

Villanova's Rose

NOCD Adventure 3

Adventure Overview

The adventure begins with the Heroes having been hired by a minor Vodacce nobleman as bodyguards for his emissary Angelina, who is tracking a pirate. The job is simple: protect Angelina from harm, protect the strongbox she carries, and help her capture and bring in the pirate for trial. At least, that is what the Heroes believe...

What The Heroes Know

The Heroes were hired by a man named Carlo who is secretly a cousin of Villanova, claiming to be a Vodacce Special Enforcer charged with tracking down those who have committed crimes against the Princes. He has any necessary paperwork to back this up, which are forgeries or course.

Their mission: to assist Vodacce Special Emissary Angelina in capturing a Vendel pirate who attacks and sinks Vodacce merchant vessels. Based on numerous sightings, Angelina knows the approximate whereabouts of the Vendel pirate she calls "*Il Macellaio*" (The Butcher). She intends to secure passage aboard a mercenary vessel, which will seek out the pirate and aid her in his capture. The Heroes must protect her, and her strongbox containing money for their passage, and help her capture "*Il Macellaio*."

The True Story

Villanova has long had a rivalry and hatred for Val Mokk. Recently, one of Villanova's merchant ships, carrying a fortune in rare goods and a few artefacts of note, was scuttled by the League for travelling too far north. Now, Villanova wishes to settle the score. His spies have provided him with information that Val Mokk's nephew, Lome Mokk, is currently in Montaigne solidifying a new trade agreement,

and the date which his ship leaves for home. Incidentally, Lome Mokk is an innocent, a simple diplomat who knows nothing of the sunken Vodacce vessels.

Villanova plans to send Angelina to the Vesten ship *Revensj* and provide Captain Yngvild with the itinerary of

Lome's ship and several bags of gold for her trouble. All

he wants is for Lome to be killed, and Angelina to witness the

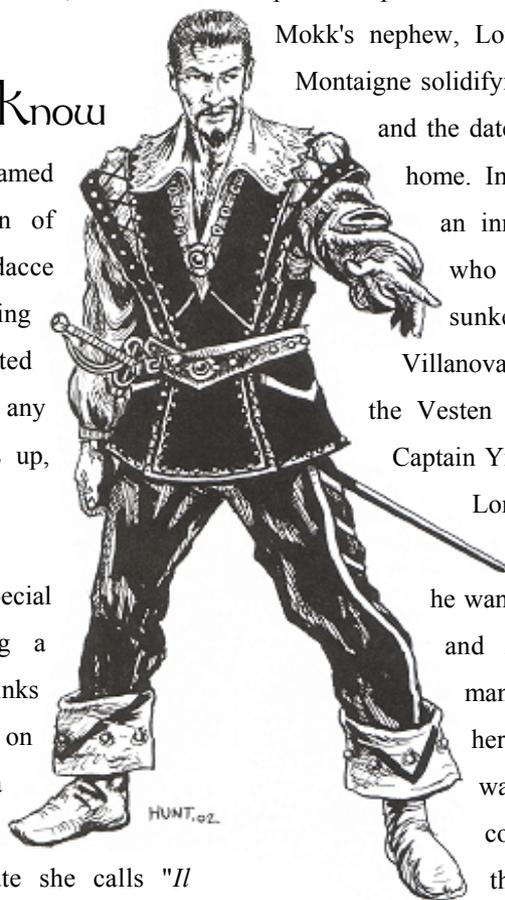
man's death. Then, Yngvild and her crew may do whatever they

want with his ship and its contents. In addition, after

they arrive at the *Revensj*, the

emissary tells Yngvild that the Heroes have served their purpose and are expendable.

Unfortunately for Villanova, the Vendel also have spies and know part of his plan. They have sent a band of mercenaries to steal the strongbox from the Heroes, and have dispatched armed frigates as reinforcements for Lome's vessel.



Scene 1 : The Ambush

Emissary Angelina will be travelling in a coach for the three day journey to the quay where the *Revensj* is docked. The coach can hold a maximum of 5 people (three in the cab with the strongbox, two up front driving). Any Heroes who cannot ride on the coach must provide their own horses or walk along side.

At mid-morning on the second day, while travelling through a densely wooded area, the coach is ambushed by a burly looking group of mercenaries who automatically gain surprise on the Heroes. There is one brute squad per Hero with the following stats:

Threat Rating: 2

Weapons: Rapiers (medium)

TN to Hit: 15 (+1 Ambush)

These are Eisen brutes and require 2 hits before going down. Each squad is lead by a generic Henchman with the following stats:

Brawn 3, *Finesse* 3, *Resolve* 3, *Wits* 3, *Panache* 2

Fencing: Attack (Fencing) 3, Parry (Fencing) 2

Athletics: Footwork 3, Sprinting 2, Throwing 2, Climbing 2

Firearms: Attack (Firearms) 3

A search of any downed Henchmen will reveal a pendant with the seal of the Vendel League inscribed upon it. If Angelina is questioned about the seal, she says that the Vendel League must be protecting "*Il Macellaio*"

Scene 2 : Thrown to the Wolves

When the Heroes finally arrive at the designated dock, they are met by a large Vesten named Red. He briefly scolds them for being late, then takes the Heroes below deck to show them their bunks and stowage. Angelina reminds the Heroes that they are

guests aboard this ship, and must follow the orders of the ship's officers. She then follows Red to the captains quarters where she remains for most of the voyage.

Within minutes after the Heroes' arrival, the ship sets sail. They have very little time to stow their gear, as Red returns, telling them to report above for their duty watches. If questioned, he says: "Did ya think ya were gonna ride for free? Everyone aboard this ship, performs a duty for this ship. I have no tolerance for laziness. Any questions?"

If any characters refuse, they are given thirty lashes by the bosun, sustaining one Dramatic Wound which remains for the entirety of the voyage. If the Heroes have the Sailor Skill, then they are assigned as topmen and riggers, otherwise they will be tarring ropes, swabbing decks, and scrubbing the scuppers.

Reprinted from Pirate Nations

Rules for Ship, Captain, Bosun

This is a collecting game that involves players collecting a "set" to score points. Six dice are used and every player gets three rolls. The title refers to the object of the game: to collect a ship, a captain and a bosun. Players roll six dice trying to collect a 6 (ship), a 5 (captain) and a 4 (bosun).

A player must collect a ship before he collects a captain, and he must have a captain before he has a bosun. Each player has three rolls. Once a player rolls a 6, he may keep that die and re-roll the rest of his dice. He cannot keep any other dice - even 5s and 4s - unless he has rolled a 6. If a player has rolled a 6, 5 and 4 by his third roll, he has completed a set. The remaining dice are his "crew" and are counted as points: one point for each pip showing. If he does not collect his set, he cannot count any of the dice as crew and gains no points. The player with the highest points at the end of a turn wins the ante.

That night the Heroes are invited to drink and gamble with the crew. Any of the *Revensj's* crew may participate except Yngvild or Red. They are playing Ship, Captain, Bosun, but with a twist. Each time someone wins the ante, he must gulp down a tankard of rum.

If one of the Heroes wins more than once, a drunken Jorund Guttormson accuses him of cheating. If the Hero objects, Jorund only becomes angrier, challenging the Hero to a pirate duel. If the Hero declines the duel, the crew picks him up and tosses him over the side of the ship as a coward. This is a submission duel, meaning it will continue until one man either admits defeat, or dies. Jorund will use his

Reprinted from Pirate Nations

Pirate Duels

The traditional manner of settling heating arguments between pirates is a knife fight in which the left hands of the two duellists are tied together with two feet of rope. Just like ordinary duels, the can be to the death or only to first blood. The following rules also apply:

1. Each duellist's Defense Knack is reduce by 1 because of the rope's constraint.
2. Either duellist can spend one Action to try and yank his opponent of his feet. He make a Contested Roll of his Brawn + Balance versus his opponent's Finesse + Balance. If the duellist succeeds, his opponent is prone.
3. Either duellist can spend one Action to try and reel in the slack in the rope and wrap it around his hand. He makes a Contested Roll of his Brawn + Lifting versus his opponent's Brawn + Lifting. If the duellist succeeds, each duellist's Defense Knack is reduced by an additional 1 for the remainder of the duel, or until he uses one Action to let out the slack.
4. Each duellist can cut the rope (no roll needed), but this indicates that they're throwing in the towel and forfeiting the duel. It also brands them a coward (-3 Reputation Points)

Dirty Fighting Knacks to the best of his ability during the duel, but will submit if he is dropped to one Dramatic Wound. If the Hero wins, he earns the respect and admiration of the crew, and gains five reputation points. The crew henceforth refers to him as "*Liten Krieg*" (Little Warrior). If he loses, everyone has a hearty laugh at his expense, then they force another mug of rum down his gullet and put him to bed.

Scene 3 : Fighting the Good Fight

Early in the morning on day three, the lookout calls down from the crow's nest that he has spotted a vessel on the horizon. Captain Yngvild and Angelina come out on deck and view the ship through a spyglass. Angelina confirms this as the ship they are seeking, and Yngvild plots an intercept course.

Red immediately springs into action, rallying the crew and making preparations for a boarding attack. Angelina gives the Heroes a description of "*Il Macellaio*," and assigns them to the first boarding party. She insists that the fugitive must not be accidentally killed before his capture, and therefore, the Heroes must go over in the first wave and seek him out.

From this point on, everything happens very fast. Keep your Heroes off guard, and give them very little time to make decisions.

During boarding preparations, Yngvild stands upon the bow of the vessel, and raises her hands to the sky. Within minutes, the sky darkens, thunder rolls, and a storm rages. The wind increases to gale force, creating immense waves that batter and waterlog the pirate's vessel. The storm came up so quickly, that they didn't have time to reef the sails, and the rigging

begins to snap; the sheets splitting and tearing. As their crew frantically attempts to batten down their vessel, Yngvild suddenly thrusts out her left hand and lightning crackles across the waves, striking the enemy ship and splintering its mainmast. Thrusting out her right hand, another bolt of lightning rips through the air, striking their foremast, blasting it into the sea and taking several crew members with it. Finally, she drops her hands to her sides and slowly draws her weapon in anticipation of boarding.

As the *Revensj* draws closer to the enemy, the Heroes can see the extent of the damage caused by Yngvild's furious attack. The foremast is completely gone, the mainmast is split in twain, shredded sails, splintered timber, and broken bodies litter the deck, and the vessel is listing badly to starboard as it is taking on water. Unfortunately, there are still quite a few Inish mercenaries on deck, frantically preparing to repel boarders.

Red marches along before the *Revensj's* boarding party shouting words of encouragement, and spouting epithets designed to illicit fury and rage. As the grappling cannons are fired, he is heard yelling: "Show no quarter! Death to all Vendel! Death to all aboard!!"

After the Heroes make a successful Swinging roll (TN 15), they land in the thick of the fray. As the battle rages around them, the Heroes must each face three separate Inish Brute squads, lead by a henchman. The brute squads have the following stats:

Threat Rating: 3

Weapons: Broadswords (large)

TN to Hit: 20 (+1 Balance)

Special : One re-roll per scene

The Stats of the Henchman are:

Brawn 4, *Finesse* 3, *Resolve* 3, *Wits* 3, *Panache* 3

Heavy Weapon: Attack (Heavy Weapon) 3, Parry (Heavy Weapon) 2

Sailor: Balance 4, Climbing 2, Knotwork 2, Rigging 2

Firearms: Attack (Firearms) 3

These Henchman must take a number of Dramatic Wounds equal to their Resolve before being knocked out. By the time the Heroes defeat all of their Brute Squads, the battle is over. Any remaining enemy crew have been subdued. The Heroes are joined by Yngvild and Angelina (carrying the strongbox), as Fid-Blue Eye brings a cringing man from below deck who fits the description of "*Il Macellaio*." Fid throws him to the deck at Yngvild's feet. The man, grovelling before her, cries and pleads for his life. A rumble goes through the crew as they mock and laugh at him, shout insults, and call for his death.

Yngvild silences them with a hand motion. Then reaches into the strongbox, withdrawing something which the Heroes can't see. "Lome Mokka, our hatred of everything Vendel is well known... But there is another who wishes *you* dead." She then throws a black rose to the deck in front of him. "Giovanni Villanova sends his regards." Yngvild then raises her sword, and steps forward to run him through. Angelina watches with a grin, making no attempt to stop her.

By now the Heroes should realise they were duped. They are working for Villanova, and if they do not act, they will become accomplices to murder. Any Hero who passes a Wits roll with a TN 15, recognises the name Lome Mokka, and realises that he is no pirate. The Heroes now face a difficult choice. They can stand by and do nothing while Lome is killed by Yngvild. Or they can defend him, in what is surely a



lost cause as they will be overwhelmed by the crew of the *Revensj*.

The Heroes Defend Lome

Have each Hero square off with one of the named crew members of the *Revensj*. Red savagely attacks the Hero who appears to be the best swordsman.

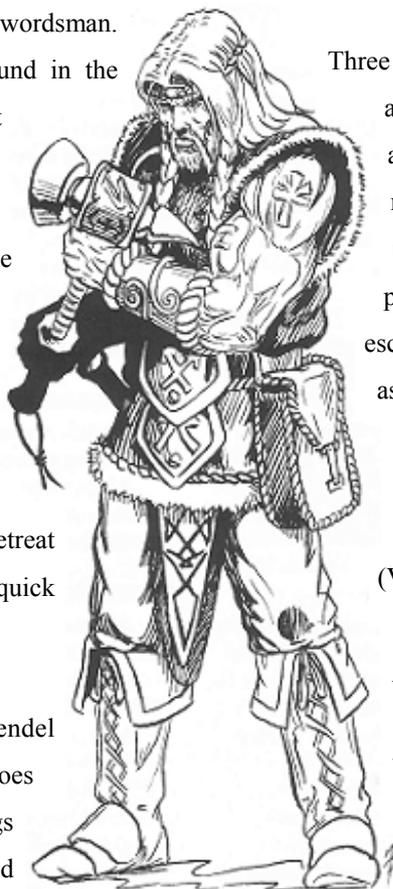
If one of the Heroes defeated Jorund in the earlier duel, then Jorund attacks that Hero in an attempt at retribution. Yngvild is backed up by a brute squad, and attacks the leader of the Heroes. Let combat proceed for three rounds, then one of the *Revensj*'s crew notices three armed frigates in the distance approaching fast. Yngvild swears revenge against the Heroes, then orders her crew to retreat back to her ship where they make a quick get-away.

The frigates were sent by the Vendel League as reinforcements. The Heroes will be questioned about their dealings with Villanova, but are well rewarded by Val Mokka for saving Lome's life. Any Hero who directly participates in the defence of Lome Mokka are honoured with the Vendel League's Award of Valour and Merit (Citation), and will gain the Connections Advantage (Ally: Val Mokka).

The Heroes do Nothing

If the Heroes decide the odds are against them, and they don't protect Lome, then Yngvild will stride forward and take his head with one swipe of her huge blade. The Vesten will then strip the vessel of anything of value, and return to their own ship. If the

Heroes try to return to the *Revensj*, they are rudely told by Angelina that their services are no longer needed, and are told to remain on the derelict vessel. If they attempt to force their way aboard, they will be attacked by the named crew members, each backed up by a Brute Squad.



Three Vendel frigates arrive within an hour after the *Revensj* departs. The Vendel arrest and interrogate the Heroes regarding Lome's death, and how they came to be involved. At this point the Heroes realise they must escape before taken to a Vendel court, as they will most likely be tried and hanged for murder. Any Heroes who do not participate in the defence of Lome Mokka receive the Nemesis (Val Mokka) Background.

IMPORTANT NPC's

Yngvild Olafsdottir, Captain

Brawn 3, *Finesse* 3, *Wits* 3, *Resolve* 2,
Panache 4
Arcana: Focused

Captain: Ambush 5, Incitation 5, Leadership 5, Strategy 4, Tactics 5

Heavy Weapon: Attack (Heavy Weapon) 3, Parry (Heavy Weapon) 3

Sailor: Balance 4, Climbing 3, Knotwork 4, Rigging 2

Red Thorfild, First Mate

Brawn 3, *Finesse* 4, *Wits* 4, *Resolve* 3, *Panache* 3

Athlete: Footwork 4, Leaping 4, Side-step 3

Dirty Fighting: Attack (Dirty Fighting) 4, Kick 4, Throat Strike 4

Heavy Weapon: Attack (Heavy Weapon) 4, Parry (Heavy Weapon) 3

Sailor: Balance 3, Climbing 4, Knotwork 3, Rigging 2

Jorund Guttormson

Brawn 4, *Finesse* 2, *Wits* 2, *Resolve* 3, *Panache* 2
Dirty Fighting: Attack (Dirty Fighting) 3, Attack (Improvised Weapon) 3, Throat Strike 4, Kick 2
Heavy Weapon: Attack (Heavy Weapon) 4, Parry (Heavy Weapon) 4
Sailor: Balance 2, Climbing 3, Knotwork 2, Rigging 2

Angelina

Brawn 2, *Finesse* 4, *Wits* 4, *Resolve* 2, *Panache* 3
Arcana: Righteous
Advantages: Vodacce (R/W), Thean (R/W), Dangerous Beauty, Membership (Lord's Hands), Patron (Villanova)
Athlete: Climbing 3, Footwork 5, Sprinting 3, Throwing 3, Leaping 4
Courtesan: Cold Read 5, Jenny5, Masseur4, Unobtrusive 4
Courtier: Dancing 3, Etiquette 4, Fashion 4, Gossip 4, Oratory 2, Scheming 5, Seduction 4, Sincerity 5
Criminal: Gambling 1, Lockpicking 4, Pickpocket 4, Prestidigitation 4, Quack 1, Shadowing 3, Stealth 5
Firearms: Attack (Firearms) 4, Reload (Firearms) 4
Knife: Attack (Knife) 5, Throw (Knife) 4
Spy: Shadowing 3, Stealth 4, Bribery 4, Conceal 4, Forgery 3, Lip Reading 3

Angelina is one of the many underlings working for Villanova. Originally a Courtesan with a knack for gleaning information from her clients, Villanova hand-picked and trained her as a spy. Her assignments generally include information gathering (through any means necessary), forgeries, disinformation, espionage, theft, bribery, and courier duties. Angelina is one of Villanova's best female

operatives, and he will be furious if she is killed, launching a global search for her murderers. If Angelina is killed by the Heroes during the adventure, they will receive the Hunted (Villanova) Background.

Lome Mokka

Brawn 2, *Finesse* 3, *Wits* 5, *Resolve* 3, *Panache* 4
Advantages: Large, Membership (Merchant's Guild), Noble, Montaigne (R/W) Thean (R/W), Vendel (R/W), University
Courtier: Dancing 3, Diplomacy 5, Etiquette 4, Fashion 4, Oratory 5, Politics 5, Scheming 4, Sincerity 5
Merchant: Scribe 3, Accounting 3, Appraising 2, Haggling 4
Fencing: Attack (Fencing) 3, Parry (Fencing) 4
Firearms: Attack (Firearms) 3
Scholar: History4, Mathematics4, Philosophy2, Research2, Law 5
Spy: Shadowing 1, Stealth 1, Bribery 4, Cryptology 3, Lip Reading 4

Lome Mokka is the nephew of Val Mokka, leader of the Vendel League. He is in charge of making treaties and trade agreements with the other nations of Theah, and insuring that those agreements are followed to the letter. He is an excellent diplomat, who always manages to gain the upper-hand in his negotiations, and is an extremely valuable asset to the League. Lome really is an innocent in this situation, with no knowledge of the razed Vodacce vessels.

7th Sea and all related marks are © and ™ Alderac Entertainment Group Inc. All Rights Reserved.

Format and layout by Mark Stanton Woodward © 2004

Original material written by Ray Yand

Official Alderac 7th Sea Site - <http://www.swashbucklingadventures.com/>