be enjoying an evening of revelry with their comrades. Some musketeers are eager for war; others upset that they won't get a chance to see their loved ones for several months, as will take a great deal of convincing to pull the King from the battlefield, meaning that the Musketeers could be spending all winter in Alsace.

Tonight, however, the musketeers celebrate their last evening in Paris. In addition to the numerous women and entertainers, many musketeers have invited friends to share a drink with them (thus there's a reason for non-musketeer characters to be here as well). This makes the revelries even more boisterous than usual. It's also attracted a few supernatural threats. The following mini-

Scene 3: Thadeus' Final Bow

At some point during the evening, Thadeus staggers into the drinking rooms. He's obviously already drunk

Le Mousquetaire Final

as he clutches a bottle of wine in one hand and offers salutations between swigs. He may even greet the player characters as he shuffles past before finding an empty chair and collapsing. Should the musketeers ask about Lieutenant de Guerre, Thadeus shrugs and says "he" had business to attend to in Nivernais, leaving Thadeus behind in Paris who has been drinking ever since. He does note that de Guerre should have been back by now and knows that his master wouldn't want to miss the march in the morning. At this point, musketeer characters do recall that de Guerre has been gone for a couple of weeks and that Ensign Dupree has been running the office in "his" absence.

This scene occurs while Thadeus is speaking to a character. If they leave him be, then it occurs as he staggers past their table looking for more to drink. It's at this point that an unlikely assassin strikes. Pauline, a pretty young woman that has likely caught the eye of a character (especially one with the Lustful flaw) puts down a couple of tankards on a nearby table and walks towards him with a smile. Rather than speak to the character, however, she turns to greet de Guerre's lackey.

"Thadeus?" she asks.

"Y-yes?" he says haltingly, wondering if he should know her.

In one swift movement the woman pulls a wicked-looking knife from her apron and stabs Thadeus right through the chest.

"Delmar Boulanger sends his regards," she says loudly as she pulls the knife from him. Thadeus stiffens and slumps to the ground as the bar wench looks at the bloody knife in her hand. Suddenly her eyes widen as she shakily drops the knife to the floor. "My God, what have I done?" she cries.

Clearly shocked at what she's done, Pauline makes no attempt to flee. Thadeus is dead or dying (as per the Bladefodder optional rule; this is a dramatic event. Compassionate GMs may allow the lackey some parting words, or nearby characters to apply Medicine rolls. Thadeus is currently at -4 Health).

Should Pauline be questioned, she initially only remembers that she suddenly felt compelled to kill Thadeus. If Pauline makes an Intelligence roll (Difficulty 2) then she recalls a strange man, not a musketeer, talking to her earlier. He said something about Boulanger and slipped her the dagger, but she can't recall anything more. The man in question is no longer in the hall. Any character examining the dagger notes that it is one made for a musketeer; a character making a Bureaucracy, or Warfare test (Difficulty 2) notes de Guerre's mark on the hilt... it is the lieutenant's dagger.

Pauline has entered Hôtel de Tréville and murdered a Musketeer's lackey, and must therefore be brought to justice. Any ranking musketeer will require this—no

Optional Scene: Rescuing Pauline

Pauline is the victim of a spell and her execution for a crime she was compelled to commit may not sit well with the characters. They may contemplate springing her or at least postpone her execution. As Pauline likely sees the gallows in the morning, time is of the essence.

Springing Pauline carries a host of problems. Pauline is accused of killing a Musketeer's lackey; any musketeers caught freeing her would surely be drummed out of the corps and likely tried for a number of crimes against the king. Secondly, de Tréville has sent her to the Grand Chatelet, a very public place, to await her execution. It would be difficult to spring her from there without being seen. Finally, there's the question of what to do with her once she is free as she is now a fugitive. Musketeers that have played through previous adventures in this series may call upon Le Faucon or Captain Remy de Rouge (presuming they're still on friendly terms) to help smuggle Pauline out of France. Finding both on short notice would require a Streetwise test (Difficulty 4) and an expenditure of 2 Style points, as reaching either of them on such short notice requires a great deal of luck.

On the other hand, the King may be persuaded to postpone Pauline's execution until after the characters return from their investigation into Boulanger's whereabouts. This would require convincing de Tréville, as he would be the one to convince the King (de Tréville gets a +3 to his pool, as he knows the difficulty he faces). While the execution is postponed, the characters need to return with hard evidence that exonerates Pauline (no small feat, considering the likelihood that Boulanger and Rosario both would be dead). Otherwise, the characters will still have to witness Pauline's execution. For added villainy, you could have the Cardinal execute Pauline while the King and characters are away.

amount of persuasion will stop the musketeers from arresting her, and any arguments must be taken to Tréville. If you have *Paris Gothique*, or *Rançon de Sang* in Athos's case, then this ranking musketeer could be Aramis, Athos, or d'Artagnan. Absent them it could be Ensign Michel Dupree. Should any of the musketeer characters be highly ranked then the ranking musketeer at least ranks with them.

If the musketeers do search for de Tréville, they find him in his office, writing letters with a bottle of wine in front of him. He tells them that he has made a ritual of writing letters before going to war, as each mission could be his last. He then puts his pen back in its ink and asks them why they have come. Assuming the characters plead for Pauline's life, de Tréville sighs.

All for One: Régime Diabolique Adventure #05

"What would you have me do? I am Captain of the King's Musketeers. What good is our reputation if word spreads that assassins can walk into our house, my home, and kill servants or even Musketeers with no consequence? If we can't protect a man in the midst of scores of Musketeers, then how can we stop one from reaching His Most Christian Majesty?"

"Yes, I realize that magic is probably involved here. Boulanger is behind this, I'm sure of it. But make no mistake; he killed that girl the moment he ensorcelled her. He knew what we'd have to do. I'm sorry; my hands are tied. If I could do something for her I would."

The characters probably won't like his answer. It's possible that the characters can convince Tréville to spare her for now (see **Optional Scene: Rescuing Pauline** sidebar) but it is more likely that de Tréville simply reminds them of their duty and tells them to get some sleep, as they are to see Ensign Dupree at dawn.

Scene 4: A Mission to Nivernais

With Delmar Boulanger's name being uttered so publicly, it matters not whether the musketeer characters inform their superiors of its use. Given that the characters have been involved in the previous investigations of Boulanger, de Tréville suggests that they undertake the current mission. He does this through Ensign Dupree, who summons the characters through his own lackey, Seymour (if necessary, use the Animal Handler lackey stats in **All for One: Régime Diabolique**).

Seymour is a short, mousy man who keeps Dupree's horse in excellent condition, and unfortunately smells like damp hay and manure. He fetches the characters just before dawn, likely awakening any that enjoy sleeping to the last minute. He informs them that the Ensign wishes to see them before the Musketeers escort the King out of the city. Assuming the characters follow, Dupree leads them to Lieutenant de Guerre's office in the Hôtel de Tréville. Perhaps ominously, there is a snow shower falling over Paris.

While he's allowed to occupy the Lieutenant's office while de Guerre is away, Dupree feels uncomfortable using it. Instead, he continues to work feverishly at his desk, only entering the office once the characters arrive. He stands behind the desk as he does not wish to sit in the chair.

"Bon matin, seigneurs," Dupree says as he stands behind the desk. "I would wish you bonjour but

we lost an old friend last night and Captain de Tréville is now worried for his master. To that end you won't be accompanying us to the front just yet, although once this mission is finished we shall expect you to join us in defending His Most Christian Majesty.

"Two weeks ago, Lieutenant de Guerre took personal leave. He did not mention why he was going to me; the request was made directly to Captain de Tréville. The Captain informed me that the Lieutenant went to Nivernais two weeks ago, to visit a deathly ill friend at a convent in Chutes-de-Marteau. The Lieutenant was expected back by now, but the Captain was not worried until Thadeus was killed last night in Boulanger's name, and with the Lieutenant's dagger.

"Your mission is to travel to Chutes-de-Marteau and discover the whereabouts of Lieutenant de Guerre. Whether Delmar Boulanger is involved is irrelevant; we have plenty of evidence against him that justifies bringing him to justice..." Dupree pauses and gives the characters a hard look, "...by any means necessary."

"Assuming a hard ride, you should be able to reach Chutes-de-Marteau in just over two days. I have already prepared a map for you and Seymour is helping your servants get your horses and gear ready. I pray that you find Lieutenant de Guerre in good health and that you finally bring this blight on our unit to justice. Are there any questions?"

Dupree actually knows little more than he's said. Working closely with de Guerre all this time, Dupree knows that "Jean-Marc de Guerre" is a woman, but he is sworn to secrecy. Any character that asks along these lines needs to beat him in an Empathy test against his Con test (he gets a +2 pool modifier due to his respect for his superiors) in order to ascertain the truth. Asking about why Thadeus didn't accompany de Guerre also prompts this roll, as Dupree is aware that de Guerre didn't share her secret with her lackey.

Looking at his notes, Dupree tells the characters to look for the Convent of St. Isabel. Chutes-de-Marteau is a rural town roughly between Bourges and Nevers. The person de Guerre wished to see was Abbess Heloise Gildard. In addition to the map to Nivernais, Dupree has also prepared a map that approximately marks where the characters should be over the next few days.

Once the questions are over, Dupree salutes them.

Ensign Dupree draws his sword and raises it in the air. "All for one..." he continues after the characters' blades meet his "and one for all!"

Le Mousquetaire Final

Act 1: Dramatis

Personae

Lieutenant Xavier d'Orange

Ally 4	
Archetype Swordsman	Motivation Redemption
Style: 3	Health: 7

Primary Attributes	
Body: 4	Charisma: 3
Dexterity: 4	Intelligence: 3
Strength: 4	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 7
Move: 8	Defense: 8
Perception: 6	Stun: 4

Skills	Base	Levels	Rating	(Average)
Acrobatics	4	2	6	(3)
Athletics	4	2	6	(3)
Brawl	4	3	7	(3+)
Con	3	2	5	(2+)
Diplomacy	3	3	6	(3)
Fencing: Iron Stance	4	5	9	(4+)
Firearms	4	3	7	(3+)
Intimidation	3	3	6	(3)
Ride	4	2	6	(3)

Talents
Florentine (attack without penalty when using off-hand; total attack at -4 penalty with both weapons)
Flurry (Total attack on same opponent at -2 on each roll)
Parry (Parry is a reflexive action)

Resources
Rank 4 (Lieutenant in Cardinal's Guard; +4 Social Bonus)

Flaw
Intolerant (+1 Style point when his intolerance for the King's Musketeers causes trouble or he convinces someone else to detest them)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	7N	(3+)N
Rapier	2L	0	11L	(5+)L
Main Gauche	1L	0	10L	(5)L
Wheellock Pistol	3L	0	10L	(5)L

L'anne

Ally 3	
Archetype Criminal	Motivation Survival
Style: 2	Health: 5

Primary Attributes	
Body: 2	Charisma: 5
Dexterity: 4	Intelligence: 3
Strength: 2	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 7
Move: 6	Defense: 6
Perception: 6	Stun: 2

Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Con	5	4	10	(5)
Larceny	4	4	10	(5)
Empathy	3	4	7	(3+)
Melee	2	2	4	(2)
Stealth	4	4	8	(4)

Talents
Attractive (+1 Charisma bonus to members of the opposite sex)
Charismatic (+1 Charisma bonus)
Skill Aptitude (+2 to Larceny)

Resources
None

All for One: Régime Diabolique Adventure #05

Flaw

Secret (Criminal; +1 Style point when she is confronted with the truth or goes out of her way to protect her secret)

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

Pascal

Ally 3

Archetype Criminal **Motivation** Survival
Style: 2 **Health:** 6

Primary Attributes

Body: 3 **Charisma:** 3
Dexterity: 4 **Intelligence:** 3
Strength: 3 **Willpower:** 3

Secondary Attributes

Size: 0 **Initiative:** 9
Move: 7 **Defense:** 8/7*
Perception: 6 **Stun:** 3

*without main gauche

Skills	Base	Levels	Rating	(Average)
Brawl	3	4	7	(3+)
Con	3	4	7	(3+)
Empathy	3	4	7	(3+)
Melee	3	4	7	(3+)
Stealth	4	4	8	(4)

Talents

Agile (+1 Dexterity Rating)
Quick Reflexes (+2 Initiative rating)
Run (running speed is doubled)

Resources

None

Flaw

Secret (Criminal; +1 Style point when she is confronted with the truth or goes out of her way to protect her secret)

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

Tavern Brawler

Ally 1

Archetype Everyman **Motivation** Survival
Style: 0 **Health:** 4

Primary Attributes

Body: 3 **Charisma:** 1
Dexterity: 2 **Intelligence:** 1
Strength: 4 **Willpower:** 1

Secondary Attributes

Size: 0 **Initiative:** 3
Move: 6 **Defense:** 5
Perception: 2 **Stun:** 3

Skills	Base	Levels	Rating	(Average)
Brawl	4	3	7	(3+)
Intimidation	1	2	3	(1+)
Melee	4	3	7	(3+)
Street-wise	1	2	3	(1+)

Talents

Lethal Blow (Every two points of Brawl damage does one point of Lethal damage instead; +4 Brawl bonus when making a lethal attack)

Resources

None

Flaw

Impulsive (+1 Style point when his impulsiveness gets him or a companion into trouble)

Le Mousquetaire Final

Weapons	Rating	Size	Attack	(Average)
Punch	0L	0	7N	(3+)N
Dagger	1L	0	8L	(4)L

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
Rapier	2L	0	8L	(4)L
Pistol	3L	0	8L	(4)L

Pauline

Ally 2	
Archetype Everyman	Motivation Survival

Style: 1	Health: 4
-----------------	------------------

Primary Attributes				
Body: 2		Charisma: 4		
Dexterity: 3		Intelligence: 2		
Strength: 2		Willpower: 2		

Secondary Attributes				
Size: 0		Initiative: 5		
Move: 5		Defense: X5		
Perception: 4		Stun: 2		

Skills	Base	Levels	Rating	(Average)
Brawl	2	3	5	(2+)
Con	4	3	9	(4+)
Diplomacy	4	3	9	(4+)
Empathy	2	3	5	(2+)
Melee	2	3	5	(2+)

Talents
Attractive 2 (+2 to Charisma Rating when dealing with members of the opposite sex)

Resources
None

Flaw
Gullible (-2 penalty to resist deception; +1 Style point whenever she is taken advantage of because of her trusting nature).

Weapons	Rating	Size	Attack	(Average)
Brawl	0N	0	5N	(2+)N
Dagger	1L	0	6L	(3)L

Ensign Michel Dupree

Ally 3	
Archetype Noble	Motivation Duty
Style: 3	Health: 6

Primary Attributes				
Body: 3		Charisma: 4		
Dexterity: 2		Intelligence: 4		

All for One: Régime Diabolique Adventure #05

Strength: 2 Willpower: 3

Secondary Attributes

Size: 0 Initiative: 6

Move: 4 Defense: 5

Perception: 7 Stun: 3

Skills

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

None

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Rapier	2L	0	7L	(3+)L
Pistol	3L	0	7L	(3+)L

doesn't hinder the distance that they are able to cover, the characters do have trouble seeing in the distance and keeping warm.

Scene 1: Displaced Townsfolk

By the second day, the snow has put about four inches on the ground. The characters have seen a distinct lack of other travelers, even though they are travelling along a main road. The characters are finishing their second day of travel and they discover that they haven't traveled quite as far as they wanted and will likely need to seek accommodations on a farm.

The characters see a farmhouse on the horizon and, unfortunately, also a number of fires. It looks like a refugee camp, but Imperial forces couldn't have penetrated this deeply into the heart of France without Paris being warned, could they?

The farm is run by Seigneur Mathis Ornan and his family. Ornan was wounded in the Battle of La Rochelle and retired here to raise cattle and sheep. While Catholic, he recalls the atrocities in and around Bordeaux and was sympathetic to families fleeing the soldiers in Chutes-de-Marteau. He offered his land cleared space in his barn for families with young children (mothers with babies are allowed inside his home).

Should the characters approach they are met by Ollie, one of Ornan's remaining farmhands. He tells them that there is no room in the house. If the characters make it obvious that they are musketeers, Ollie changes his tune and leads them to Ornan, who is just sitting down for a meager supper with his family (wife, two sons, and a daughter; the children are all teenagers). He invites the characters to dine with him.

"Bonsoir, Seigneurs! Please join us at the table. I am sorry that I can't provide more of a feast, but we've given our extra provisions to the poor souls out there. It's unfortunate -- none are destitute but they're likely to be displaced all winter and, if the snow is any indication, it is going to be a brutal one."

"They shouldn't even be here, but an early snow three days ago led a traveling unit of soldiers to settle in Chutes-de-Marteau for the winter. It's their right, of course, as soldiers of France, but there are too many of our countrymen who use the law to loot homes, rape women, or kill anyone that displeases them."

"Every day, as more and more people come to my doorstep, I hear the stories. It seems that Mestre-de-Camp Jermaine du Caillouvert is particularly ruthless. He marched his troops into the city and

Act 2: On Boulangier's Trail

In this Act, the characters travel to Nivernais to discover what happened to Lieutenant Jean-Marc de Guerre. They discover that "Jean-Marc" is really Marie de Fleur and that she disappeared while watching Les Vagabonds Bleus, a troupe of entertainers. The characters must then track down the troupe and find out where they've taken the Lieutenant.

Currently, France is undergoing an unseasonably cold winter. While this likely means an inch or two of snow in the north, the snowfall gets heavier and the snow cover deeper the further south the characters travel. While this

Le Mousquetaire Final

demanded shelter and provisions. Any who questioned his authority were executed as traitors. Families that weren't able to flee were forced to take soldiers into their homes and feed them, and I'm sorry to say that some of his soldiers took advantage of wives and daughters.

"I'm sure some women have escaped to the convent, but it's only a matter of time before lecherous soldiers put their own wishes above religious considerations. I've even heard that Caillouvert has blockaded the convent, hoping to starve the women out. Eventually even the nuns won't be safe from their depredations.

"I wish I could do something but winter's here and Caillouvert's eyes are everywhere. My right arm is next to useless in a fight. Even if he didn't have me killed before I could raise a force against him, he'd likely move on before I was ready to strike. No, at best I can pray for the souls inside the town. I advise you to steer clear. Any business you have in Chutes-de-Marteau surely can't be worth your lives?"

It's obvious that Ornan's old shoulder injury has left his right arm stiff. He rarely uses it and when he does he moves it very gingerly. His wife helps him perhaps a bit more than she should and it embarrasses him. Ornan offers them space in his home, although they have to share the main room with a couple of families.

Should the characters speak with the refugees, they hear corroborating stories of the town's occupation. One man that does approach the characters is Marc Cordon. Marc is staying in the main room with his wife, 6-year-old son, and infant daughter. He speaks to the characters as they settle in for the night.

"Bonsoir, Seigneurs. I am sorry to trouble you but as agents of our King I pray that you can assist me! I am just a meager blacksmith with little to barter but I am willing to give whatever you ask of me. Please, Seigneurs, it is about my beloved Antoinette..."

Antoinette is Marc's 14-year-old daughter. When the troops arrived Marc's eldest son, Terrance, quickly escorted his sister to the convent. Unfortunately, Marc was cut down before an angry abbess interceded, ensuring that Antoinette could get inside. Marc arrived too late to help; he saw the gate closed and his son's body being taken inside, presumably for burial preparations. With the rest of his family to consider, Marc pushed his feelings aside and got them out of town. He's heard the rumors that the troops plan on flushing out the women and wants his daughter to be protected. He begs the King's Musketeers to save her. Whether they decide to do so is up to them. If the characters need more encouraging then Marc mentions that, while he is short on money

Domestic Occupation?

Sadly, the current situation in the town of Chutes-de-Marteau is not uncommon during the Thirty Years' War. The ever-growing French army is expected to forage while on the march and many units take advantage of this right. Fields and stores are raided for grain, soldiers are quartered in private homes, and civilians are expected to keep the soldiers provisioned.

Unfortunately, some of these military incursions become quite violent, with soldiers savagely beating victims, without regard for age or gender, to ensure that the soldiers got everything their victims had. Women were often raped and anyone that resisted was casually slaughtered. Commanders are expected to minimize the violence, but in many cases as the largest beneficiaries commanders tend to turn a blind eye. The Maréchaussée were established to police soldiers engaging in such activities. As bad as this was in real life, it is a few shades darker in *All for One: Regime Diabolique* as Cardinal Richelieu covertly supports such activities.

Given the reputation of marching armies, many civilians head for the hills when an army approaches, hoping to keep at least a few possessions and their lives intact. This can be quite problematic in the winter months as an army may linger in a single town for weeks before marching onward.

he is a smith and promises to find some way to reward them for their trouble.

Scene 2: Stealing from the King?

A heavy snow begins to fall just before dawn. Seigneur Ornan warns the characters that they need to leave as soon as possible if they want to reach the town before the roads disappear beneath the snow. He's already instructed his servants to have portable breakfasts ready for them.

As the characters approach Chutes-de-Marteau they are treated to a grim scene and a violent act in progress.

You approach the town as the cold air whips snow across your faces and sticks to the hair of your horses. Up ahead, you can barely make out a town nestled next to the hills. The snow is already three or four inches deep.

Chutes-de-Marteau is named for the small waterfalls that cascade down an outcropping of rock and feed the mills, but the dense snow and

All for One: Régime Diabolique Adventure #05

brisk cold has frozen them solid. The mills aren't running although men, ostensibly soldiers, are looting their stores even in the deepening snow. Throughout the town you can see soldiers moving around, entering homes and taking things while whimpering residents stand helplessly nearby. Occasionally you hear a scream.

Not far from the village is a grove of trees where two bodies hang from nooses. Just beyond, you see a wagon racing away from town, the two horses dragging it at a full gallop through the snow. A group of cavalymen burst from the edge of town behind them, shouting things you can't quite make out. Two of the riders produce and fire their pistols; a man falls from the back of the fleeing wagon. He doesn't get up.

The wagon driver, Burke, and his remaining crew, Gaubert and Duval, are townspeople fleeing with some local goat cheeses that they'd managed to hide from the soldiers. They were hoping to get the cheese to refugee friends and relatives to the south. As they are heading in the direction opposite the Ornan farm, the characters need to alter their path if they wish to intercept them.

The injured crewman is actually a young woman, Emilie. Emilie is dressed as a man to disguise her from any lecherous soldiers. Unfortunately, this also made her a target. The remaining three townsfolk can't stop the

wagon to help her, as they are at a full gallop, in danger of being overtaken as it is.

The cavalymen include Sergeant Razo Canet and two cavalymen for each character. The Sergeant pauses by the fallen Emilie as the others continue their pursuit of the wagon. He looks ready to shoot the fallen person dead but pauses (he just realized that Emilie is a woman). This, of course, gives a firearm-wielding character a chance to take a shot.

Burke was hoping to get away before anyone was the wiser; now, he's simply running on adrenaline, believing that stopping will only forfeit their lives. His current plan is to reach a bridge a quarter mile away and leave the wagon there to block pursuit. He and his crewmen will then take what cheese they can carry while fleeing into the woods on the other side.

Unfortunately, without help, Burke's wagon will be overtaken. The cavalymen's horses are too fast. It's likely that an axle on the wagon will snap and ground it before the wagon reaches the bridge, leaving the three men to be hunted down as they head for the bridge on foot. Gaubert and Duval have a couple of matchlock muskets, but they're grossly outnumbered.

Due to the heavy snowfall, every character must make a Ride test (Difficulty 2) to remain on their horse at full gallop. The Difficulty drops to 1 for a regular pace. Due to the wagon's relative stability Burke makes his Ride test at Difficulty 1 and if he fails then either an axle snaps or the wagon gets stuck in deep snow.

The wagon is 50 feet in front of the cavalymen in the first round. The cavalymen overtake it in 6 rounds. At full gallop, the characters can intercept the wagon in 4 rounds or reach Emilie and Sgt. Canet in 3 rounds. Emilie is dying; she has 2 rounds left before she dies of her wounds. Canet is shocked, as he's never shot a woman.

While this scene presumes combat, it may be possible to parley if the characters can get their attention (raising their voices while wearing their uniforms certainly qualifies). Canet and his men feel that they are in the right; they had orders to requisition the food, and Burke and his men are stealing from "the King's Army." With sufficient bluster or show of force they'll let Burke's men go.

If Emilie is stabilized, she tells the characters (out of earshot from the cavalymen) that she was staying in the convent. Terrance, a young man recovering from a sword wound, gave her his clothes so that she could sneak out in the middle of the night (he originally made the offer to his sister, but she refused to leave him).

In any event, Captain Lamont Beni-



Le Mousquetaire Final

chou and Lieutenant Noel Carpentier soon ride out to assess the situation (they are accompanied by one cavalryman for each character if Canet's men have all been killed). This leads into **Scene 3: A Military Escort**.

Scene 3: A Military Escort

At some point during the battle Captain Benichou and Lieutenant Carpentier ride out to assess the situation. Read the following, but be sure to add one cavalryman for each character if the characters have been overtly violent and are not wearing their uniforms.

Captain Lamont Benichou is a young gentleman from a wealthy Perigord family. He is a picture-perfect officer with an immaculate uniform and long blonde hair flowing beneath his hat. He uses precise words when he speaks and projects little emotion, although he is obviously disgusted when he realizes that his men have shot a young woman. Assuming she is alive, he sends a cavalryman to summon a surgeon.

Lieutenant Noel Carpentier is an ambitious cousin to Benichou. He has short black curly hair and sports a well-groomed van Dyke mustache and beard. Without an inheritance to fall back on, Carpentier is much more tolerant of the army's actions and "fears" his cousin may not be up to the task (in truth, he's secretly jockeying for the captaincy). His only regret about Emilie is that they weren't more properly "introduced" before she was gravely injured.

Depending on the circumstances, Captain Benichou either respectfully approaches the characters or offers a white flag to parley without combat. In either case, Benichou is polite and asks the characters their business in Chutes-de-Marteau. If a character wins an opposed Diplomacy test against Benichou then they learn that, with a snowfall to cover it, Burke's wagon may have escaped unmolested if not for the recent arrival of an Inquisitor that has the army on edge this morning. The Inquisitor is currently being hosted by the Mestre-de-Camp at a nearby chateau.

If the characters indicate that they'd like to go to the convent of St. Isabel, Benichou suggests that they meet with Mestre-de-Camp Jermaine du Caillouvert first. They may also wish to meet the Inquisitor and his guard. They'll also certainly want to speak with him if any of Burke's crew was captured and in danger of being executed.

Scene 4: Commander & Inquisitor

Caillouvert is a seasoned officer from the Perry re-

Getting Around the Mestre

Canny players may wonder if Captain Benichou might be receptive to helping them. His demeanor during and after the wagon incident suggests this, and any character that makes an Empathy roll at Difficulty 2 notes that, judging by his facial expression, Benichou does not believe that there are witches in the convent.

Unfortunately, Benichou is also nervous about what may happen to him should he go against Caillouvert's orders. If the characters can get him alone then they may be able to convince Benichou to aid them. This requires an extended opposed Diplomacy test (although Con may be substituted if a compelling reason is given to use it). The first side to achieve 4 successes wins. Characters receive a +2 circumstance pool modifier to these rolls, as Benichou is inclined to be convinced.

Should the characters convince Benichou to help then he leads them to the convent, informing the soldiers stationed at the gate that he has permission to let them inside. He tells the characters that time is of the essence and to get what they need and leave soon. Unfortunately, Lieutenant Carpentier is never far away, and this may lead to Optional Scene 6.

The Inquisitors' Guard

In addition to being chief minister of France, Cardinal Richelieu is the head of the French Inquisition. As such he needs a fighting force to protect inquisitors as they travel about the country ferreting out heretics and witches. In northern France this duty falls upon the Cardinal's Guard (as was the case in *Le Baiser de la Mort*).

With the King's permission, Richelieu has recently created the Inquisitors' Guard to protect inquisitors in southern France. Local bishops are responsible for quartering these soldiers although they are ultimately answerable to the Cardinal. The Inquisitors' Guard is drawn from the same stock as the Cardinal's Guard, except that they must be devout Roman Catholics. They tend to have more experience facing the Black Arts.

Of course, the establishment of a parallel to the Cardinal's Guard has led to accusations that Cardinal Richelieu is merely doubling his personal army. This is reinforced by the fact that most current officers of the Inquisitors' Guard are former Cardinal's Guardsmen and the fact that the uniforms of the two units are practically identical.

gion. He is currently quartered in the chateau of a local winemaker, Gervais Broussard. He is a tall man in his late thirties with some scarring on his left cheek from a powder burn. Caillouvert presents himself as a hard but

All for One: Régime Diabolique Adventure #05

fair military commander and well-versed in the law. He is, in his words, "strict but fair, with punishment immediate and appropriate." To him, denying a soldier anything is tantamount to an act of treason.

When the Musketeers arrive Caillouvert is enjoying a meal with Inquisitor Father Benard Sauvage. The Inquisitor has a few Inquisitor's Guardsmen (one for each character) standing nearby. Father Benard is a well-muscled man of average height and carries a rapier. He keeps his dirty blonde hair cropped short and has piercing blue eyes that always seem to be judging anyone he meets.

Caillouvert welcomes the "agents of His Most Christian Majesty" and invites the characters to join them for breakfast. He notes that the local goat cheese is particularly creamy and delicious. He invites Capain Benichou to partake as well (if the characters came unescorted then Benichou is already here). He asks the characters what their business is in Chutes-de-Marteau. If they mention the convent at St. Isabel then Father Benard's ears perk up.

Fr. Benard has "heard a rumor" that the nuns of St. Isabel are harboring a witch, perhaps two. Fr. Benard is waiting on permission from the local Bishop to subject every nun and refugee inside the convent for "testing," which involves dunking in the nearby river. Due to the snowfall he expects his guardsmen to arrive with the permission by tomorrow morning and to have his "witch" by nightfall tomorrow. This action is likely abhorrent to the characters.

Unfortunately, Caillouvert won't hear of allowing the characters to enter the convent. He can't risk losing the King's elite troops because of witchcraft (see the **Getting Around the Mestre** sidebar to assess the Captain's reaction). Instead, he offers to let them speak with whomever they wish once the Inquisition has brought them into custody. Characters can try to convince Caillouvert to allow them to enter the convent. This requires an extended opposed Diplomacy test. The first side that achieves 8 successes wins the argument. Caillouvert receives a +2 Teamwork bonus from Fr. Benard for these rolls. If the characters win, then Caillouvert, over Fr. Benard's objections, orders Captain Benichou to escort them to the convent.

Scene 5: ❧ The Convent of ❧ Saint Isabel

The Gothic convent of St. Isabel is built on the ruins of the abbey of St. Lupus. The 11th century abbey was transformed into a parish church and destroyed during the Hundred Years' War; the Church of St. Lupus and its rectory were rebuilt nearby. The ruins were eventually rebuilt into a convent toward the end of the 16th century.

The convent is fully walled for protection although, until the current crisis, nuns moved freely between the convent and church as well as ministered to the sick in town. The convent does have a chapel dedicated to St. Isabel.

Currently, four soldiers are posted in front of the convent gates. While they remain at their post, the soldiers are restless and taunt any nun or refugee they can see inside the gate (a rare occurrence today, given the weather). The soldiers do not allow anyone to enter the convent. If the characters approach without permission, the soldiers suggest that they see the Mestre-de-Camp. If the characters do have permission, then the Mestre-de-Camp sends Captain Benichou to authorize their entrance.

If the characters aren't authorized to enter, they either need to find a way inside or convince a nun to approach the gate. Nuns do occasionally leave the building, even if just to sweep away snow and characters in uniform can convince them to approach the gate to get a message inside. If the characters choose this option then Sister Bernadette Paul comes out to see them a few minutes later and imparts what she knows.

Characters that wish to sneak inside can attempt to scale the wall. This requires an extended Athletics test at Difficulty 3. Once the character has achieved 3 successes he scales the wall. A failure causes him to fall outside the convent. The stone wall is 10 feet tall and a fall inflicts 1 point of non-lethal damage.

The characters can also try the direct approach by overpowering the guards. While the snowfall may cover any conflict, it's probably best if the characters don't kill or seriously injure the soldiers. While the snow has slowed patrols, it won't be long before a cavalryman trots past the gate or a frightened civilian spreads the news that something has happened at the convent gate.

If the characters do manage to get inside they discover a mini-refugee camp of young women. All of them have been integrated into the convent's daily routines. If the characters inquire about Antoinette, the nuns or women tell them that she's in the kitchen and should be available shortly. For now, the characters are directed to the Abbess, Mother Heloise Gildard.

The Abbess is a frail old woman well in her 70s. She sits in a small room kept warm by a roaring fire as she sits and gazes out at the town. She is well-bundled but still shivering. When the characters enter she doesn't tear her gaze from the window.

You see the frail old Abbess sitting in a rocking chair, bundled in many blankets. She rocks slowly as she looks out at the town being buried in snow.

"Beautiful, isn't it?" she says, her voice just a whisper. "Such a travesty that the innocent white blanket covers over a field of atrocities. It's almost like the Great Flood."

Still riveted to the snowy landscape, she reaches

Le Mousquetaire Final

out with a bony hand and gestures you toward her.

"You wouldn't make an old woman strain her voice, would you? Come closer so we can speak civilly. You obviously aren't here to sin, although I fear that our gate won't hold back the base desires of men much longer. I'm sure the report of my death by witchcraft has already reached the Bishop's ears and the Inquisitors will soon bring 'God's Justice' to the convent."

Slowly rocking, the Abbess waits until the characters get closer before speaking again. She is wasting away from pneumonia; her frail body is too weak to fight it and she makes a hacking cough as the characters approach.

Should the characters ask about "Jean-Marie de Guerre," the Abbess weakly laughs; it again ends in a cough.

"Jean-Marie? Fooled you all this time, has she? Oh, don't give me those looks. She's disappeared; there's no point in letting masks get in the way of finding her." She carefully turns her neck to look at you. "Your Lieutenant Jean-Marie de Guerre used to be a novice in my convent."

The Abbess knows the story of Jean-Marie de Guerre, or more accurately Marie de Fleur, before she became a musketeer. She also tells the characters that Marie was ill-suited for the life of a nun and that the Abbess frequently caught her practicing her swordsmanship with broomsticks when not sneaking out of the convent to enjoy life outside. After a few months, the Abbess decided that Marie would never see the convent as more than a prison. She allowed her to "escape," giving her some money and the names of friends in Paris. Marie has kept in touch and travelled here a couple weeks ago when she learned that the Abbess was dying. She stayed for a few days before she disappeared.

At this point the Abbess has a long coughing fit. When she recovers, she mentions that Marie was always close to Sister Bernadette Paul and was with her when she disappeared. The Abbess summons Sister Bernadette and orders her to answer any questions the characters may have regarding Marie.

Sister Bernadette

Sister Bernadette arrives soon thereafter, looking haggard with stains on her clothes. She is a healthy young woman with naturally curly blonde hair. She apologizes for her appearance as she'd been working in the kitchen. She tells the characters that she and Marie went into town about a week ago to see some travelling performers, Les Vagabonds Bleus (so named for the blue sashes they wear). Their presence instigated an impromptu festival and everyone in town was joining in the merriment.

"Marie decided to attend as herself and left her uniform and weapons here. We still have them if you'd like to take them... well, except for the dagger. Marie said she needed some protection. I guess it didn't help."

"The fortune teller asked Marie if she'd like her fortune read and took her inside a tent. I was waiting for her outside when another performer, a magician, began entertaining me with magic tricks. They were nothing fancy, just card tricks and such. I got so involved that I lost track of time."

"I never saw Marie leave the tent, but the fortune teller insisted that she had her fortune read and left. I was concerned and asked around but no one had seen her. The troupe offered to help but none of us could find her. I thought it best to return to the convent and pray for her safe return. Instead we got the army."

If asked about Les Vagabonds Bleus, Bernadette recalls only one curious fact. Normally, most travelling acts head north during the winter, as the climate is warmer and there may be opportunities to acquire coin during the winter months. Les Vagabonds Bleus, however, headed south.

Saving the Convent

If the characters ask the Abbess (or one of the sisters) if there's anything they can do to save the convent then the Abbess can point them to the Bishop of Nevers. He is an old friend and has contacts with the local Commanderie of the True Knights of Saint Michael. If the Abbess can get a letter to him, she is certain that the Bishop would rescind any order to flush out the convent and may even be able to call upon the True Knights to ensure the safety of those within the convent.

Nevers isn't too far out of the characters' way, especially as it lies to the southeast of Chutes-de-Marteau. Unfortunately, the Inquisitors' Guard is already on its way back with the Bishop's permission, so the characters need to intercept them first. This leads to **Scene 6: Intercepting the Messenger**.

(Optional) Scene 6: Intercepting the Messenger

If the characters wish to save the inhabitants of the convent then they need to intercept the letter that Fr.

All for One: Régime Diabolique Adventure #05

Bernard is waiting for from from Bishop Pierre Cardot. Any local inhabitant or soldier can point out the quickest and most obvious route between Nevers and Chutes-de-Marteau (the Inquisitors have no reason to be coy or subtle with their route). Unfortunately, if they managed to catch the Mestre-de-Camp's eye in the process then he sends a cavalry sergeant (use Razo Canet's statistics) and two cavalymen for each character to cut them down and hide the bodies.

The Inquisitors' Guard doesn't shirk from a fight but will submit if an ambush or attack goes badly for them. They insist (and are technically right) that they have sanction for their actions and it is the King's Musketeers who are acting like outlaws. Should the King's Musketeers win then they need only destroy the Bishop's letter, although they may wish to detain the Inquisitor's Guard, lest the Mestre-de-Camp or Inquisitor get angry enough to storm the convent anyway.

Should the characters reach Nevers then they can find the Bishop at the Cathédrale Saint-Cyr-et-Sainte-Julitte de Nevers. The Bishop actually regrets his earlier decision as he had to base it on only hearing one side of the evidence (as well as a desire to keep the Inquisition off his neck). He'd also been lied to as to the Abbess' condition. With the Abbess' letter, he retracts his permission and sends a letter denying the request. He also, as the Abbess predicted, alerts the True Knights so that they may ensure that the convent and its inhabitants are protected.

Act 2: Dramatis Personae

Seigneur Mathis Ornan

Patron 3	
Archetype Noble	Motivation Justice
Style: 2	Health: 7
Primary Attributes	
Body: 3	Charisma: 4
Dexterity: 3	Intelligence: 3
Strength: 4	Willpower: 4
Secondary Attributes	
Size: 0	Initiative: 6
Move: 7	Defense: 6
Perception: 7	Stun: 3

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

Craft: Farming	3	5	8	(4)
Diplomacy	4	5	9	(4+)
Fencing: Spanish	4	5	9	(4+)
Firearms	3	5	8	(4)
Survival	3	5	8	(4)

Talents

None

Resources

Refuge 3 (small estate)

Wealth 1 (modest; 50 livres monthly income)

Flaw

One Arm (While he has an arm, it is almost useless. As it is his primary arm, he is at -2 with combat actions in addition to the usual -2 penalty (they don't stack). +1 Style point when he drops something or makes a critical blunder because of his crippled arm).

Weapons	Rating	Size	Attack	(Average)
Rapier	2L	0	9L	(4+)L
Wheellock Pistol	3L	0	9L	(4+)L

Sergeant Razo Canet

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: 10/6*
Perception: 6	Stun: 3

*without plate cuirass

Skills	Base	Levels	Rating	(Average)
Brawl	2	3	5	(2+)

Le Mousquetaire Final

Firearms	2	4	6	(3)
Intimidation	2	4	6	(3)
Melee	2	6	8	(4)
Ride	2	3	5	(2+)

Talents

Mounted Charge (+2 charge bonus to both his and his mount's attack roll without losing Active Defense)

Resources

Rank 2 (Sergeant, +4 Social bonus (temporary bonus resource at Rank 3))

Flaw

Overconfident (+1 Style point when forced to ask for help or when his bravado gets him in over his head)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Sabre	2L	0	10L	(5)L
Wheellock Pistol	3L	0	9L	(4+)L

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: 8/4*

Perception: 4 Stun: 2

* without plate cuirass

Skills	Base	Levels	Rating	(Average)
Brawl	2	1	3	(1+)
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

Peasant (Burke & Crew; Refugees)

Follower 0

Archetype Everyman Motivation Survival

Style: 0 Health: 3

Primary Attributes

Body: 2 Charisma: 1

Dexterity: 2 Intelligence: 1

Strength: 2 Willpower: 1

Secondary Attributes

Size: 0 Initiative: 3

Move: 4 Defense: 4

Perception: 2 Stun: 2

Skills	Base	Levels	Rating	(Average)
Craft: any one	1	2	3	(1+)
Firearms	2	1	3	(1+)
Melee	2	1	3	(1+)
Ride	2	1	3	(1+)

All for One: Régime Diabolique Adventure #05

Talents				
None				
Resources				
None				
Flaw				
Poor (+1 Style point when he is unable to buy a basic resource)				
Weapons	Rating	Size	Attack	(Average)
Small Sword	2L	0	5L	(2+)L
Matchlock Musket	3L	0	6L	(3)L

Captain Lamont Benichou

Ally 4				
Archetype Soldier			Motivation Duty	
Style: 3			Health: 7	
Primary Attributes				
Body: 3			Charisma: 4	
Dexterity: 3			Intelligence: 4	
Strength: 3			Willpower: 4	
Secondary Attributes				
Size: 0			Initiative: 7	
Move: 6			Defense: 10/6*	
Perception: 8			Stun: 3	
*without plate cuirass				
Skills	Base	Levels	Rating	(Average)
Diplomacy	4	4	8	(4)
Leadership		9	(4+)	
Fencing: Cavalerie	3	4	7	(3+)
Firearms	3	4	7	(3+)
Intimidation	4	4	8	(4)
Orders		9	(4+)	
Ride	3	4	7	(3+)
Warfare	4	4	8	(4)

Talents				
None				
Resources				
Rank 4 (Lieutenant; +4 Social Bonus, 2 bonus resources)				
Flaw				
Merciful (+1 Style point whenever he shows compassion to an enemy or refuses to retaliate when wronged)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	1N	(0+)N
Saber	2L	0	9L	(4+)L
Wheellock Pistol	3L	0	10L	(5)L

Lieutenant Noel Carpentier

Ally 3				
Archetype Soldier			Motivation Duty	
Style: 2			Health: 6	
Primary Attributes				
Body: 3			Charisma: 3	
Dexterity: 3			Intelligence: 3	
Strength: 3			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 6	
Move: 6			Defense: 10/6*	
Perception: 6			Stun: 3	
*without plate cuirass				
Skills				
Con	3	3	6	(3)
Diplomacy	3	2	5	(2+)
Firearms	3	3	6	(3)
Intimidation	3	3	6	(3)
Melee	3	3	6	(3)
Ride	3	3	6	(3)
Warfare	3	3	6	(3)

Le Mousquetaire Final

Talents
None

Resources
Rank 3 (Ensign; +4 Social Bonus, 1 bonus resource)

Flaw
Envious (+1 Style point when his envy over his cousin's position causes him trouble)

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

Mestre de Camp Jermaine du Caillouvert

Ally 5	
Archetype Soldier	Motivation Power
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)
Fencing: Position de Fer	4	3	7	(3+)
Firearms	4	3	7	(3+)
Intimidation	6	3	9	(4+)
Ride	4	3	7	(3+)

Warfare	4	4	8	(4)
---------	---	---	---	-----

Talents
None

Resources
Rank 6 (Mestre de Camp; +8 social bonus, 3 bonus resources)

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

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Rapier	2L	0	9L	(4+)L
Pistol	3L	0	10L	(5+)L

Soldier

Ally 1	
Archetype Soldier	Motivation Duty
Style: 0	Health: 4

Primary Attributes	
Body: 2	Charisma: 1
Dexterity: 2	Intelligence: 2
Strength: 3	Willpower: 2

Secondary Attributes	
Size: 0	Initiative: 4
Move: 5	Defense: 6/4*
Perception: 4	Stun: 2

*without buff coat

Skills	Base	Levels	Rating	(Average)
Athletics	3	2	5	(2+)
Brawl	3	2	5	(2+)
Melee	3	2	5	(2+)
Stealth	2	2	4	(2)
Survival	2	2	4	(2)

Talents

All for One: Régime Diabolique Adventure #05

Strong (+1 Strength rating)

Resources

None

Flaw

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

Weapons Rating Size Attack (Average)

Punch 0N 0 5N (2+)N

Rapier 2L 0 7L (3+)L

Dagger 1L 0 6L (3)L

Inquisitor Benard Sauvage

Ally 3

Archetype Soldier Motivation Faith

Style: 2 Health: 6

Primary Attributes

Body: 2 Charisma: 4

Dexterity: 2 Intelligence: 4

Strength: 2 Willpower: 4

Secondary Attributes

Size: 0 Initiative: 6

Move: 4 Defense: 4

Perception: 8 Stun: 2

Skills Base Levels Rating (Average)

Academics: 4 4 8 (4)
Religion

Intimidation 4 4 10 (5)

Torture 11 (5+)

Investigation 4 3 7 (3+)

Interview 8 (4)

Melee 2 3 5 (2+)

Talents

Skill Aptitude (+2 Intimidation)

Resources

Rank 2 (Catholic Church; +4 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

Inquisitor'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: 6/4*

Perception: 4 Stun: 2

*without buff coat

Skills Base Levels Rating (Average)

Academics: 2 1 3 (1+)

Occult

Brawl 2 2 4 (2)

Firearms 2 1 3 (1+)

Intimidation 2 2 4 (2)

Melee 2 3 5 (2+)

Ride 2 1 3 (1+)

Talents

None

Resources

Rank 1 (Inquisitors' Guards, +2 Social bonus)

Flaw

Le Mousquetaire Final

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

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

Act 3: The Edge of Darkness

At the conclusion of Act 2, the characters are riding south to find the traveling Les Vagabonds Bleus, the traveling troupe that likely kidnapped Marie de Fleur. Rather than head north, as traveling troupes looking for winter work often go, this group apparently headed into a typically colder region of France. In all, it takes the characters a little over three days to meet them.

Luckily, the weather is being more cooperative. The snow has stopped, leaving close to six inches of snow on the ground, and the temperature has inched up just enough for it to start melting. Unfortunately, by the second day it gets colder, leaving about two-three inches on the ground as the characters continue on their journey.

Following the trail requires an extended Investigation test (Difficulty 2) with 6 successes necessary to complete it. Each success represents half a day's travel and interviewing of peasants along the way. If one of the rolls results in a complete success (+2 successes on the roll), then the characters learn that Les Vagabonds Bleus were in a hurry as they moved through, not stopping to perform. Following the trail and discovering the troupe's haste can also be discovered through roleplay or social skill rolls if desired. Once the characters have achieved the necessary successes then the action moves to **Scene One: Blue Clue**.

No scenes are provided until the characters reach La Forêt Foncée, but you may certainly add extra scenes if you wish to spice up the journey. Slogging through a snowy, hilly region is fraught with peril, both mundane and supernatural. In addition, the characters could get involved in events in villages or towns along the way, such as Inquisition-sponsored witch burnings, a creature terrorizing residents, or a house burning down due to a mismanaged fire.

Scene 1: Blue Clue

The characters' journey takes them to the Perigord village of Bois-de-Bord, a village nestled at the edge of La Forêt Foncée (the Forest of Foncée), where they encounter two of Les Vagabonds Bleus. If the characters have

The Caves of France

Le Puits-du-Démon is a fictional cave system based on the southern caves in France, most notably the Gouffre de Padirac (also known as "the Devil's Doorway") in the Guyenne and Gascony province. These caves were formed by the rivers fed from the Pyrenees which slowly weathered the limestone. Gamemasters that would like visual aids in describing or showing examples of the caves to the players can simply look for "Padirac" images in an Internet search engine to come up with numerous useful pictures.

started their rides in the early morning, they'll reach the village an hour or two before noon. You can adjust the timing accordingly based on the characters' travel plan.

After three days of trudging through cold, muddy, and snow-covered terrain, you have finally reached the village of Bois-de-Bord, which sits on a small river pouring out of the dark forest beyond. As you gently lead your horses down the sloping trail of wet snow and mud that was once a road, the grey sky begins raining a light snow shower on you. It will certainly feel good to get somewhere warm and dry.

The most obvious place to go is L'Auberge de Chasseur, or the Hunter's Inn, a small inn and tavern that unsurprisingly caters to hunters that seek game just inside La Forêt Foncée. Should the characters ask around about Les Vagabonds Bleus or seek shelter elsewhere, they soon learn that two members of the troupe are currently inside L'Auberge de Chasseur.

The inn is easy to spot as it sports a boar's head on the door. The innkeeper's young sons, Alain and Rene, quickly run up to the characters, offering to stable their horses (Rene, the younger of the two and not used to seeing Musketeers, inappropriately addresses them as "your Majesties").

Inside, the tavern is actually rather full as the recent snow has halted most other activities save for chopping wood.

As you step inside the inn you discover that the trophies are not limited to the front door. Stuffed badgers, hares, squirrels, and other small woodland creatures adorn the common room in various states of decomposition. Large deer skulls and antlers adorn the walls. Perhaps more welcoming is the roaring fire where a troubadour strums a guitar... who wears a blue sash around his waist.

The next part only happens if the characters are wearing their uniforms or announce their membership in the unit.

All for One: Régime Diabolique Adventure #05

The troubadour stops playing and the entire room goes silent. Everyone stops what they are doing and gives you worried glances. Fortunately, you don't have to guess the problem, as a woman wearing travelling clothes (with trousers!) empties her mug and slams it on the table.

"We all have the same question," she says matter-of-factly. "The last time the King's Musketeers came this far south was because this region was being terrorized by the Beast. So now I ask you, has the Beast returned?"

The Beast of Gévaudan

The woman's name is Brie Millot, the daughter of a local hunter before he died of fever two years ago. Her father never had any sons and trained Brie in everything he knew. When he passed, she decided to continue his trade. Unfortunately her marital prospects are few. While she is an attractive young woman, Brie's humorless demeanor and profession are intimidating to most men.

Brie was four when the King's Musketeers arrived 12 years ago to fight the Beast of Gévaudan (named for the semi-mythical Gévaudan in which it first appeared, as no such creature has terrorized the actual Gévaudan). She knows that many people were killed, including her mother. While suffering heavy losses, the King's Muske-

teers (which included Delmar Boulanger and his former comrades) claimed to kill the Beast. If they were mistaken, then Brie wants an opportunity for vengeance.

Brie recalls that the Musketeers claimed that the Beast's lair was deep within la Forêt Foncée, in a place that had been dubbed Le Puits-du-Démon. The pit itself is semi-legendary; no hunters or trappers dare go that deep into the Dark Forest. Brie knows the way, as her father warned her where not to tread, but she has yet to lay eyes on the Demon Pit herself (for more information on the Beast of Gévaudan, see *Richelieu's Guide to Creatures of Sin*).

If the characters hire her to lead them into the forest, then skip to **Scene 4: The Hounds of Hell**.

Once the characters make it plain that the Beast has not returned, the patrons relax a bit except for the troubadour and his companion. Move into **Nervous Troupe** whenever the characters approach the troubadour.

Nervous Troupe

The troubadour winds down his playing as you approach. He throws a quick glance at a severe-looking woman standing nearby, who you note is also wearing a sash. Without warning, the troubadour plays a fast tremolo as the woman turns, two knives suddenly in her hands, and flicks them directly at you. They embed in the wall right next to you, cutting the two antlers off of a skull. The patrons roar in approval as they lift their mugs and drink.

The troubadour and knife-thrower are Santino and Gianetta, respectively. While Les Vagabonds Bleus are holed up in a nearby hunting cabin for the winter, they've been told by Delmar that someone needs to wait in Boisd-Bord for the ransom. Thus, Santino sought employment in the local inn and rotates his accomplices from amongst the rest of the troupe.

Characters that succeed with opposed Empathy rolls against the troupe members' Con rolls notice that their presence makes the troupe members a bit nervous. This is because Les Vagabonds Bleus does not know about Marie's connection with the King's Musketeers. The fact that the Musketeers are a "police" presence bothers them because they are party to a kidnapping, but they're taking a cautious approach.

How this scene plays out depends upon how the characters decide to



Le Mousquetaire Final

interact with them. If they attack then the troupe players flee while using their weapons to cover their escape (and, at least initially, they may receive some assistance from friendly patrons). If the characters parlay, then the troupe players feel them out.

Santino and Gianetta are both very charismatic and friendly. While their names are Italian (aliases, obviously), Santino has a Gascon accent while Gianetta's is Catalan. They order drinks for the characters and ask them what brings them so far from Paris, wondering out loud if the King is in southern France.

They freely admit that they were in Chutes-de-Marteau about a week ago and came south due to the unseasonably cold weather. Normally, they'd try to make some money in northern France over the winter, but with the early snows Gaetano, the troupe leader and "magician," thought it best to return "home" (Gaetano is from Perigord) and settle in for winter, venturing out only to play local villages. They can be persuaded to mention that their troupe also includes Sirocco the strong man, Domani the juggler, and Viola the fortune teller.

Should the characters' questions become more pointed, Santino and Gianetta start searching for an exit. They don't want to fight musketeers, at least not without the rest of the troupe, and try to flee. The characters can easily follow their tracks to **Scene 2: the Hunter Becomes the Hunted**. If forced to fight, the entertainers surrender if the battle is going badly for them, offering to take the characters to the hunting lodge.

Should the characters mention that Marie is a Musketeer, they notice, with a successful opposed Empathy roll (with a +2 circumstance bonus) against the players' Con roll, that Santino and Gianetta are stunned. They thought this was a simple ransom of an Alsace girl from a wealthy family that supported the Empire. If the characters press on this line of questioning, then Santino and Gianetta may be persuaded to take them to the hunting lodge without incident.

Scene 2: The Hunter Becomes the Hunted

The hunting lodge is about a mile inside the forest from Bois-de-Bord. While there is technically no road to it, the troupe players have gone back and forth often enough (not to mention the snow tracks) to leave a trail that a character merely combing the outskirts can find with a Survival test (Difficulty 2). The Difficulty drops to 1 if they are following Santino and/or Gianetta, and obviously no roll is necessary if the troupe players are leading the characters to the hunting lodge.

The snow falls more heavily as you travel through

the forest, although the leaves and branches keep much of it off you. After cresting uneven ground you see a small lake ahead which appears to have frozen over. To the right of the lake is a small cabin with a chimney that is blowing smoke. In front of the cabin is a rather large man with a beard chopping wood. A small stable and storehouse sits just beyond it.

The man is Sirocco, the strong man of the troupe. How he reacts depends upon whether the characters seem friendly (just because Santino and/or Gianetta are present doesn't necessarily make the characters friendly). If he feels comfortable then Sirocco shouts at the door that "company" has arrived as he walks up to meet them, his axe resting on his shoulder. If Sirocco feels threatened, then he kicks open the front door to warn the rest of the troupe before grabbing a matchlock rifle to defend the house.

Besides Sirocco, the hunting lodge houses Gaetano, Domani, and Viola (who is really Rosario, Boulanger's lover and accomplice). Should the characters come in with "guns blazing," then Gaetano and Domani grab matchlock rifles and other weapons to stop them while Rosario sneaks out the back. While fleeing, she summons two nightblades inside the cabin. These creatures immediately attack Gaetano and Domani before moving outside and attacking Sirocco and everyone else (they are forbidden to kill the son of the musketeer that mutilated his eye).

Assuming that the characters take a less aggressive posture, then Gaetano agrees to speak with them. If the characters have indicated hostile intent then he speaks with them outside. If they are less threatening, he invites them inside to share his fire for a while. "Viola" is making an excellent cassoulet (meat and white bean stew) over the fire. If you desire, Viola can do tarot readings that encourage the characters to find the Demon's Pit (which she wants them to do).

Gaetano is a charismatic man with a penchant for magic tricks (stage magic, not true magick). If not informed about Marie's true identity he initially denies taking her unless a member of his troupe already confirmed it. He doesn't understand why this woman worries the King's Musketeers, as she comes from a family loyal to the Empire (Germany). His "employer," Achille Un-Oeil ("Achille One-Eye") claimed that he could use her to not only extract money but also to make them agents for France's interests. Gaetano cares little for politics, as he is a Gitano (Gypsy), but the money was good and he was provided with an elixir that kept Marie asleep for the entire journey. He insists that she was not unharmed throughout the entire journey.

Achille Un-Oeil purchased this hunting lodge for them. Once they arrived, Achille came to take Marie to a safer place (should the characters ask, Achille Un-Oeil's description matches Boulanger's). He took her deeper within the forest to a place called "Le Puits-du-Démon." Gaetano had heard stories about the Demon's Pit but

All for One: Régime Diabolique Adventure #05

Cops, we killed them too early!

Players being players, it's entirely possible that the characters slaughter Les Vagabonds Bleus or set out on their own to find the Demon's Pit. Without a map or guide they'd spend days trying to find it. Fortunately you have several options to hand them what they need to move through the adventure.

First, if the characters strike out on their own from the village, they'll probably find trails that lead to the hunting lodge, as the troupe not only moves back and forth but also forages around the forest for what they need. Second, even if the characters kill les Vagabonds Bleus the map is still available and can be found with an Investigation test (Difficulty 2). Finally, Brie Millot may be interested enough in the characters' mission to follow them on her own. When it's obvious they are lost, she can point them in the right direction.

Also, it's possible that Viola/Rosario is discovered and neutralized prior to **Scene 4: The Demon's Pit**. If she does not escape, then she won't be able to stop the demonic crocodiles from continuing their attack against the characters.

Achille seemed unconcerned, saying that he had several men helping him. For their part Les Vagabonds Bleus were supposed to keep a presence in Bois-de-Bord in order to wait for the ransom to arrive (this involved a greeting using the phrase "I've seen worse in Franche-Comte" in regards to the weather).

Obviously, Gaetano balks at aiding in the kidnapping and possible killing of a King's Musketeer, even if it is a woman in disguise. He immediately pledges to help and produces a map that leads to the Demon's Pit. If they hurry they should make it before nightfall.

Betrayal & Potential Ally

Once Gaetano pledges his assistance, Viola/Rosario decides that it's time to end her cover and eliminate potential allies for the characters. She tells everyone in the house to eat their stew while she goes outside "to feed the horses." Once outside, Rosario summons nightblades to enter the house and kill everyone inside except for the favored musketeer (there is one nightblade for each musketeer character; they attack the Vagabond members first).

Once she's summoned the nightblades Rosario mounts a horse and rides toward the Demon's Pit, knowing that, even if something happens to Gaetano's map, her tracks will lead the musketeer characters to Boulanger's lair. Following these tracks requires only a Survival roll (Difficulty 1).

While it's assumed that Rosario escapes, suspicious or determined musketeer characters may prevent her from fleeing. Doing so should be difficult but not impossible,

especially since she's deliberately leaving tracks. If the characters manage to capture Rosario, they find her difficult to interrogate (she gets a +4 circumstance bonus due to her loyalty and love for Boulanger).

Should the musketeer characters reference Zaneta from *Le Baiser de la Mort* then Rosario becomes noticeably agitated. Boulanger told her that Zaneta was killed by a Cardinal's Inquisitor; he also failed to mention how intimate he played his relationship with Zaneta. Canny characters can twist the knife further with insinuations as Rosario's resistance crumbles (depending on how betrayed Rosario feels, the +4 circumstance modifier can drop to -4).

In most cases, if she is broken, Rosario tells them where Boulanger can be found and some of the dangers they'll face in exchange for her life and possible freedom (the musketeer characters may parlay this into enlisting her aid to save Pauline from execution in Paris). If she truly feels betrayed, Rosario may actively help them overcome the dangers and join in the fight against Boulanger. He won't take her betrayal well.

❧ *Scene 3: The Hounds of Hell* ❧

The journey through the Dark Forest is more psychologically terrifying than the actual trek itself. At some point (you should make the journey long enough for this to happen in spite of when the characters start traveling in order to heighten the drama). There's a full moon out tonight and this, coupled with the story of the Beast of Gévaudan, likely puts the characters on edge...

...and then there are the unearthly howls.

In order to keep the location of the chasm a secret, Rosario has summoned demonic hounds to patrol the surroundings. The hounds attack any travelers that get too close and there are two hounds for each character and ally. They don't attack all at once, awaiting an ambush opportunity where they can attack from higher ground or spring from behind cover. The demonic hounds fight to the death, although Rosario's imp is watching the fight and reports to its mistress if the favored Musketeer character is in danger of being killed. At that point Rosario calls the hounds away.

❧ *Scene 4: The Demon's Pit* ❧

Le Puits-du-Démon sits in a secluded section of the forest that looks like a small field from a distance (given the lack of trees). The characters should reach the pit near midnight, with a full moon overhead. As the characters get closer, read the following:

Le Mousquetaire Final

As you move through the field you come to the edge of a great, roughly circular, foliage-covered chasm about 100 feet wide. Thanks to the moonlight you can see the bottom of the chasm far below and, quite possibly, a few partial skeletons strewn here. There is also a makeshift elevator built up one side; the car is currently at the bottom of the shaft. The elevator only comes up 90 feet to a small landing where the hoist is located. A ladder rests against the chasm wall behind it.

Assuming Rosario got here first there are tracks that lead to the chasm and then away from it. There is a secluded valley nearby where Boulanger's horses are left to roam, "fenced in" by patrolling demonic hounds. Should the characters investigate, they're likely to be attacked by hounds again (as per the previous scene).

Presumably, most characters will want to descend the chasm at this point. Typically, the most agile person in the group scales down to the landing and sets up the ladder for others to follow. There are hand and foot holds carved into the wall, making this an Athletics test (Difficulty 2). If the character fails he receives 1 point of non-lethal damage.

The mechanism is a basic hoist and pulley system; one or two characters turn the drum and pull the elevator up the shaft. It takes 9 rounds to pull the car up (and alerts the mercenaries at the bottom that someone is here). The car is designed for two characters, although a character can use the ropes to scale the shaft, requiring an Athletics test (Difficulty 2).

Characters can also scale the chasm. Scaling the chasm is treacherous and requires an extended Athletics (Climbing) action at Difficulty 3 (with a +2 bonus if they are using a grappling hook and rope), with 10 successes required to scale the chasm. The number of successes may be reduced to five if the character has the Climb talent. Each success represents 30 feet (or 60 feet with the Climb talent), so the Gamemaster can divide the total success if the character is just trying to reach a ledge rather than scale the entire chasm. If a character ever gets less than 0 successes, then he falls unless using a rope.

At the bottom of the chasm are a number of mercenaries equal to the number of characters plus one. Once the characters begin descending the mercenary marksmen try to shoot them with arquebuses while one mercenary runs into the caves to warn Boulanger and Rosario about the intruders.

Characters on the upper ledge have major cover due to the angle. Characters on the elevator also have major cover (+8 modifier) until the elevator descends past the 60-foot mark. At that point it is half cover (+4 modifier) until the 40-foot mark. At that point it is partial cover (+2 modifier) until the 20-foot mark, after which no cover modifiers are available. Any character that leans over to shoot at the mercenaries is at partial cover no matter what height he is shooting from.

Once characters get to the bottom of the chasm, the mercenary marksmen drop their firearms and draw

Oh, no! I've Fallen!

Falling is a serious matter, especially if the character starts in the upper part of the chasm, as the first two-thirds (less than 5 successes for most characters) send the character plunging at terminal velocity. Luckily, branches, roots, and ledges abound on the chasm walls and can aid a character trying to break a fall. In addition to using an Acrobatics roll to break a fall, a falling character may use an Athletics (Climbing) roll at Difficulty 3 to stop falling. Every success over 4 is added to the total successes of his extended Athletics (Climbing) action to determine where he managed to break the fall.

their rapiers. They engage all of the characters, but hold back from killing any of them (Boulanger warned them against killing the favored Musketeer character). If the battle goes badly for them they flee into the caves, hoping to find somewhere to hide until they can make their escape.

There are a few partial skeletons at the bottom of the chasm. These bones have been picked clean by various creatures and many of them are largely obscured by overgrown weeds. Boulanger and the mercenaries have taken most things of value, although a character that makes an Investigation roll at Difficulty 3 might find bits and pieces of history, which can be identified by a character making an Academics: History roll at Difficulty 2. Such items wouldn't be more than the odd piece of jewelry or arrowhead.

Other than the obvious, there's only one other way out of the bottom of the chasm, the entrance into the rest of the cave (see **Navigating the Caves**). Just inside the cave is the living area for the guards. This includes bedrolls, a table and chairs, and other personal items. There are also two lanterns here if the characters need artificial light.

Navigating the Caves

Once the characters get within a few yards of the cave they won't be able to see due to the lack of sunlight. There are numerous small side passages and treacherous terrain, including stalactites (jagged hanging limestone "icicles") and stalagmites (jagged limestone "icicles" protruding from the floor). The distance between the chasm and the underground river is roughly a mile.

As a mercenary has just run from the chasm, a character using a Survival (Tracking) roll at Difficulty 3 can follow him to the underground river. If the characters don't follow the tracks then they'll have to navigate the caves on their own. They need to make an extended Survival (Navigation) test at Difficulty 3 until they've achieved 6 successes. Once the test is complete then they've arrived at **Scene 3: The Underground River**.

All for One: Régime Diabolique Adventure #05

You should feel free to add hazards and dangerous encounters while the characters are wandering. Cave systems are rarely level and corridors constantly change sizes. Characters may find themselves hunched down to get through one passage only to have to squeeze through little more than a crack in the wall moments later and then hop over a short chasm. Most hazards can be avoided with successful Dexterity or Athletics tests with the Difficulty set accordingly.

While Boulanger and his mercenaries have cleared the path to the Great Chamber, there are other denizens lurking in the caves that strike at characters that stray too far. These include demonic crocodiles, demonic hounds, and any hiding mercenaries (if the characters get too lost, Rosario sends a few mercenaries to flush them out and lead them to the river). If you have *Paris Gothique* then other cave dwellers could include draugs (if the characters inadvertently disturb a grave), ghouls, or tunnel rats (it's probably a bit unfair to throw a Devil in the Caves at them).

The Underground River

The characters eventually reach a low but wide opening that contains an underground river. There is no way to move forward without getting in the water. Fortunately, there happens to be a convenient flatboat resting just on the shore of the river. Characters that make an Investigation test (Difficulty 2) note that there should be other boats.

The underground river is between four and ten feet in most places. Characters that attempt to swim through the water face many dangers, such as hypothermia, unexpected drops, stalagmites, or tight spaces that can easily trap a foot or break an ankle. Also, without a lantern, it is impossible to follow the river without feeling the wall.

The characters follow the river for about a half mile before the river empties into a lack.

Rosario has summoned demonic crocodiles to protect the Great Chamber. The mercenaries know the "safe" passage through, but the characters aren't likely to know it. Even if they convince a captured mercenary to warn them of dangers, the mercenary is more likely to steer them into the creatures in the hope of escaping rather than show them the way around it (you should base this on social rolls and roleplay).

Once the characters enter the ward the demonic crocodiles attack. Characters that make a Perception roll at Difficulty 3 may notice their approach and not be surprised. If any character makes his Perception roll, then read the following:

"You seem to be rowing into a small chamber, perhaps 80 feet wide and twice as long. The water completely fills it and seems more lake than river. On the far shore are three more boats. Beyond them lies another small corridor."

"As you approach the center of the chamber you

catch a disturbance in the water out of the corner of your eye. As you turn your attention to it, you notice a pair of eyes and a long snout. The eyes are glowing red."

There is one demonic crocodile for every two characters. The demonic crocodiles can't leave the warded area, which is about 50 feet in diameter. The lake averages 8-10 feet deep within the ward. Characters that recall the events of *Le Baiser de la Mort* may think about diving in the water and removing the ward in order to allow the demonic crocodiles to escape (offering a nasty surprise for mercenaries that believe they are in the safe zone or luring the demonic crocodiles into the Great Chamber to disrupt things there).

The demonic crocodiles may try to capsize or destroy the boat as well as pull characters from it. Characters that are attacked in the water must choose whether to lose their Active Defense each round. Those that choose to lose it may make an Athletics (swimming) roll to keep from drowning. Characters that choose to keep their Active Defense and have run out of breath take a non-lethal wound from drowning. Characters that try to flee by swimming away may inadvertently learn about the ward.

If a demonic crocodile dies, its body dissolves into infernal steam, causing boiling bubbles to rise to the surface. A character swimming next to a dissolving creature takes 1L damage from the scalding water.

Characters looking for painted rocks need to make an Investigation (search) roll at Difficulty 2 to spot them (they can't be seen by casual observation). The character also needs to make an Athletics (swim) roll at Difficulty 1 to get to the bottom and remove it.

Rosario lurks just inside the next corridor. Should the characters' boat be capsized or the favored Musketeer character's life be in danger, then Rosario steps out of the shadows and uses her magic to calm the crocodiles. Of course, this exposes her to them in order for her to do so. Rosario isn't looking for a fight and flees to the Great Chamber at the earliest opportunity.

Scene 5: The Final Musketeer

Beyond the lake's edge lies a short corridor. After 100 feet the corridor opens into a large chamber that is about 75 feet in diameter. This is the place where Delmar Boulanger issues his challenge against the descendant of the last of those who wronged him. You may have to edit the speech if Lieutenant d'Aronde managed to stay alive during the events of *Rançon de Sang* (if you'd rather be ruthless then it's possible that Boulanger has caught up with d'Aronde by now and finished getting his revenge). You may also have to edit out Rosario if the characters have already dealt with her.

Le Mousquetaire Final

Just beyond the corridor lies a roughly circular cavern that is lit by a roaring fire in the center. The smoke ascends about 100 yards up, where it escapes a hole through which you can clearly see a full moon. Across the corridor are two openings. One is on the floor directly across from you and is guarded by a few mercenaries holding rapiers. 10 feet above them to the left is another opening that allows for an outcropping of rock roughly ten feet wide and perhaps six or seven feet deep.

A one-eyed man dressed in dark brown traveling clothes stands on the outcropping. He smiles broadly as he sees you and pulls a bound and gagged woman to him, holding a double barreled flintlock pistol to her head. While she is out of uniform and obviously not a man you have no doubt that it is Lieutenant Jean-Marie de Guerre. You have even less doubt that the man holding her is Delmar Boulanger, formerly of the King's Musketeers and murderer of several musketeers. Standing beside them both is Rosario, wearing Gypsy attire and an imp perched on her shoulder.

"Welcome!" Boulanger snarls. "Welcome to the place where I destroyed the Beast of Gévaudan! I accomplished this and many other great and unsavory deeds for the King as his musketeer. Yet where did it get me? I only took what was my right and my "comrades" balked. They horribly scarred me and had me hunted like a dog. I have never failed to do my duty as a Musketeer... although, there is one bit of unfinished business..."

He turns the pistol on Rosario and shoots her at point-blank range. She falls on the spot as her imp flies screaming up toward the moon. Boulanger gives you all a predator's smile as he shrugs and represses the pistol against Marie. "Careful, musketeers, I still have one more shot. Rosario was an Andorran witch who helped summon the sea beast at La Rochelle. I only delayed her execution while she nursed me back to health. I had no further use for her.

"Yes, it was I who led you all here. You've been bounding me all year; I knew that if I took the Lieutenant then you'd come running. Imagine my delight to discover her secrets!" He laughs. "You may kill her now, gentlemen, while I take my revenge on the son of the man that scarred me!"

Boulanger tosses Jean-Marie aside as the mercenaries turn to run up the corridor, obviously intending to slay her. Boulanger is counting on the other characters to try and prevent her death while he challenges the favored Musketeer character (if one of the others takes a shot

at him then Boulanger empties his pistol at him before tossing it aside). He leaps down from the outcropping, cheerfully taking 1N damage as he faces the final part of his revenge plot.

The mercenaries are running up and around the corridor to get to Marie. The corridor is 50 feet deep after which it turns for 20 feet and then takes another 50 feet to get to Marie. The uneven ground makes it difficult to run so the mercenaries are effectively walking (running characters have to make a Dexterity or Athletics test (Difficulty 3) to maintain their balance or they fall and take 1L damage from the jagged terrain. Characters shooting at the mercenaries are at a -2 modifier to hit due to the terrain. This becomes -4 as the mercenaries round the corner and an impossible shot once the mercenaries clear it.

Climbing characters can reach Marie in a single turn by making a Dexterity or Athletics (Climbing) roll (Difficulty 2). She is bound and gagged, requiring an attack action to cut her free. An Investigation (Search) test (Difficulty 2) on Rosario reveals, amongst other charms and fetishes, a silver dagger (1L). This will prove very useful as Boulanger makes a change...

Boulanger's Transformation

As soon as Boulanger hits the ground he points his rapier at the favored Musketeer character.

Boulanger points his sword at you with a sadistic smile. "I have waited a long time for this. With your death, [insert character's last name], my revenge will be complete ... but my vengeance against the King's Musketeers has only just begun. I curse them all for what they've done to me!"

At that moment the full moon moves directly overhead. As you watch, Boulanger is bathed in ethereal moonlight. His angry stare remains, but he starts to change. His clothes split and shred as Boulanger gets slightly larger, more muscular, and bairier. Boulanger's angry bloodlust has brought a curse upon him. He is now a werewolf.

Boulanger can take no action during his transformation. This takes a round, granting anyone facing him a free attack. If this occurs then Boulanger takes the average for his first Regenerate roll, automatically healing 3 points of non-lethal damage. He then throws his sword aside and leaps at the favored Musketeer character, trying to kill him.

If Jean-Marie is freed then she picks up the closest weapon and joins the battle. The mercenaries are confused when they discover Boulanger's transformation but fight to the death; better to die at the end of a rapier than be torn apart by a werewolf.

All for One: Régime Diabolique Adventure #05

Act 3: Dramatis Personae

Brie Millot

Ally 3	
Archetype Hunter	Motivation Survival
Style: 2	Health: 6

Primary Attributes	
Body: 3	Charisma: 3
Dexterity: 3	Intelligence: 3
Strength: 3	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 6
Move: 6	Defense: 8/6*
Perception: 8	Stun: 3
*without leather jacket	

Skills	Base	Levels	Rating	(Average)
Animal Handling	3	3	6	(3)
Archery	3	3	6	(3)
Melee	3	3	6	(3)
Ride	3	3	6	(3)
Stealth	3	3	6	(3)
Survival	3	5	8	(4)

Talents
Alertness (+2 Perception rating)
Danger Sense (retains full Defense rating when surprised or ambushed)
Quick Healer (heals at twice the normal rate)

Resources
None

Flaw
Overconfident (+1 Style point when she is forced to ask for help or when her bravado gets her in over her head)

Weapons	Rating	Size	Attack	(Average)
Bow	2L	0	8	(4)
Small Sword	2L	0	8	(4)
Dagger	1L	0	7	(3+)

Santina

Ally 2	
Archetype Luminary	Motivation Survival
Style: 1	Health: 4

Primary Attributes	
Body: 2	Charisma: 5
Dexterity: 3	Intelligence: 2
Strength: 2	Willpower: 2

Secondary Attributes	
Size: 0	Initiative: 5
Move: 5	Defense: 5
Perception: 4	Stun: 2

Skills	Base	Levels	Rating	(Average)
Brawl	2	3	5	(2+)
Con	5	3	8	(4)
Empathy	5	3	8	(4)
Melee	2	3	5	(2+)
Performance	5	3	10	(5)

Talents
Charismatic (+1 Charisma rating)
Skill Aptitude (+2 Performance skill rating)

Resources
None

Flaw
Lustful (+1 Style point whenever his overactive libido gets him or his companions into serious trouble)

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

Le Mousquetaire Final

Gianetta

Ally 3

Archetype Luminary Motivation Survival

Style: 2 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: 4 Stun: 3

Skills

Skills	Base	Levels	Rating	(Average)
Athletics	3	5	10	(5)
Con	2	5	7	(3+)
Melee	3	5	10	(5)
Performance	2	5	7	(3+)

Talents

Florentine (make two attacks at -4 penalty on each roll)

Skill Aptitude (+2 Athletics skill rating)

Skill Aptitude (+2 Melee skill rating)

Resources

None

Flaw

Overconfident (+1 Style point when she is forced to ask for help or when her bravado gets her in over her head)

Weapons

Weapons	Rating	Size	Attack	(Average)
Dagger	1L	0	11L	(5+)L
Dagger, concealed	0L	0	10L	(5)L

Siracca

Ally 3

Archetype Luminary

Motivation Survival

Style: 2

Health: 6

Primary Attributes

Body: 4 Charisma: 1

Dexterity: 2 Intelligence: 2

Strength: 7 Willpower: 2

Secondary Attributes

Size: 1 Initiative: 4

Move: 9 Defense: 5

Perception: 4 Stun: 4

Skills

Skills	Base	Levels	Rating	(Average)
Athletics	7	5	12	(6)
Brawl	7	5	12	(6)
Firearms	2	5	7	(3+)
Melee	7	5	12	(6)

Talents

Giant (Size 1)

High Pain Tolerance (doesn't automatically fall unconscious when reduced to 0 Health)

Strong (+1 Strength rating)

Resources

None

Flaw

Short Temper (-2 penalty to Willpower rolls to keep his cool: +1 Style point when his short temper cause trouble)

Weapons

Weapons	Rating	Size	Attack	(Average)
Brawl	1N	-1	12N	(6)N
Axe	3L	-1	14L	(7)L
Matchlock Musket	3L	-1	9L	(4+)L

Gaetano

Ally 3

Archetype Luminary

Motivation Survival

Style: 2

Health: 4

All for One: Régime Diabolique Adventure #05

Primary Attributes	
Body: 2	Charisma: 4
Dexterity: 3	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes	
Size: 0	Initiative: 6
Move: 5	Defense: 5
Perception: 5	Stun: 2

Skills	Base	Levels	Rating	(Average)
Con	4	4	8	(4)
Firearms	3	4	7	(3+)
Larceny	3	4	9	(4+)
Melee	2	4	6	(3)
Performance	4	4	8	(4)

Talents
Captivate (temporarily entrance targets)
Charismatic (+1 Charisma rating)
Skill Aptitude (+2 Larceny skill rating)

Resources
None

Flaw
Intolerant (Nobles; +1 Style rating when his intolerance gets him into trouble)

Weapons	Rating	Size	Attack	(Average)
Small Sword	2L	0	8L	(4)L
Matchlock	3L	0	10L	(5)L
Musket				

Domani

Ally 3	
Archetype Luminary	Motivation Survival
Style: 2	Health: 5

Primary Attributes	
Body: 3	Charisma: 2
Dexterity: 4	Intelligence: 2
Strength: 3	Willpower: 2

Secondary Attributes	
Size: 0	Initiative: 8
Move: 7	Defense: 7
Perception: 4	Stun: 3

Skills	Base	Levels	Rating	(Average)
Acrobatics	4	5	11	(5+)
Firearms	4	5	9	(4+)
Melee	3	5	8	(4)
Performance	2	5	7	(3+)

Talents
Agile (+1 Dexterity rating)
Skill Aptitude (+2 Acrobatics skill rating)
Quick Reflexes (+2 Initiative rating)

Resources
None

Flaw
Envious (+1 Style point when his envy causes trouble for him or his companions)

Weapons	Rating	Size	Attack	(Average)
Club	2N	0	10N	(5)N
Matchlock	3L	0	12L	(6)L
Musket				

Nightblade

A Nightblade is a demon summoned to perform a specific assassination. Accounts differ as to their origin. Some occult scholars believe that nightblades are the twisted souls of murderers, while others believe that, like the incubi/succubi, nightblades are a demonic race.

Nightblades are humanoid creatures with skin resembling dark brown leather (the casual observer would likely mistake the skin as tight clothes). A nightblade's face is devoid of features except for bulging, blood-red eyes and slits on the side for ears; it has no discernable nose or mouth and seems to have no need to eat or breathe. They cannot speak or even grunt, but understand languages. Nightblades often wear cloaks to disguise their appearance.

Nightblades carry no weapons because their bodies are weapons. They can reshape the flesh and bone of their arms and hands into deadly blades or even a garrote. Thus from a distance, a nightblade with a ratty cloak

Le Mousquetaire Final

could pass as an unarmed beggar, only to spring a nasty surprise on a guard that gets too close.

Ally 3

Archetype Demon **Motivation** Duty

Style: 2 **Health:** 7

Primary Attributes

Body: 4 **Charisma:** 1

Dexterity: 4 **Intelligence:** 2

Strength: 4 **Willpower:** 3

Secondary Attributes

Size: 0 **Initiative:** 6

Move: 8 **Defense:** 9/8*

Perception: 7 **Stun:** 4

* The nightblade's leathery skin grants a +1 armor rating

Skills	Base	Levels	Rating	(Average)
Acrobatics	4	4	8	(4)
Athletics	4	4	8	(4)
Brawl	4	4	10	(5)
Larceny	4	4	8	(4)
Stealth	4	4	8	(4)

Talents

Alertness (+2 Perception rating)

Flurry (can attack same opponent twice by making a Total attack twice with a -2 penalty)

Skill Aptitude (+2 to Brawl Rating)

Resources

None

Flaw

Dedicated (+1 Style point when his single-minded devotion to his mission gets him into trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	10N	(5)N
Claw	1L	0	11L	(5+)L
Arm Blade	3L	0	13L	(6+)L

Blade Forming: The nightblade creates weapons from its own body. It uses the Brawl skill for these body weapons and can use them to parry. It is a reflexive action for the nightblade to create and ready a blade.

Wall Crawling: The nightblade can crawl on any surface, even if it's upside down. He makes Athletics: Climb rolls at Difficulty 1.

Demonic Hound

Archetype Demon **Motivation** Greed (souls)

Style: 0 **Health:** 5

Primary Attributes

Body: 2 **Charisma:** 0

Dexterity: 4 **Intelligence:** 0

Strength: 3 **Willpower:** 3

Secondary Attributes

Size: 0 **Initiative:** 4

Move: 7 (14)* **Defense:** 6

Perception: 3 (7)** **Stun:** 2

Skills	Base	Levels	Rating	(Average)
Brawl	3	3	6	(3)
Stealth	4	3	9	(4+)
Survival	0	4	4	(2)

Talents

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

Skill Aptitude (+2 Stealth rating)

Resources

None

Flaw

Bestial (cannot communicate or use tools)

Weapons	Rating	Size	Attack	(Average)
Bite	2L	0	8L	(4)L
*creatures with four legs double their Move rating when running				

All for One: Régime Diabolique Adventure #05

Mercenary

Ally 1	
Archetype Soldier	Motivation Survival
Style: 0	Health: 4

Primary Attributes	
Body: 3	Charisma: 1
Dexterity: 3	Intelligence: 1
Strength: 3	Willpower: 1

Secondary Attributes	
Size: 0	Initiative: 4
Move: 6	Defense: 6
Perception: 2	Stun: 3

Skills	Base	Levels	Rating	(Average)
Brawl	3	2	5	(2+)
Firearms	3	2	5	(2+)
Melee	3	3	6	(3)
Stealth	3	2	5	(2+)
Survival	3	1	4	(2)

Talents
Iron Jaw (+1 Stun rating)

Resources
None

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

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Dagger	1L	0	7L	(3+)L
Rapier	2L	0	8L	(4)L
Wheellock Musket	3L	0	8L	(4)L

Demonic Crocodile

Archetype Demon	Motivation (souls)	Greed
Style: 0	Health: 6	

Primary Attributes	
Body: 3	Charisma: 0
Dexterity: 4	Intelligence: 0
Strength: 5	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 6
Move: 9 (18)*	Defense: 9 (tough hide)
Perception: 3	Stun: 3

Skills	Base	Levels	Rating	(Average)
Athletics	5	3	8	(4)
Brawl	5	5	10	(5)
Stealth	4	3	9	(4+)
Survival	0	4	4	(2)

Talents
Quick Reflexes (+2 Initiative rating)
Skill Aptitude (+2 Stealth rating)

Resources
None

Flaw
Bestial (cannot communicate or use tools)

Weapons	Rating	Size	Attack	(Average)
Bite	3L	0	13L	(6+)L

* Creatures with four legs double their Move rating when running

Le Mousquetaire Final

Rosario Lima

Ally 4	
Archetype Occultist	Motivation Duty
Style: 3	Health: 10

Primary Attributes

Body: 3	Charisma: 2
Dexterity: 3	Intelligence: 4
Strength: 2	Willpower: 7

Secondary Attributes

Size: 0	Initiative: 7
Move: 5	Defense: 6
Perception: 11	Stun: 3

Skills	Base	Levels	Rating	(Average)
Academics: Occult	4	3	7	(3+)
Craft: Medicine	4	1	5	(2+)
Intimidation	2	3	5	(2+)
Magick: Alchemy	7	5	14*	(7)
Magick: Necromancy	7	4	13*	(6+)
Medicine	4	2	6	(3)
Melee	2	2	4	(2)
Natural Philosophy: Chymistry	7	1	8	(4)
Survival	4	4	8	(4)

Talents

Magickal Aptitude (Alchemy)
Magickal Aptitude (Ceremonial Magick)
Magickal Sensitivity

Resources

*Ally 1 (Nicodemus the Imp; grants +2 Magick rating)

Flaw

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

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	1N	(0+)N
Silver Dagger	1L	0	5L	(2+)L

Nicodemus the Imp

Archetype Demon	Motivation Duty
Style: 0	Health: 4

Primary Attributes

Body: 2	Charisma: 1
Dexterity: 4	Intelligence: 4
Strength: 2	Willpower: 3

Secondary Attributes

Size: -1	Initiative: 8
Move: 6	Defense: 7
Perception: 7	Stun: 2

Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Linguistics	4	2	6	(3)
Stealth	4	4	9*	(4+)
Survival	4	2	6	(3)

Talents

Skill Aptitude (+2 Magick rating)**

Resources

None

Flaw

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

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

* Imps have a +1 Size bonus on Stealth rolls

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

All for One: Régime Diabolique Adventure #05

Delmar Boulanger

Demon 3	
Archetype Swordsman	Motivation Revenge
Style: 4	Health: 9

Primary Attributes	
Body: 6	Charisma: 0
Dexterity: 5	Intelligence: 3
Strength: 5	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 10
Move: 10	Defense: 11
Perception: 8	Stun: 6

Skills	Base	Levels	Rating	(Average)
Athletics	5	3	8	(4)
Brawl	5	5	10	(5)
Stealth	5	2	7	(3+)
Survival	3	2	5	(2+)

Talents
Alertness (+2 Perception rating)
Flurry (attack same opponent twice by making Total Attack with -2 penalty on each attack roll)
Parry (use Parry maneuver as a reflexive action)
Quick Reflexes (+2 Initiative rating)
Unarmed Parry (can block Melee attacks)

Resources
None

Flaw
Bestial (cannot communicate or use tools)
One Eye (-2 penalty on ranged attacks; +1 Style point if he critically misjudges distance or is blindsided by someone)

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

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

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

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

Lieutenant Jean-Marc de Guerre

(Marie de Fleur)

Patron 3	
Archetype Swordsman	Motivation Duty
Style: 6	Health: 6

Primary Attributes	
Body: 3	Charisma: 4
Dexterity: 4	Intelligence: 3
Strength: 4	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 7
Move: 8	Defense: 7
Perception: 6	Stun: 3

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

Le Mousquetaire Final

Talents

Flurry 2, Savvy Fighter

Resources

Follower (Thadeus), Rank 4 (Lieutenant)

Flaw

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

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

Epilogue

Once the characters have defeated Boulanger and freed Jean-Marie, they need to return to Paris. Regardless of whether the characters bring Boulanger back alive, de Guerre heard him plot Thadeus' death and her word carries weight. In addition she offers to take Pauline as her new lackey (if you're using *Richelieu's Guide to Extended Characters*, Marie can now serve openly).

If the characters managed to save Antoinette (and Terrance) then her father is true to his word. By the time the characters return from the front in Spring there are beautiful new versions of their primary melee weapons waiting for them at the Hotel Treville. As it turns out, Marc is a master weaponsmith, having spent time in Toledo, Spain to learn the finest techniques. The master craftsmanship of these blades grants an extra die to the dice pool. Even if the characters asked or refused the promise of reward, the grateful Marc sends the blades as gifts.

Assuming the characters succeeded in their mission, the King thanks them for their service and promises them a proper ceremony, party, and reward once they return from the front. Should Boulanger succeed or at least gotten away, then it won't be long before he seeks vengeance once more...

THE GRANDE FINALE...

REVENGE IS A DISH BEST SERVED COLD!

Le Mousquetaire Final is the fourth and final adventure in the *Le Mousquetaire Dés honoré* campaign.

In *Le Mousquetaire Final* the characters finally face Delmar Boulanger, the former musketeer responsible for the deaths of several musketeers, all killed as part of his elaborate plot for revenge. As the leads have dried up at the conclusion of *Rançon de Sang* and all of Boulanger's former comrades are dead, the characters are once again in Paris performing their usual duties as musketeers.

Unfortunately, Boulanger is not quite finished. As the man who took his eye is dead, Boulanger has turned his anger toward the dead musketeer's son, who also happens to be a musketeer. Toward that end he has arranged to have the character's superior, Lieutenant Jean-Marie de Guerre, kidnapped and used as bait to bring the character to him. Boulanger has chosen the site of one of his greatest victories as a King's Musketeer to dispatch the character.

This adventure is designed for moderately experienced characters, although more or less experienced characters can be easily accommodated. It is not necessary to run *Désir Mortel*, *Le Baiser de la Mort*, or *Rançon de Sang* (the previous adventures in the *Le Mousquetaire Dés honoré* campaign) before running this adventure, although you will get much more out of playing *Le Mousquetaire Final* as the culmination of the *Le Mousquetaire Dés honoré* campaign.

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



WWW.TRIPLEACEGAMES.COM

This game uses the Ubiquity Roleplaying System, developed by Exile Game Studio (www.exilegames.com). Ubiquity Roleplaying System, Exile Games Studio, and all associated logos and trademarks are copyright, Exile Games Studio, LLC. Used with permission.

© 2011 Triple Ace Games. All For One: Régime Diabolique and all related marks and logos are trademarks of Triple Ace Games.