

The Adventurer's Society of Luthon

Prelude

Founded in 1353, the Adventurer's Society of Luthon serves as a social club and sponsor program for men and women seeking to travel the exotic regions of Théah. While many look briefly at such a description and disregard the membership as a lesser version of the world-renowned Explorer's Society, the members of the Adventurer's Society point to their unique differences with pride. The club's age alone lends credibility to any denials of imitation. Like their more famous and expansive rivals, and countless other similar clubs in civilized cities throughout Théah, the Adventurer's Society serves as a rallying point for worldly individuals to share experience and knowledge in comfortable surroundings.

At the time of its founding, Avalon stood united behind its King. The form of governance known as a Parliament that had been formed the previous century was gaining real power. A collection of nobility, the Parliament was able to guide the edicts of the king, and with consensus to oppose his will directly for the good of the kingdom. This new prestige was an intoxicating glory for many young nobles hungry for power. Factions and parties formed quickly amongst the members. Several groups held to Royalist policy and supported the King's proclamations. Other, more radical, factions stepped forward to press their own agendas within the Parliament. Such talk would of course be considered treasonous by the Crown. Even meeting to discuss such thoughts was dangerous unless they could prove that they were meeting for other reasons. The need for secrecy led these noble men to create a social setting where their machinations would not be suspect.

Birth of a Society

In Septimus 1353, Lord Ainsley Johns contacted seven

young men who had petitioned him to sponsor an expedition to the Drachenberg Mountains. While the actual goal held little interest for Johns, the leader of this group, Timothy Lessup, was in love with Johns' niece. Ainsley felt Lessup was not worthy of the young woman and was more than happy to finance his leaving the country. Ainsley used the expedition as an excuse to host a send-off party that included his allies in Parliament. The event was a great success both in raising funds for the expedition and for Johns' true goal of organizing his allies in Parliament. By Nonus of that year, Johns had decided to use this social cover for his political agenda. He applied part of his personal fortune to purchase a manse in Luthon where his allies could meet between

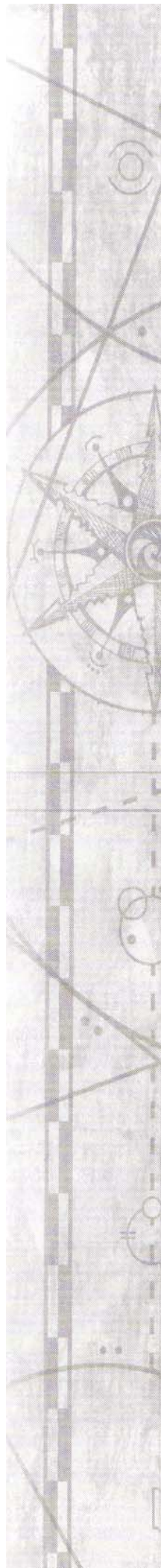
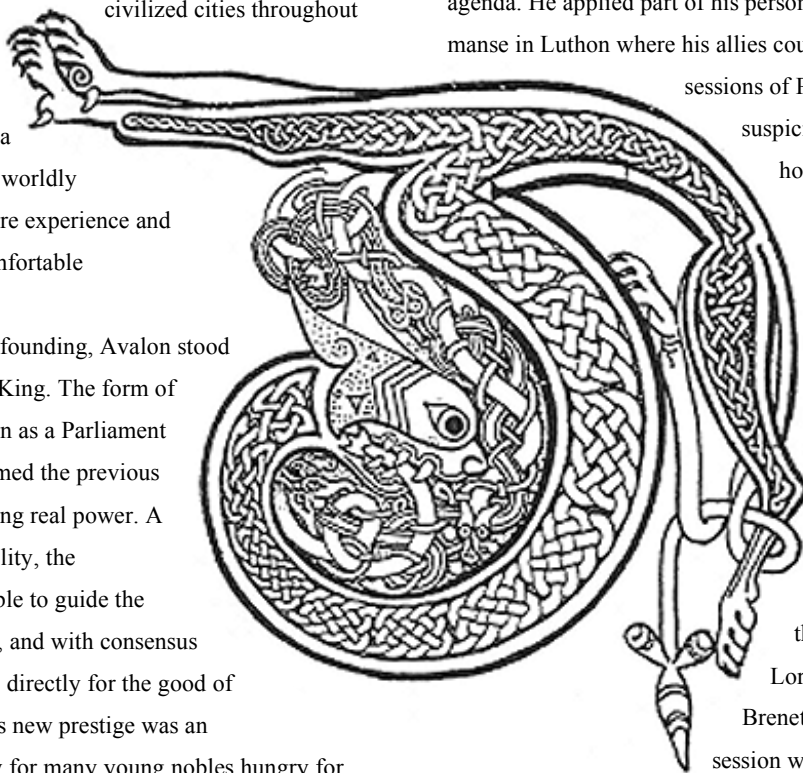
sessions of Parliament without suspicion. He staffed this house with his personal entourage and then sent out invitations to join his new social organization.

The first meeting of the Noble and Learned Adventurer's Society of Luthon and Lovaine was held on the 3rd Decimus 1353.

Lord Ainsley Johns, Earl of Breneth, presided over the session with his four most trusted

allies in Parliament. Lord James Smith the Earl of Fenshire, Lord Martin Hall the Baron of Percis, Lord Sean Parrish the Earl of Cardican, and Lord Simon Wray the Earl of Carleon attended the meeting and became the founders of the Society. They drew up a charter that detailed the organisation's public goals and each member was dispatched to find suitable new members to augment their number. The founders agreed to seek out both like-minded nobles holding seats in Parliament and commoners interested in traveling Théah to add to the ranks.

Efforts to find willing members were minimal. Those interested were quick to seek out the founders to petition for a place in the Society. Scholars with an interest in the natural



philosophy of Théah converged on the club, hungry for support and funding. Lord Johns accepted all who applied within the first six months. At the suggestion of Smith and Parrish, the Society even accepted several Royalist rivals in the Parliament to further obscure their true use for the club. Social functions such as fox hunts were organized for the entertainment of the noble patrons. In addition, the scholars began offering lectures to entertain and educate the membership.

The success of Lessup's expedition brought instant renown for the fledgling organization. As the son of a Knight, Lessup barely had the credentials to be considered nobility; however, he had taken the opportunity to educate himself better than most men of his era. His companions were like-minded men with scholarly skills and a curiosity about what life beyond Avalon. The first expedition sponsored by the Adventurer's Society returned with complete journals documenting the trip, artistic drawings of the Drachenberg range and the Eisen lands, samples of plant life, and a hunting trophy boar's head Lessup himself killed when it attacked the camp. The lectures offered that Lessup and his men gave about the strange lands of Eisen quickly became popular entertainment for the elite social circles in Luthon. Hoping to capitalize on the popularity of the expedition, Johns quickly organized a second trip for Lessup and his men to the northern coast of Ussura. They were instructed to return with tales of the isolated people and their culture as well as information about the physical aspects of the region. Unfortunately, the expedition met with the traditionally harsh winter and Lessup was killed in an avalanche. At the end of the expedition, only four members returned to Luthon. Interest in their adventures were just as high as they were for the Eisen foray. After a series of lectures, the four survivors agreed to each form a team to expand the influence the Adventurer's Society held. While all four teams managed to be successful in their journeys, one man stood at the center of acclaim. Sir Christopher Camfield, a Knight of the Crown, had been too young to serve with the king during his crusade so he focused his will on the exploration of Théah. Sir Christopher's methods became the example to which all expeditions have been compared. He believed in working with the local inhabitants of a region to learn more about his surroundings. His teams were always trained to survive any obstacles they encountered. His expeditions held one objective as the top priority, to serve as examples of the best

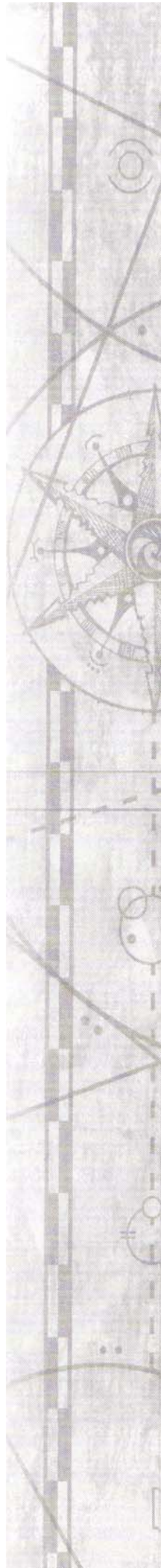
qualities Avalon had to offer. Camfield's second objective was to return to Avalon with accurate descriptions and examples of the finest qualities possessed by the people he encountered abroad. Descriptions of far away lands such as Vodacce were rare at the end of the thirteenth century and Sir Christopher was a welcome guest anywhere he chose to speak while he was home. He continued to travel for seventeen years before retiring from his role as an expedition captain but he continued to lecture about his travels until his death in 1384.

While the Society continued to serve as a cover for the five founders' political plans, it became obvious that their plans would in all likelihood outlive them. Lords Parrish and Johns established a secret charter for the five-member conspiracy and dubbed the group "the Foundation." As members surrendered their seats in Parliament they also surrendered their place within the Foundation and new members were recruited to replace them with the exception of Lord Johns' seat. The charter established his seat as the founder of the Foundation and its intent to pass down his line. A member of the Johns family has been involved in every change in the Foundation. Currently, that seat is held by Lord Wesley Johns IV, 23rd Earl of Breneth.

The Society in History

In 1402, word reached Luthon that a Castillian sailor named Cristobal Gallegos proposed an attempt to circumnavigate the globe with the financial backing of the Castillian King and the Vaticine Church. Not to be outdone by a Castillian, the founders of the Adventurer's Society gathered their finest active expedition teams to out-race Gallegos for the glory of circling the globe. They also secretly sent Lady Louisa Dudley to serve aboard Gallegos' crew with instructions to slow his journey at every opportunity. As history has shown, neither crew was heard from again.

During the early parts of the 15th century, the Adventurer's Society encountered difficulty arranging expeditions to civilized regions due to the ravages of the White Plague, so they focused on travel to the wilds of Ussura and the extremes of the continent. Trips to the Corridors of Flame, attempts to reach Cathay, and expeditions to the Midnight Archipelago all came into vogue during this era. The opportunities during this time were not fully reached as the malaise that afflicted the Avalon nobility reached just as deeply into the Society's membership. Resources were spent



instead on hunting trips and encouraging King David III to invade Montaigne over a cargo of oranges intended for an expedition that never arrived. During the next 200 years, political strife in Avalon limited the number of expeditions that were undertaken and the Society regressed into a gathering club for members of Parliament to drink and socialize.

In 1498, the Vaticine Church sent an investigatory committee to look into the actions of the Adventurer's Society.

Questions were raised concerning their activity in gathering knowledge and whether said actions could be considered heretical in nature. The Foundation, wishing to remove itself from such scrutiny, opted to send its most eloquent speaker to Castille to deal with these charges in person. Such an action was unheard of in Avalon during that era. On 5th Quintus 1499, Lord Egan, Earl of Carroll was granted an audience with the Heirophant Joaquin II. He focused his speech on one simple argument, "We have gathered no knowledge for the people of Avalon that could not have been gained by sailing the entire nation to each of these locales. Our intention is to do no more than learn the joys and pains of our fellow man and the beauty of the lands they inhabit." His impassioned speech moved the Heiros Council to drop all allegations against the Society but the Church elected never to sponsor or support their activities.

In 1520, after several years of scrutiny, Albert MacCormick was invited to join the Foundation. While this would normally be of little interest, Albert was the great-grandfather of Explorer's Society founder, Cameron MacCormick. In 1527, Albert made a decision based on his loyalty to the Crown that affects Théah to this very day. MacCormick discovered that one of the Foundation's members was involved in a plot to assassinate Richard Lovaine. Albert revealed this plot and Lord Devin Johns was executed for treason. Devin's brother, Stephen, managed to retain his family's title after the remaining members of the Foundation rallied support for the young man. Two months later, Albert MacCormick died from injuries sustained on a hunting expedition with the Adventurer's Society.

When the Heirophant was looking for a scholar to follow the paths of the Prophets in 1585, he sent a letter of inquiry to the Adventurer's Society. Debate arose amongst the membership as to who was worthy to accept such a task. Expedition Captains of the Society quickly found themselves divided by their religious support of the Vaticine faith.

Objectionists, led by Foundation member Sir Robert Vauxhall, pressed to reject the offer outright. Vaticines within the Society vied for the privilege of making the trek. The debate raged for a fortnight until it was placed before a vote of the entire membership. The decision to refuse the Church's offer to follow the paths of the Prophets was made by a margin of one vote. No member in good standing with the Adventurer's Society of Luthon and Lovaine was to accept the quest offered by the Vaticine Church.

Lord Stephen Johns II offered the emissaries an alternative scholar he had recently befriended in Carleon named MacCormick who shared Johns' Vaticine beliefs. (see *Explorer's Society*TM sourcebook for the results of this suggestion.)

Having alienated the most powerful organization in Théah, the Adventurer's Society turned its interest toward the west for the remainder of the century. Expeditions to the Midnight Archipelago became popular. Surveys of the indigenous tribes and wildlife drew large numbers of Luthon nobility. Exotic travel to hunt strange creatures also proved increasingly popular with the relative safety of travel offered by new larger ships. Such excursions were not always without mishap, however. In 1597, Lord Stephen Johns II and Andrew MacCormick perished in a hunting accident on a Montaigne controlled island named L'Ile du Bête. While not a significant incident in the history of the Adventurer's Society, it was a large factor in the founding of the Explorer's Society.

CURRENT AFFAIRS

The ascendancy of Elaine and her decision to move the government to Carleon has diminished the popularity of the Adventurer's Society in recent years. Without the need for Parliament to attend to matters in Luthon, patronage of the Society has declined. The need for new backers has forced the Society to turn toward the emerging merchant lords who have built their financial empires on Luthon's shipping industry. To date, it has been a wise match as the merchants possess a fleet of ships and a resource for supplies. Still, the return of Glamour to the Isles has boosted the desire for legends and heroics. The Adventurer's Society has been able to exploit this national thirst for tales to some extent. Speakers from the organization are frequently requested to appear across the Three Kingdoms.

In recent years, the Society has worked to bridge



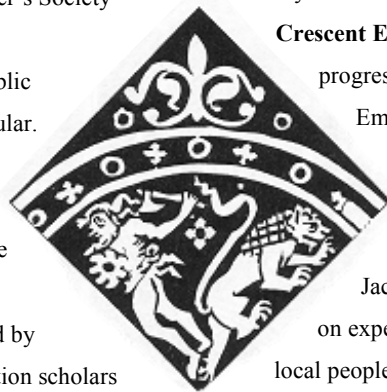
understanding amongst the nations. It openly shares its discoveries with similar clubs in Montaigne, Vendel, and Vodacce. At one time, it also shared information with a similar group in Eisen. However, that organization has become defunct after the War of the Cross, as any funds for exploration have been refocused toward rebuilding the once great nation. The organization works to keep its diplomatic front flexible to maintain good relations for its traveling expeditions. By displaying manners and respect for the various nations, the Society has managed to make itself welcome in most parts of the world.

Lady Alyce Garloise has initiated efforts to make the organization better known throughout Théah by offering to send scholars on touring lectures to each nation. These lectures would be offered by current scholars based on the recent expeditions and featured artifacts recovered from various nations. She intends for it to serve as a way for world leaders to achieve a less opinionated perception of each nation's unique qualities.

Finally, the Adventurer's Society of Luthon is funding a pair of expeditions that have grabbed the attention of southern Avalon as a unique curiosity. The Society's two most established Expedition Captains of the last century have challenged one another to a race. The goal is to reach the Wall of Fire by overland travel and be the first to return to the lounge of the Adventurer's Society Headquarters. Cecil Edwards and Jack McNitt are preparing their teams as Avalon citizens and displaced Montaigne nobility wager over who will be the first to return, or even if they will return.

Diplomatic Relations

Avalon: Avalon is home to the Society. With key members serving in the government, the Adventurer's Society finds itself protected by the Crown. The organization's actions are a source of public pride for the nation and Luthon in particular. The Highland Marches welcome speakers from the Society as windows to lands very remote from them. They are treated as honored guests wherever they travel and often find themselves besieged by various clans looking to have the expedition scholars include them in lectures written for other nations. Inismore and the O'Bannon took a little more convincing but have



discovered that they also receive many benefits from association with the Society. Two scholars have taken up residence in Tara to both observe the culture of the Inish people and serve as advisors to the Inish government about the cultures of Théah. Never as flashy as the Explorers, the Society nonetheless finds a place in the hearts of its nation. **Castille:** Castille is a favorite destination for Expedition members. They love the food, rituals, and friendly nature of its people. Additionally, the beautiful landscapes offer wonderful vistas for the Society painters to render as samples of Théan landscapes. La Selva de Fendes offers more adventurous expeditions a locale that is virtually unexplored within the continent, as well. The government represents a potentially dangerous ally, however. When dealing with officials outside the Church, the Society can usually expect a friendly gesture and support. However, past rebukes from the Church make this a tenuous relationship because any decision can be changed at a moment's notice and an expedition could end up quickly dealing with a group of Inquisitors. Currently, the Society is making arrangements for a group of scholars to present a touring lecture about the culture and artifacts of Ussura.

Cathay: In 1514, an expedition mounted by the Adventurer's Society left the port of Dionna bound for Cathay, against the orders of the Vaticine Church. Three years later, the ship was sighted approaching the harbor of Porta Spatia. Unbeknownst to the crew, Porta Spatia was in the grips of an outbreak of the White Plague. The crew was infected despite their short time in harbor. Three weeks later, a Castillian galleon found the craft adrift and boarded the vessel. Finding it full of infected sailors, the Castillians scuttled the ship. Since then, the Adventurer's Society has failed to mount a successful expedition to Cathay due to a variety of continuing nautical mishaps.

Crescent Empire: The Society has made great progress in dealing with factions in the Crescent Empire. While not yet openly accepted throughout the Sultanate, they are welcome by many tribes. Most of this can be attributed to the expedition led by Jack McNitt thirteen years ago. His insistence on expedition members adopting the ways of the local people brought him profound amounts of respect from the tribes he encountered. Tribes that did not meet Jack are much less open to expeditions and several groups found

out the hard way that the nomadic bandits do not care who they target at all. While no formal ties have been established with the government, McNitt's packmaster, Syed Rastogi, has expressed interest in bringing the collected knowledge of the Society to his countrymen. He has requested permission to copy portions of the Society journals to serve as a gift of knowledge to his people.

Eisen: Eisen was the first place the Society traveled. Despite the ruin it suffered in recent times, it is still a favorite friend of the Society. Expeditions still travel the labyrinth of the Drachenberg mountain range. A group of scholars also reside in Wische hoping to solve the plight of the Waisen. Eisen is, in fact, the one nation where the Adventurer's Society has never been denied access to anything. Plans were underway to build a Chapterhouse in Freiburg before the beginning of the War of the Cross but the subsequent destruction of the nation placed those plans on hold. The chapterhouse was turned over to the Eisen government as a hospital during the war and now serves as a warehouse to feed the displaced of the city. The Adventurer's Society uses a portion of its annual funds to support a variety of charitable activities throughout Eisen.

Montaigne: Before the Revolution, Montaigne nobility was a rival to the Society. The continental nobles often looked down upon the Society's mixed social heritage, which led to a series of challenges over the years to out perform one another. As a nation, it has never offered the Society any real subjects for scholarly research and thus is a nation the Society knows little about in general. As the Montaigne controlled Avalon for a number of years, there was little need to bring its culture to Avalon. The current revolt has captured the attention of Society scholars and politicians. Lord Johns has dispatched a dozen political scholars to study the effects of the new form of government in Montaigne. He has made every resource available to these men with the goal that they know more about the operation of this new leadership than the participants themselves.

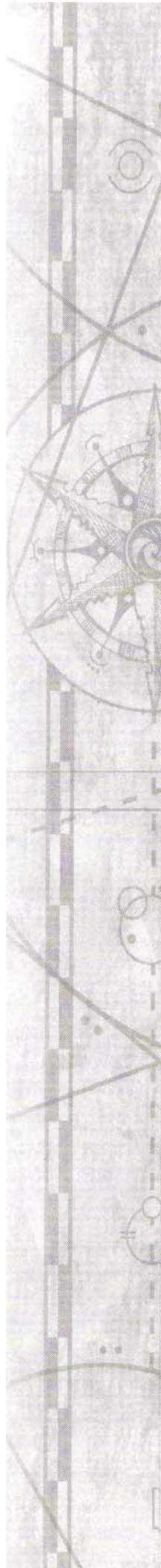
Ussura: It is fortunate for the Adventurer's Society that the second expedition to Ussura was led by a very respectful and polite man. His grace and concern for the land earned Matushka's tolerance. While she does not have need of them in the same manner as she does the Explorers, Matushka sees the Society as a group looking to understand her ties to the land and this amuses her. Jack McNitt recently spent a year in her lands learning the ways of Ussura and that fills

Grandmother Winter with a small amount of pride. Alyce Garloise has been nagging Jack to include room to transport several artifacts from the Vodacce exhibit she has organized for Pavtlow but the Captain has refused to accept spare cargo that would slow him down.

Vendel: While the Vendel are all too happy to accept any educational information the Society would send their way, the nation is not on the best terms with the Society. The appreciation the Society holds for the Vestenmannavnjar people is a sore point among the merchant nation. As the patronage of the Adventurers has shifted to the merchant class of Luthon, the Society has come to see the Vendel as a rival to Avalon's mercantile efforts. Any request in Vendel quickly turns into a negotiation for a deal of some sort and honest pursuit of knowledge is often hindered by the need to "purchase" rights to possess such knowledge. Additionally, the Vendel have formed their own Adventurer's Society. After first approaching the organization in good faith with hopes of working together, the Avalon camp returned home in disgust. The Vendel version of their Society has been deemed little more than a mockery in their eyes.

Vestenmannavnjar: Avalon loves the Vestenmannavnjar at the moment. The tales of their mythology fit well with the legendary aspects of Glamour. As with the Explorers, the Vestenmannavnjar are happy with any group willing to listen, record and retell their stories with respect. Additionally, it has become known that the Adventurer's Society is not on the best terms with the Vendel, which further increases their acceptance. Expeditions to the Vestenmannavnjar regions have recently included members willing to share their own Avalon legends with the skalds. As long as the expeditions are content not to disturb their sacred artifacts, not make artistic copies of certain items inscribed with runes, and not to press the tribes to reunite with the Vendel, they are accepted.

Vodacce: Dealing with Vodacce is always a challenge for the Society. Every expedition to ancient Numan sites meets with a mountain of resistance. Any group the Society sends deals with threats, bullying, and manipulation, all designed to further someone's goals in the Great Game. The Society has all but given up on open expeditions to the nation. Instead they have become as covert as possible in Vodacce. Smaller groups are sent often attached to other business ventures to learn what they can. Information is also collected second hand from travelers. Rather than trying to beat the



Princes at their Game, the Society has hidden the fact that they are playing the game at all.

Die Kreuzritter: The Adventurer's Society is aware of an active sect of Knights patrolling Zafara. They assume these men are descendants of the organization that was destroyed at Tannen. The Society is unaware that it possesses damning information about die Kreuzritter, however. After the Battle of Tannen, members of the Society traveled to the new graveyard to record the names and number of Black Crosses who died on that day. This information is filed under "Battle of Tannen" in the records. In Sextus 1668, a small field team traveled to Tannen to record information about the cemetery unaware that the Society already had it. Should any member ever cross-reference these notes, they will discover the tremendous increase in graves. Outside of this information, the Adventurers have no idea that die Kreuzritter as an active society still exists.

Explorer's Society: The Explorers are considered by most of the world as friendly rivals of the Adventurer's Society. Both claim to be the superior faction in expedition and exploration and this is true to a point. As the Explorers began to delve more and more into Synchron artifacts, the Adventurers moved more actively to gather information about the current world. Of all the organizations of Théah, the Society knows the Explorers best. Members are actively recruited from the University to join the Adventurers. While Explorers brag about their own college and world-wide chapterhouses, the membership of the Adventurers hold postings in most of the major universities of Théah. In the field, the rivalries end quickly. Explorer activity in ruins is recognized by both parties as dangerous work. The nuances of cultural exchange is also delicate at times and there is not a member of either organization who wishes to endanger anyone by disrupting a rival at work. Additionally as both organizations frequently cross paths in the field it has become commonplace to share shelter when available, as well as cargo space, and extra supplies when possible. Many a stranded Adventurers' expedition has been rescued by an Explorer ship and vice versa. At the end of the day, the Society views the Explorers as brothers in spirit moving toward a separate but important goal.

Invisible College: If the Explorers are brothers, the Invisible College is viewed as mentors to the Adventurer's Society residing in university faculties across Théah. The Society is aware of certain inventions released by the College that have

made their expeditions safer and easier over the years. While they are aware of only the few known members of the school, expedition leaders are trained to recognize the College's coded distress signals and respond when they are able. Compensation has never been sought for these actions; however, the College has responded twice by sending allies to save Society members being held by the Inquisition. Additionally, the headquarters in Avalon recently found itself the recipient of a package containing two suits designed to allow a man to travel underwater with instructions for their use as well as a set of folding furniture. The identity of the donor is unknown.

Knights of the Rose+Cross: On the 5th Octavus 1615, two Foundation members of the Adventurer's Society of Luthon appeared in the headquarters wearing the seal of the Knights of the Rose+Cross. As members of the nobility and Parliament, this caused the same amount of debate in Luthon as did similar appearances across Théah. In deference to the influence of these two members, the Knights were accepted as acting in the best interest of man and it was agreed to accept their request of privacy. As a sign of respect for their former leaders, no member of the Adventurer's Society has ever asked questions about the Rose+Cross. The organization has crossed paths with the Knights on several occasions, rescuing injured Knights lost in the wilderness and occasionally being saved by Knights in similar situations.

Los Vagos: The Adventurers view Los Vagos as a cultural event in the life of the Castilian people. They equate El Vago to the need sometimes faced in society for anonymous justice. They recognize the actions of the Vagabond as being similar to historical figure of Robin Goodfellow, so they are working to document the phenomenon from its beginnings in hopes of finding when and how the need for such heroes arise. In doing this they have been saved by the Vagabond several times in Castille and have an unofficial policy to assist in return whenever possible.

Rilasciare: The Adventurer's Society officially ranks each Rilasciare cell as a separate national entity. They are unaware of the global organization behind the group. Similarity of actions is attributed to roving mercenary activists selling their services to a series of these cells. The Free Thinkers Society currently managing the government in Charouse is thought to be completely separate from this organization.

Sophia's Daughters: The Adventurers are so close to



discovering the existence of this group. They have records and even paintings of no less than six entry points into Bryn Bresail in their vaults, yet no one realizes what they hold and their paths cross on a regular basis without the Adventurers being any the wiser. All it would take is one scholar with knowledge of Sidhe lore to sit down and read the right logs in the library and the whole organization would be revealed. The Society even has a man with just that knowledge. It just so happens that he has no desire to look.

Adventurers Headquarters

The Society still officially operates out of the original headquarters two blocks from the old Parliament Hall in Luthon. Over the years, patrons have purchased the other buildings on the block along with a pair of warehouses at the wharf to serve the extended needs of the organization. The other buildings serve as storage of artifacts and trophies discovered by various expeditions, housing for members and staff as well as offices for the inevitable paperwork and accounting that accompany such ongoing explorations. The most important building may be the Records Library. Every expedition that returns, dating back to Thomas Lessup's first journey, has recorded a journal log of its discoveries. Copies, and in many cases the original writings, are stored in the library and catalogued by nation and then different aspects of each culture. Additionally, the most important aspects are collected into texts for scholars to study and use as teaching aids. These sources hold the most complete sociological descriptions of Théah in existence. As a final resource, the Society has compiled a series of Encyclopedias for each nation and their citizenry. These sources list short descriptions of every event and activity the Society has recorded since its founding, with annotation and reference to the full journal entries. A team of twenty-three scribes work to keep this system of information current.

The Private Agenda

Almost every organization on Théah has a secret and the Adventurer's Society of Luthon and Lovaine is no different. It's a secret that is unknown even by most of its membership. The Adventurer's Society was not created to explore the world and document Théah's cultures. It was created as a

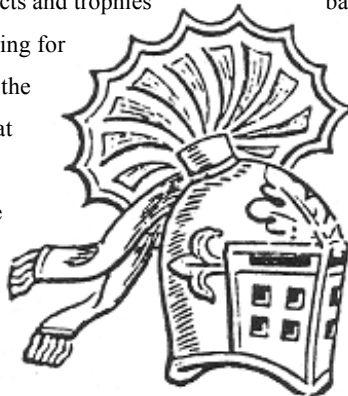
place to hide in plain sight. The five founders organized the Society to discuss political actions that may have been considered treason in their time without calling attention to their meeting. Today, that objective is still the first priority of the Society. The Foundation of the Society work to use their knowledge and information about the world to sway the population of Avalon and Théah in general toward abandoning the rule of monarchy in favor of legislature. This has been the goal since the first meeting, to overthrow the Avalon monarchy through peaceful means.

The Foundation

Named to honor the five founding members and their goal, the Foundation continues to direct the Society's actions and guide the agenda of Avalon's Parliament. In 1353, Ainsley Johns, Parrish, Hall, Wray, and Smith gathered in the basement of the Headquarters of the Society and began what has become one of the most slowly evolving political plans in the history of Théah. As members of the Parliament they realized that regardless of the individual wisdom of any given King, it paled beside the knowledge of a group of educated men. The five Lords formed a pact to convince Théah to abandon its traditional monarchies for Parliamentary rule.

The Lords took the title of "Foundation" to represent their actions serving as the foundation of a new society for the world. It became obvious early on that such a sweeping change could only come through violence which could be undone or learning and education for the masses. The early expeditions were meant to seek out like-minded individuals and explore the possibility of finding established cultures using their ideas of government. As the volume of information about the world grew, the Foundation began to reveal their knowledge to the public. Lectures were altered in subtle ways to highlight the errors made by monarchs. Over the centuries, new members have been selected as replacements based on their political leanings for Parliamentary rule.

The exception to this has always been the Johns' family position in the Foundation. Ainsley Johns groomed his son to take over his role in both Parliament and the Society. Every heir to the Breneth earldom since then has been groomed to manipulate commoners into accepting the



concept of group rule. Some have been more adept than others have but loyalty to the family cause has been an absolute the Princes of Vodacce could only wish to possess. While the cause has stumbled through an occasional generational lapse, the Johns family has stayed the course with Ainsley's original goals. Most of the descendants have realized that their cause is greater than any quest for personal power. The current Earl of Breneth, Wesley Johns IV, is not one of those descendants, however.

Wesley has been watching the success of the Free Thinkers Society in Charouse very closely. He has been fascinated by their success with violent revolution. He will continue to observe and monitor their success and failures. Wesley also intends to send some friends in Charouse a few articles written by various ancestors that may help them maintain control in the aftermath of the revolt. He realizes that Elaine's rule does not offer him the same oppression Léon held over Montaigne; however, the Montaigne willingness to abandon their Empereur has shown Wesley that the time is close for Avalon to follow to Parliamentary rule.

The current Foundation is Wesley's tool to overcome this obstacle. He has an educated populace which should be accepting to a change in rule. His problem stems from the popular Queen. Wesley has little chance of discrediting her and is now contemplating methods to remove her from the throne. Stanton Clarke is a perfect foil with his connections to complete any underhanded crimes. Alyce Garloise has a claim to the throne and could be used to support the Parliament's push for control or framed if Wesley finds the need. Wesley has letters from his grandfather suggesting Jacob Hargreaves has ties to the Sidhe, the sort of ties that could be used to convince the Goodly Folke to accept and support this sort of change. Nigel Bester is Wesley's key. Nigel has been manipulated into a position of influence to seize control of Parliament. He's popular, charismatic, and completely under Wesley's influence, a man to bridge the gap between the revolt against a popular Queen and the potential rule of Wesley's oldest son Harold when he has been properly educated in the Johns tradition.

Using the Society

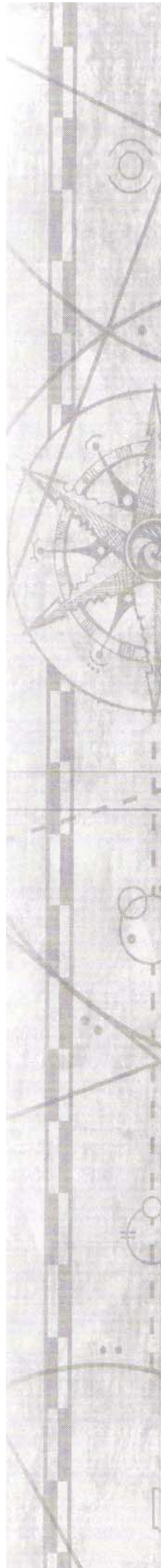
The Adventurer's Society is useful as a villainous foil, a friendly rival, or a patron organization for your player characters. As a villainous organization, the Society contains an inner circle of individuals looking to overthrow their own

government. The organization has a history of slowly developing plots that can come to fruition during your campaign. Wesley Johns, Jacob Hargreaves, and Nigel Bester are all characters who can serve as direct mastermind style villains or allies with questionable goals. The players should never be certain of their objectives or methods. These men are held in high esteem by the general population of Avalon, which offsets most suspicions about them. When serving as rivals against other organizations, the Adventurer's Society is the perfect competition for the Explorers Society looking to reach exotic locales. It's a friendly rivalry between the organizations so Explorer players can feel free to take the opportunity to "one-up" their competition. Additionally, with the goals of the Foundation, the Rilasciare are also perfect rivals for the Society. Their successful attempts to infiltrate the every secret society in Théah makes them available as almost universal competition. The open nature of the Adventurer's Society and their desire for travel make them a wonderful opportunity for players looking for a patron as well. As the majority of the membership is unaware of the Society's actual goals, its heroic cover serves as a splendid patron for characters wanting to explore Théah. Additionally, the Society can serve as a wonderful staging point for adventures dealing with exploration of the Western Continent, royal hunts, or Parliamentary intrigue. The membership offers a variety of support options for characters regardless of their reasons for being in Avalon.

Dramatis Personae

Robert Lapham ~ Society Master

Affectionately known as "Old Bob" to the younger members, Robert Lapham is the oldest active member of the Society. Although at the hale age of 73, he has finally given up actual adventuring. The widower now fills his days serving as the Master of the Society. His duties include monitoring the staff's daily activities, approving the menus for the kitchen, officiating at ceremonies and anything else that requires his attention. He spends most of his time in the study reading the daily news or discussing politics with the other members while enjoying a fine smoke and a good drink. Lapham is the most fervent royalist in the Society, which places him in direct opposition to many other members. However, Old Bob has always taken a friendly disagreement stance in his debates. He would be most put out if any member took a



Robert Lapham - Hero (7th Sea™)

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

Reputation: 24

Background: Moment of Awe (Great Hunting Trophy) 2

Arcana: Loyal

Advantages: Avalon (R/W), Montaigne, Vodacce, Age & Wisdom (2), Firm Grip, Keen Senses, Membership (Adventurer's Society, Merchants Guild), Patron, Small

Falconer: Bird Handling 3, Animal Training 3

Guide: Climbing 2, Ride 1, Stealth 5, Street Navigation 2, Survival 5, Tracking 6, Trail Signs 5, Ambush: 6, Direction Sense: 3, Swimming: 3

Herbalist: Cook 3, Diagnosis 3, First Aid 4, Flora 3, Compounds 2, Poison 2

Hunter: Skinning 4, Survival 5, Tracking 6, Trail Signs 5, Trap 3, Ambush 6, Animal Training 3

Merchant: Vintner 3, Accounting 3, Appraising 3, Hagglng 5

Waylay: Lie in Wait 5, Set Traps 3, Shadowing 1, Ambush 6, Camouflage 4

Archer: Attack 4, Fletcher 3, Trick Shooting 3

Crossbow: Attack 5, Fletcher 3, Reload 4

Fencing: Attack 3, Parry 3

Firearms: Attack 6, Reload 5

Robert Lapham, Society Master (d20™)

Avalon Wanderer 7 / Goodfellow Archer 3

political debate with him personally.

In his day, Lapham was a champion big game hunter. He claims to have personally shot almost half of the trophies that hang inside the Club. While not of noble birth, the Laphams have been successful wine importers for several generations. Old Bob spent his lifetime using his inheritance and business connections to finance hunting expeditions to the most exotic locales. He has hunted game in the Midnight Archipelago including L'Ille du Bête, Prince Mondavi's personal hunting grounds, Ussura, and the Drachenbergs, among other places. He claims to have won the title of Master Huntsman for a straight decade back in his youth. In his later years, Robert passed the family business on to his nephew and retired to the life of a gentleman.

Old Bob's title of Master is only partially honorary. It officially makes him the leader of the organization. In truth, he is happy to let most of the business for the organization fall to Standish, the steward, or the various politically minded patron members such a Nigel Bester. While not as inclined to go out and bag big game anymore, he understands that the Society's dues support the organization he loves as does his own money.

About Old Bob

Old Bob is a short man with a neatly trimmed mustache. He

is thin and wiry with close cut gray hair. Age combined with a lifetime of firing muskets has removed a large part of his hearing. He has started to get a bit forgetful as well. The rest of the membership and staff have a great deal of respect and affection for their "patriarch". and his whims are honored with a smile by most of the Club. The one thing he is an expert on is hunting weaponry. Be it a boar spear or a musket, there is not a member of the organization who would disregard his thoughts on a particular weapon. The younger members always find the time to bring a new musket around to Old Bob to test.

Robert's Secrets

Robert Lapham has no idea that the Society contains a secret cell bent on overthrowing the monarchy. If he did, he would likely turn in those he could not kill himself. He is aware that several members are involved in something not meant for the greater membership but suspects it has to do with vigilante activity similar to the Rose+Cross or some illegal smuggling activity. His dues have been fixed at the annual rate he paid twenty-five years ago. While too proud to admit to it, he is outliving his savings and is nearly destitute. Standish makes sure Old Bob eats while at the club and has secretly gained permission from Nigel to use Society funds to pay the Master's bills.

Standish Beckwith ~ Steward

Standish Beckwith is the definition of a gentleman's gentleman. A tall, portly fellow with a receding hairline, he appears to be the man who always anticipates the needs of his superiors. His duties as the steward for the Adventurer's Society of Lovaine keep him busy around the clock, so he schedules his tasks around a series of brief rest periods at odd hours, giving him the appearance of a man who never sleeps. Standish is an expert on wine, gourmet food, presentation, and domestic upkeep. His staff is expected to hold to his standards and work hard to make the Club one of the most pleasant social venues in Théah. Standish comes from a family that has made its livelihood as servants for hundreds of years. He takes personal pride in anticipating his masters' their every need. He is a highly trustworthy man who holds the confidence of every member in the highest regard. He knows secrets for every member of the organization and fully expects to take every last one to his grave. Standish earned this trust by doing his job exceptionally well without asking questions. Due to the confidential nature he brings to his duties, the members trust



Standish Beckwith - Henchman (7th Sea™)

Brawn: 1, **Finesse:** 2, **Wits:** 3, **Resolve:** 2, **Panache:** 3

Reputation: 11

Background: None (See Charles Beckwith below)

Advantages: Connections (3 informants in Luthon), Keen Senses

Herbalist: Cook 4, Diagnosis 3, First Aid 3, Flora 1, Compound 2

Merchant: Steward 5, Accounting 3, Bartending 3, Haggling 4

Servant: Etiquette 4, Fashion 1, Menial Task 5, Unobtrusive 4, Accounting 3, Haggling 4, Valet 5

Spy: Shadowing 3, Stealth 2, Bribery 2, Conceal 4, Hand signs 2, Lip Reading 4, Sincerity 3

Streetwise: Socializing 5, Street Navigation 4, Scrounging 2, Shopping 5

Knife: Attack (Knife) 2, Parry 2, Throw 2

Charles Beckwith - Henchman (7th Sea™)

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

Reputation: 0

Background: Mistaken Identity (Standish Beckwith)

Advantages: Avalon (R/W), Connections (2 informants) Combat Reflexes

Merchant: Innkeeper 3, Steward 3, Appraising 2, Bartending 4

Servant: Etiquette 4, Fashion 2, Menial Task 5, Unobtrusive 5, Drive Carriage 3, Gossip 4, Seneschal 4

Spy: Shadowing 3, Stealth 3, Bribery 3, Conceal 2, Disguise 3, Forgery 3, Hand Signs 2, Sincerity 3

Streetwise: Socializing 5, Street Navigation 4, Shopping 4, Underworld Lore 2

Pugilism: Attack 3, Footwork 3, Jab 2

Standish Beckwith, Steward (d20™)

Avalon Expert 4 / Spy 3

Charles Beckwith, Steward (d20™)

Avalon Expert 3 / Spy 4

his opinions and frequently ask him to share his thoughts on a variety of subjects. Nigel Bester especially relies on his opinions..

Regardless of a member's standing in the Society, Standish truly cares for all of them equally. He is just as quick to acquire a rare bottle of Falisci '47 for the merchant patrons as he would be to track down a pound of dried mutton for a young member about to leave on expedition. The younger members who actually travel hold a special place in Standish Beckwith's heart. Having never traveled farther than three days from Luthon, he takes great pleasure in hearing about their adventures. An expedition that leaves from the Club always departs with a special meal prepared under Standish's personal supervision.

Standish's Secrets

Standish is aware of the activities of the Foundation members and their accomplices. He has served the order for

just over twenty-five years and given his habit of perpetual duty, it would have been impossible for the Society to keep its activities a secret from him. Standish knows which members are involved and how deeply as well. He is frequently used as a messenger between Society members. The members and Standish treat his knowledge of their activities as a game. They pretend he knows nothing while using him to relay their plots and he pretends to know nothing about what is going on around him.

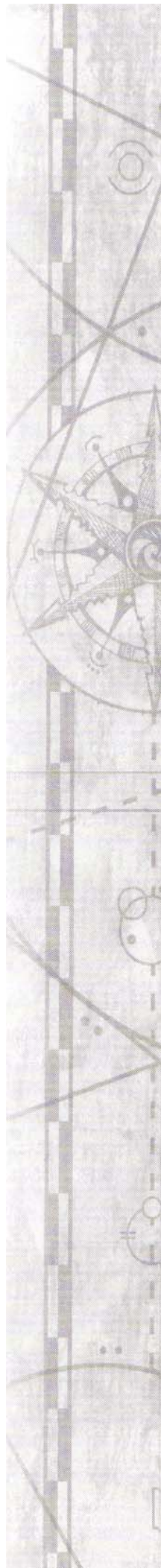
Standish has close ties to a few members of the organization. He has respect for Nigel Bester and acts as the man's confidant. Additionally, Standish tries to serve as a conscience to the Mayor of Luthon. The steward suggested most of the public works Nigel has performed for the city. Standish also sees Robert Lapham as a second father and works diligently to look after the old man. Lastly, Standish has a soft spot for Alyce Garloise. She treated him very well when she first joined the Society. He has always felt he holds her respect and works hard to maintain that.

Standish has one final big secret. He is not really Standish Beckwith. Well, at least not all the time. Standish Beckwith, Butler to the Adventurer's Society of Lovaine, really does work 24 hours a day. It is just that he changes shifts with his twin brother Charles every 6 hours. The two brothers agreed that service in the club would be an interesting life to lead. Unfortunately, the Society was only interested in hiring one man. The pay and housing was sufficient to support both men so Charles agreed to act as Standish and split the duties.

The men take turns running errands and together can accomplish an amazing amount of work in a short time. Charles is closer to Nigel and Standish favors Alyce, but both men have the same affection for Old Bob. If they were ever to be discovered they hope the Society would understand and appreciate the years of effort they have given to the order and keep them on. Of course if they were to be released, there is a near bottomless well of secrets the two men hold over the membership.

Nigel Bester ~ Mayor of Luthon

Nigel is a man who started his life with a simple dream. He wanted to be respected. As the son of a successful shipping magnate, Nigel had access to an education, gentrified society, and a business on which to stake his power. In his early days, he was content to enjoy the power he wielded as a wealthy businessman in the port of Luthon. His first push to hold a public office as a local clerk was only to enable



himself to gain a variance for his new warehouse. It was during this time that he realized something important about himself. He was good at making decisions for other people. Nigel soon started making the friends he would need to support him in becoming the Mayor of Luthon. Luthon was the capital of Avalon at the time, so the job placed him in a position that nearly rivaled the Dukes for power. This rank comforted Nigel as he became accustomed to the benefits of his new station, but he soon found himself wanting more. It was during this time that he started to spend time with various acquaintances at the Adventurer's Society of Lovaine. Nigel found many like-minded men and women in the organization. By combining their knowledge and influence, the members of the Society quickly became some of the most influential "commoners" in the Three Kingdoms. Then Elaine arrived with the Graal and moved the capital to Carleon. Her return ruptured the projected plans of Nigel and his partners. Nigel soon found himself the mayor of a city filled with lesser bureaucrats. Even though he has an appointed seat in Parliament, Nigel has developed a taste for greater power. He has allied himself with the party known as the "purses" and has influence over most of their platforms. Nigel now splits his time between handling the affairs of Luthon and his duties in the Parliament, duties that he would enjoy a great deal more if he were not forced to spend so much time traveling between the two cities.

About Nigel

Nigel Bester is an overweight man often described as having features reminiscent of a large boar. His thick hair and prominent moustache have turned a particularly radiant shade of silver. He embodies all the behaviors one would expect from a politician of a major city. He is friendliest to

Nigel Bester - Villain (7th Sea™)

Brawn: 2, **Finesse:** 2, **Wits:** 5, **Resolve:** 4, **Panache:** 5

Reputation: 86

Arcana: Ambitious

Advantages: Avalon, Connections (3 in Parliament), Debater, Governor (Mayor), Membership (Adventurer's Society), University

Courtier: Dancing 2, Etiquette 5, Fashion 3, Oratory 5, Diplomacy 5, Politics 5, Scheming 4, Sincerity 5

Merchant: Scribe 4, Accounting 3, Hagglng 3

Scholar: History 3, Mathematics 2, Philosophy 3, Research 3, Law 5, Theology 2

Fencing: Attack (fencing) 3, Parry 3

Firearms: Attack (firearms) 3, Reload 1

Nigel Bester, Mayor of Luthon (d20™)

Avalon Courtier 9

those he expects to be of use to him. He is the sort of man who views Luthon as an extension of himself and wants nothing more than to return it to its place as the center of Avalon. Despite his desire for power, Nigel still works to promote public works projects and other events for the improvement of Luthon as a city, provided these improvements benefit his standing or position in some way. Nigel is an uncanny politician. His grasp of politics and the associated manipulations is of the highest order. He also has a gift for public speaking that has helped him get where he is today. If Nigel possessed the natural charm of Jack O'Bannon or Jeremiah Berek, he would hold the nation in the palm of his hand.

Nigel's Politics

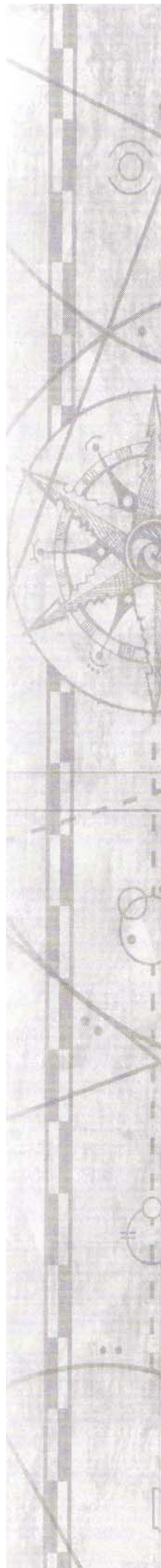
Nigel respects the actions that Queen Elaine has taken toward the betterment of the nation. He fails to understand why she feels the need to do so from Carleon rather than Luthon, but believes that she has done an admirable job during her reign. Additionally, he would like to see her make one more major change to the government during her reign -- the removal of inheritance from the seats of Parliament. It is really the only action he needs her to take that he cannot press through on his own.

Nigel's Secrets

Nigel Bester is a man who is not nearly as qualified as he believes himself to be. He was recruited into the Adventurer's Society for his political connections and quickly deduced the true intentions of the core members of the organization. He honestly believes that he now controls them and never realizes just how often he has been used in return. He is too blinded by his personal goal to see this happening.

Nigel's personal goal is the removal of the monarchy which would leave Parliament to control Avalon. Naturally, Nigel envisions himself as the controlling figure of such a government. He was close to completing his plans a decade ago when Elaine returned with the Graal. If Nigel could find a way to remove the influence of the Graal, he is certain he could implement his plan. He realizes that there are several other would- be monarchs who would quickly rush to fill any void but he believes the population of commoners would be easy to sway to his side. He also believes the recent events in Montaigne support his theories.

Nigel serves as one of the five members of the "Foundation" of the Adventurer's society of Lovaine. The Foundation uses



the club as a cover for their political agenda. It funnels the profits from the organization into a variety of questionable and outright illegal activities to support their plans. Nigel himself has maintained a relatively “clean” record in these actions. He is, however, totally unaware that he is being used by the other members of the Foundation to complete a plan that has actually been evolving for several hundred years. Lastly, Nigel is never going to be happy with his place in the world. The quest for power has taken hold in his heart and will never subside. Even if he succeeds with his plans and ends up in control of Avalon, he will find himself looking towards Inismore and the Highland Marches. Should Nigel Bester find a way to subjugate his neighbors, there would be Montaigne calling to him to conquer. After that it would be Castille or Eisen. In short, Nigel is the Mayor of a city on its way down looking to conquer the world; he just does not realize it.

Lady Alyce Garloise

Lady Alyce is the older sister of Duke Mark Garloise of Camlann. She has resided in Luthon since around the time her brother succeeded their father as Duke. Alyce originally joined the Adventurer’s Society of Lovaine to gain access to the social circles in her new home. In the years that followed, she has become the “grand dame” of the club. Her connections and title attract all manner of young noble patrons to the society, who sponsor a majority of the Society’s expeditions. Alyce is happy to serve as the hostess at the grand parties and other gatherings the society engages in during the year. She laughingly refers to her duties as “placing a lady’s taste” on what would otherwise be a group of men gathered around a campfire. While this is far from

Lady Alyce Garloise - Villain (7th Sea™)

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

Reputation: 56

Background: Nemesis (Mark Garloise)

Arcana: Beguiling

Advantages: Avalon (R/W), Montaigne, Vendel, Able Drinker, Membership (Adventurer’s Society), Noble

Courtier: Dancing 3, Etiquette 5, Fashion 4, Oratory 4, Diplomacy 5, Gaming 4, Gossip 4, Politics 5, Scheming 3, Seduction 2

Performer: Acting 2, Dancing 3, Oratory 4, Singing 1, Cold Read 3, Storytelling 3

Scholar: History 4, Mathematics 1, Philosophy 3, Research 2, Astronomy 1, Law 4

Fencing: Attack (fencing) 2, Parry 3

Rider: Ride 3, Animal Training 3, Mounting 3

Lady Alyce Garloise, Society Diletante (d20™)

Avalon Noble 5 / Courtier 2

the truth, Lady Alyce’s skills as a courtier do make every evening special.

Alyce is a strong advocate of the abilities of the other female members of the organization. She is the first to defend their talents and skills to any of the older gentlemen who have overblown beliefs that the phrase “gentlemen’s society” was meant to exclude women. Alyce will often bet on her ladies to best the Society’s men in various challenges when such disagreements arise. She has won more often than she has lost . The ladies of the organization respect her for showing such support and try hard to follow her reminder to “treat the boys as if they were our equals.”

Lady Alyce does not spend nearly as much time socializing at the club these days because her schedule for other events in the city calls for her time and energy. While she is always present for formal events and most major social functions she is hardly ever there for mundane visits. It is not uncommon for her to go as long as a month between appearances.

About Alyce

Lady Alyce Garloise is a masterful courtier, equal to anyone in the courts of Montaigne. Additionally, she is a skilled leader and politician as befits the daughter of a Duke of Avalon. She is charming, graceful, intelligent, and polite to a fault. The one thing she lacks is beauty. It has been commented that the beauty of the Garloise house fell to her brother Mark and that she has the countenance of a hunting dog. Lady Alyce has overheard such comments from time to time but refuses to allow them to cause her dismay. Instead she strives to prove herself the better person. It is an effort at which wise people would concede she has succeeded. When dealing with Alyce, one finds himself in the company of one of the sweetest and wonderful people in Théah. It is nearly impossible to meet her and not have her touch your heart. Most poets and authors who have met her claim that she is the embodiment of all things angelic.

Lady Garloise’s Secrets

Lady Alyce Garloise left Camlann to avoid execution. While she had committed no crime, Alyce was too vocal in her outrage at being passed over for the title of Duke. The patriarchal line of succession in Avalon destined her to always be second to her younger brother. When the title was passed on, Alyce had three options: lead a revolt and execute her own brother, accept the law as it was, or flee. She loves her brother too much for the first option and believes in



herself too much for the second. Alyce is well aware that she will never inherit her brother's title because of her gender so she is now working to change that for the future of Avalon. Alyce actually joined the Society for the social connections it offered. She never dreamed the tool she was looking for was hidden within its membership. The Foundation and Alyce sort of "found" each other while looking to use one another for other goals. Once Alyce convinced the other members of the Foundation that she was in fact not a royalist spy, it was only a matter of time before she was invited to join them. Like the other members of the inner circle, Alyce has no personal resentment of Queen Elaine; it is the concept of the general monarchy that she wishes to change. Having dealt personally with Queen Elaine in the past, Alyce believes that she is a capable ruler but no better than she, her brother Mark, or even Nigel could be, given the opportunity. Alyce is working with Nigel to remove the inheritance standards from title and Parliament as a way to ensure the equality she was never offered.

Jacob Hargreaves

Jacob Hargreaves is one of the oldest active members of the Adventurer's Society of Lovaine, at least in terms of participation as a social member of the organization. Like Nigel Bester, Hargreaves has never traveled more than three days from Luthon. He is a actually bit of an enigma amongst the membership. He is financially secure with no known source of his income. He does not hail from a noble family nor does he seem to own or operate any sort of business. His

only land holding is the small house in town where he lives. He appears to be considerably younger than Robert Lapham, but Lapham claims Hargreaves was already a member when he joined.

Despite the mysteries surrounding his money and age, Jacob is a well-respected member of the club. He seems to possess an innate mastery of dealing with court affairs and social graces. He has never been known to argue with another member of the organization, although he has stated a differing opinion from time to time, it has always come to pass that Jacob was in the right in those circumstances. His accuracy for predicting the outcome of events makes him a minor celebrity among the politically minded members of the society. He claims that his decisions on such matters stem from a series of careful observations and logical deductions. These deductions tend to spin out of Jacob as a series of amusing and slightly risqué stories.

Hargreave's talent for such entertainment makes him a very welcome guest at Queen Elaine's court any time he chooses to grace Carleon with a visit. Jacob enjoys spending time at court and frequently travels with Nigel Bester when the Mayor has business with Parliament. He particularly enjoys sharing tales with Jeremiah Berek and also Lawrence Lugh, for whom he has made it his personal mission to play matchmaker. Despite several years of presenting fine young ladies, Jacob has yet to find a woman to capture Lawrence's heart, however. Somewhere in Avalon waits the perfect woman for the young knight and Jacob will keep looking until he finds her.

About Jacob

Jacob Hargreaves is a tall, willowy man with silvery hair that he wears long about his shoulders. He has a habit of wearing the finest clothing available in Luthon and Carleon. Each piece is personally tailored to fit his lanky frame and heavily embroidered with fine silver and gold threads. He also has a habit of wearing shoes dyed to a bright blue shade. When asked about these, he will always answer, "An old gentleman must be excused his eccentricities." This is also his answer about any personal information asked about his age, his past, or his family.

Jacob also carries a fine engraved locket made of gold and platinum on a silver chain around his neck. Inside is a single fine strand of blond hair. He will only allude that the hair belongs to someone who is very important to him. He is never without this locket. He also refuses to speak more on

Jacob Hargreaves - Hero (7th Sea™)

Brawn:3, **Finesse:** 3, **Wits:** 6, **Resolve:** 5, **Panache:** 5

Reputation: 28

Background: Exiled, Secret Identity

Advantages: Avalon (R/W), Cymric, Above Average Appearance, Dangerous Beauty, Keen Senses, Large, Membership (Adventurer's Society), Sidhe Blood (Slow Aging, Immunity to Disease, Iron vulnerability, Salt Vulnerability, Running Water)

Artist: Musician (Flute) 4, Writing 4

Courtier: Dancing3, Oratory5, Diplomacy5, Gaming3, Lip Reading 4, Politics 4, Scheming 6, Sincerity 5

Spy: Bribery 4, Conceal 3, Forgery 4, Lip Reading 4, Sincerity 5

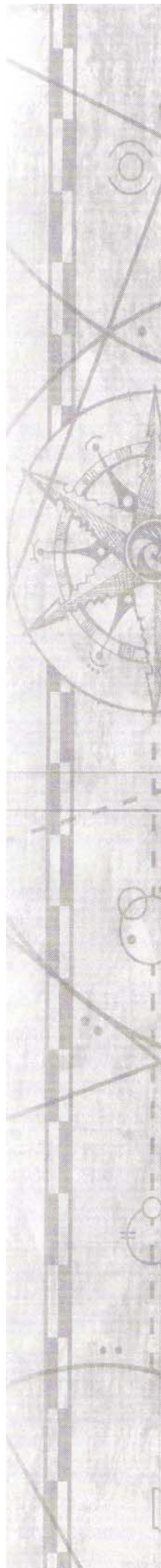
Archery: Attack (Bow) 3, Fletcher 2, Trick Shooting 4

Fencing: Attack (Fencing) 4, Parry 4

Note - Jacob has removed his own ability to use Glamour as a restriction of his "role" in portraying a man.

Jacob Hargreave, The Hidden Sidhe (d20™)

Avalon (Sidhe) Courtier 9 / Spy 4



the matter.

Hargreaves' Secrets

Jacob Hargreaves died close to a century ago. A Sidhe who had taken offense to his assertion that the Goodly Folke lacked the social graces of civilized men murdered him. Curious as to just what the man might have been implying, the Sidhe in question took the guise of the mortal he had just slain and started a game for himself. The game was to pose as a mortal man and see just how a "civilized" man functioned. To keep things "fair," the new Jacob stripped himself of his Glamour and other immortal powers. The locket contains a single hair from the original Jacob Hargreaves and completes the spell. Without it, the being would revert to its original form and powers over the span of a lunar cycle.

Jacob joined the Adventurer's Society to learn how to interact with mortals on equal terms. His knack for predicting events and such come from his experience in the Seelie courts. It is in no way supernatural, it is just centuries of experience. His talents brought him to the attention of the Foundation over two generations ago. Wesley Johns the elder sought to use his talents to help hasten the efforts of his family. Johns recruited Jacob to the Foundation and placed him as his mole within the Royal Court. Jacob quickly saw this as yet another aspect of his game and has been toying with the Foundation ever since then. He gives the other members enough fuel to further their plans but holds back just enough suggestions to prevent their success. One day, Jacob is certain that a member will make the intuitive leap for himself and succeed in deducing his true origins. Until that time he still believes that the Goodly Folke possess much more talent in the social graces.

Stanton Clarke

Stanton Clarke is distinguished amongst the wealth of Luthon as a self-made man. His fortune stems from the import company he founded with one small cargo ship and a willingness to travel to any port in the world. The years of hard work have developed his company into Avalon's largest private fleet of ships. He holds contracts with Vendel's Merchant's Guild, the Bernoulli family, and a dozen major Montaigne craftsmen to handle the import of their various trade goods. It is a tribute to his negotiating skills and reliability that he is capable of maintaining contracts with both Vendel and Vodacce simultaneously.

Stanton's business has made him a very wealthy man.

Unfortunately, all his success in business has not changed his personality. He is commonly known in the upper social circles of Luthon as a boor, an interloper, and generally crass. In short, he is a very common man who has deceived himself into believing that his fortune automatically grants him class. This has left him unwelcome in most of Luthon's upper society functions. Fortunately, his behavior fits in with the mixed membership of the Adventurer's Society. The club's wealthy backers are used to the colorful personalities amongst the active members and think nothing of one more loud character. For his part, Stanton has made himself into a favorite sponsor for expeditions. His reputation as a hands-on man with experience travelling the ports of the world provide expeditions with reliable transportation and contacts throughout Théah.

These same contacts allow Stanton to offer the finest in rare and luxurious items to his fellow members. Even the most elitist members of the club are willing to tolerate Clarke's uncouth manner in exchange for the exotic goods he procures for them. Clarke has also gained notoriety as the sort of man who is capable of acquiring unique and not entirely legal items and materials for his friends. He has been canny enough in these exchanges to cement himself a place in Luthon's society and seems to be able to keep his clients' secrets.

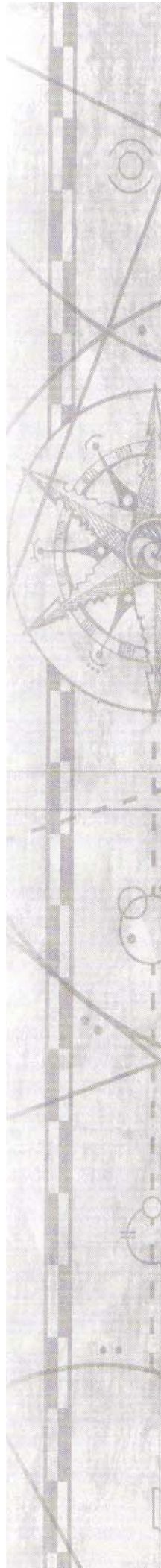
About Stanton

Stanton Clarke is an athletic man with dark brown hair and piercing green eyes. He is loud, robust, and boisterous all at the same time. Stanton tends to be very free with his money and makes a point to emphasize that he is spending it. He feels that his financial success makes him a better man than those who have not reached the same level. This extends to the members of the Society who have gained their fortunes through inheritance with no effort on their own part.

Exceptions to this belief are the active members of the Adventurer's Society. The men and women who actually spend their time traveling, mapping, exploring, and cataloging the world hold a place of respect in Stanton's eyes. He sees them as people following their hearts to a true calling -- and conveniently as a scouting organization for the expansion of his business.

Stanton's Secrets

Stanton Clarke would be a rich man if his entire business were entirely legitimate. Thanks to a covert smuggling operation, he is extremely wealthy. He is trying very hard to



Stanton Clarke - Villain (7th Sea™)

Brawn: 3, **Finesse:** 5, **Wits:** 4, **Resolve:** 4, **Panache:** 4

Reputation: -32

Arcana: Resourceful

Advantages: Avalon (R/W), Montaigne, Vendel (R/W), Vodacce (R/W), Dangerous Beauty, Connections (3 in Luthon), Dangerous Beauty, Membership (Adventurer's Society, Merchants Guild, Rilasciare)

Captain: Strategy3, Tactics 4, Ambush 3, Bribery5, Cartography5, Diplomacy 4, Gunnery 3, Incitation 3, Leadership 3, Logistics 5

Criminal: Gambling 4, Shadowing 3, Stealth 3, Ambush 3, Cheating 4, Prestidigitation 3

Fence: Appraise 4, Socialize 3, Hagglng 5, Shopping 5, Underworld Lore 4

Merchant: Cooper 2, Scribe 3, Sail Maker 4, Vintner 3, Accounting 4, Appraising 4, Hagglng 5

Riverboat Pilot: Balance 4, Knotwork 4, Rigging 5, River Navigation 4, Ambush 3, Bribery 5, Cartography 5, Diplomacy 4, Pilot 4, Swimming 4

Sailor: Balance 4, Climbing 4, Knotwork 4, Rigging 5, Cartography5, Leaping 3, Navigation 4, Pilot 4, Sea Lore 4, Swimming 4

Athlete: Climbing 3, Footwork 3, Sprinting:1, Throwing 2, Leaping 3, rolling 3, Swimming 4, Swinging 4, Sidestep 3

Buckler: Parry (Buckler) 5, Attack (Buckler) 4

Donovan (Journeyman): Bind 4, Disarm 4, Riposte 5, Exploit Weakness 4

Fencing: Attack (Fencing) 4, Parry 5

Stanton Clarke, Nouveau Riche (d20™)

Avalon Expert 6 / Donovan Swordsman 3

make himself fit into the social society of Luthon while he firmly controls a prominent place in it's underworld. Very little slips into Luthon's ports illegally without the assistance of Stanton Clarke.

Clarke also holds a position as the head of a small Rilasciare cell within Luthon. While he does not actually approve of their politics, the organization has been too useful in furthering his illegal shipping for him to not cooperate in their other agendas. From time to time, Stanton offers the use of the cell to his friends to take care of their "problems." Clarke's connections to Luthon's underworld along with his financial value brought him to the attention of Wesley Johns who recruited him to join the Foundation within the Adventurer's Society. While he has no real agenda of his own, Clarke's connections and willingness to act in a less than legal manner make him a useful ally. Nigel Bester has made frequent use of his connections to ruin political opponents of his position as Mayor. Additionally, Wesley Johns recently contracted him to activate his Rilasciare cell to plot an assassination attempt on Queen Elaine and frame another group of individuals in the process. Clarke is unsure why these other men needed to be implicated but is more

than happy to do the job. Stanton assumes that the other members will be ready to assist him without question should he ever need them. At this time, he is blissfully unaware that they consider him no more than a disposable tool.

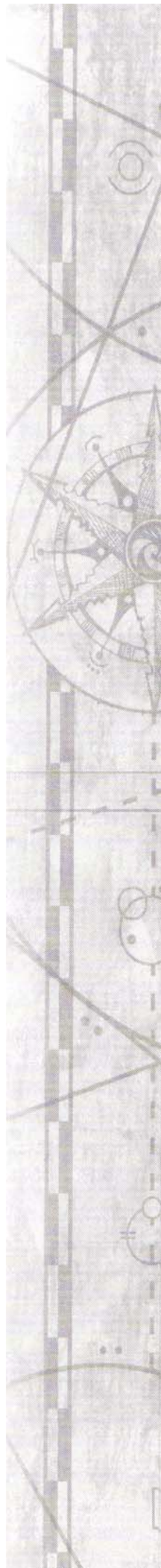
Wesley Hiram Johns IV ~ 23rd Earl of Brenneth

There has been a member of the Johns family active within the Adventurer's Society of Lovaine since its founding. Wesley Hiram Johns is the fifteenth generation to hold a place in the Society. As the descendant of a founding member, Wesley takes great personal pride in the activities of the group and its social standing of Avalon. Vast amounts of the family fortune are poured into the club from the revenues of the Johns family's coal mines in the Black Mountains. While not an active expedition traveler, Johns enjoys the occasional hunting trip within Avalon.

As a member of The House of Lords, Johns keeps a low official profile, preferring to advise his fellow members rather than bring notice to himself. The role of advisor seems to be his preferred method of action in most aspects of his life. As a noble hailing from Breg, it is understandable that his peers have never considered Johns a royalist. He has been author of several of the great speeches opposing Queen Elaine's proposals over the last ten years. Naturally, Johns offers these speeches to trusted colleagues within Parliament rather than deliver them himself. He makes no distinction in his views on King Piram, paying him the respect due a superior but little more. Most suspect that Johns supports the theory of an independent Parliament as the sole rule of Avalon much like his friend Nigel Bester.

Within the Society, Wesley harbors good will and friendship towards all the members. He considers each active member as someone furthering the dream and passions of his founding ancestor. He presses the membership to take the time for lectures about their travels with the purpose of educating Luthon about the world around them. To help his Adventurers in this quest, Wesley has personally employed a number of artists to travel with the expedition teams to paint and sketch their findings. The best of these pieces has turned the west wing of the Society house into a gallery of exotic locations. Johns feels that his organization is doing the sort of work that is in every way more productive to the people of Théah than that of the Explorer's Society. He views the rival organization as a pack of grave- robbing glory seekers. When his members ask about beating the Explorers to a new locale, he is quick to organize and send a team but





admonishes them to remember that it is not about who gets there first so much as who documents it best.

About Wesley Johns

Wesley is a short man with little hair remaining on his head. He supplements this with a large bushy beard to help cover a robust stomach. While he is the presiding Earl of Brenneth, Johns truly hates the rural atmosphere of the region and makes every excuse to avoid returning home for any duration. His time is spent split between his duties to Parliament in Carleon and socializing at the club in Luthon. In his absence, activities within the Johns holdings are overseen by his son, Harold. The two employ a regular series of couriers to relay messages between themselves on a daily basis.

When referring to the Adventurer's Society, Wesley becomes very possessive. It is his family's pride and joy in many ways. Unlike several previous members from the Johns line, Wesley sees the organization as his many times great-grandfather's dream and strives to see it shine as a memorial to the man. He always refers to it and its members as if they were his possession. When role-playing Wesley, it is best to remember that he rarely speaks but when he does it is with a sense of grandeur in his voice. Everything in Wesley's eyes is the greatest or worst event, location, or idea in all of Théah. At least in public. Privately, he is a deep thinking and cautious individual given to nodding throughout

conversations. Many people have been misled by the nodding to believe that Johns agrees with their ideas only to find him publicly opposing them later.

Wesley's Secrets

Wesley Johns is the core member of the Foundation within the Adventurer's Society of Lovaine. Unbeknownst to the other members, the Foundation exists to further the plans of the Johns family and the Johns family alone. The other four members have always been useful but expendable tools for the Johns family to exploit. He recruited Bester, Alyce, and Clarke with promises to help them achieve their plans. He inherited Hargreaves from his grandfather's circle of foils. Wesley is aware that there is something special or even supernatural about Hargreaves and has the documentation left by his family to prove it if he ever needs to do so.

Over the centuries, the Johns family has used the Society to assist them in attaining political situations beneficial to themselves. In the past, various members of the family have supported and opposed various reigns as best fit their purposes. As it stands, Wesley is content to let the rest of the Foundation plot the overthrow of the monarchy. While the assistance of Derwyddon in banning the use of wood as a fuel source and endorsing coal was a financial boon, Wesley has been made a better offer. It serves the Johns family with the present purpose of placing King Piram on the throne of Avalon. Piram has spoken privately with his good friend the Earl and assured him that if he were to be crowned King of Avalon, there would be need for a new Duke of Lovaine. Wesley believes this goal will be much simpler if the commoners unite to throw down Elaine rather than face a bloody civil war.

For Johns, the rest of his Foundation are talented and determined tools. Each is driven sufficiently by their own desires to be blind to his true intentions. Bester is an expendable politician to be used and disposed of when he loses his support. Alyce serves to help spread the blame for the uprising to the other Dukes of Avalon like her brother. Clarke is a highly expendable resource capable of using the contacts Johns does not have to do things about which gentlemen do not speak. Hargreaves is the key to Johns' success. Wesley's father and grandfather both warned him as a young man about Jacob's habit of forgetting key elements that lead to failure. Wesley is secretly relying on this to push the whole plan toward his real objective.

Wesley Johns was approached by a member of an

Wesley Johns IV - Villain (7th Sea™)

Brawn: 2, **Finesse:** 2, **Wits:** 6, **Resolve:** 4, **Panache:** 3

Reputation: 49

Arcana: Prudent

Background: Vendetta (MacCormick Family)

Advantages: Avalon (R/W), Cymric (R/W), Thean (R/W), Castillian, Montaigne, Vendel, Vodacce, Connections (3 in Luthon and Carleon), Debater, Indomitable Will, Inheritance, Legendary Trait (Wits), Membership (Adventurer's Society, Parliament), Noble

Courtier: Dancing 3, Etiquette 5, Fashion 4, Oratory 5, Diplomacy 5, Gaming 3, Gossip 4, Lip Reading 3, Politics 5, Scheming 5, Seduction 2, Sincerity 5

Falconer: Bird Handling 4, Animal Training 4

Scholar: History 4, Mathematics 3, Philosophy 3, Research 3, Law 5, Natural Philosophy 3, Occult 2, Theology 3

Spy: Shadowing 2, Stealth 1, Bribery 4, Cryptography 2, Forgery 3, Lip Reading 3, Memorizing 4, Sincerity 5

Fencing: Attack (fencing) 3, Parry 3

Firearms: Attack (firearms) 4, Reload 2

Riding: Ride 4, Mounting 3, Trick Riding 4

Wesley Johns IV, 23rd Earl of Brenneth (d20™)

Avalon Noble 5 / Courtier 3 / Spy 2

Cecil Edwards - Hero (7th Sea™)

Brawn: 2, **Finesse:** 3, **Wits:** 5, **Resolve:** 5, **Panache:** 3

Reputation: 58

Arcana: Worldly

Background: Hunting (see background), Rivalry (Jack McNitt)

Advantages: Avalon (R/W), Castillian, Cymric, Eisen, Kanu, Montaigne, Thean (R/W), Ussuran, Age and Wisdom (one rank), Debater, Firm Grip, Handy, Linguist, Man of Will, Membership (Adventurer's Society)

Archeologist: Occult 2, Research 3, Synchrony Lore 2, Artifact Evaluation 3, Trap Lore 4

Artist: Drawing 3

Bard: Etiquette 3, History 4, Oratory 4, Singing 1, Diplomacy 4, Herb Lore 5, Riddles 4, Sidhe Lore 2

Guide: Climbing 4, Ride 2, Survival 5, Street Navigation 1, Tracking 3, Trail Signs 5, Cartography 5, Direction Sense 5, Swimming 2

Hunter: Fishing 5, Skinning 3, Survival 5, Tracking 5, Tail Signs 5, Logistics (Specialty) 4

Medicine Man: Diagnosis 4, First Aid 3, Flora 5, Religious Lore (Kanu) 1, Compounds 3, Quack 3, Storytelling 5

Athlete: Climbing 4, Footwork 3, Sprinting 1, Throwing 4, Break Fall 4, Leaping 2, Swimming 2, Swinging 3

Fencing: Attack (Fencing) 3, Parry 3

Dirty Fighting: Attack (Dirty) 3, Attack (Improvised) 3, Eye-Gouge 2, Kick 3, Parry Improvised 4, Throw (Improvised) 3

Firearms: Attack (Firearms) 4, Reload 4

Knife: Attack (Knife) 3, Parry 3

Pugilism: Attack (Pugilism) 3, Footwork 3, Jab 2

Cecil Edwards, Experienced Adventurer (d20™)

Avalon Ranger 4 / Archaeologist 5

unidentified group of powerful people a year ago and pressured to join. He opted to decline the offer as he wanted no part in helping others with goals that do not benefit his family. Nor did he desire to have a group of foreigners interfering with his business. To date, there have been no repercussions from this decision; however, Wesley is not fool enough to believe this will last.

Cecil Edwards

Cecil is one of the men who put the word "adventure" in the "Gentleman's Adventure Society of Lovaine". In his life, he has climbed the highest peaks, walked through the darkest forests of Eisen, and foraged in the jungles of the Midnight Archipelago. He enjoys the benefits of the Society to help fund his expeditions across the continent and beyond but takes no part in the political activities that absorb the interest of the core membership.

Travel with Cecil is a prized opportunity for those who enjoy being out in the wilds of Théah. Anyone fortunate enough to earn a position in an Edwards expedition can expect long

days of travel punctuated with short rest breaks and hard work. Along the way, the younger members of the team will be treated to an unlimited number of lessons about the best way to handle any of a thousand different experiences. He quietly prides himself on never having failed to solve a problem in his 46 years of exploration. These secrets and skills are open gifts he shares with his fellow adventurers. Cecil was born in the countryside south of Teneborc but left at an early age to "see what else is out there." Since that time, he has scaled every mountain in the Three Kingdoms along with the important peaks on the continent. There is not a forest in Théah that has not felt his tread nor a remote wonder of the world upon which he has not gazed. He has been frequently offered membership in the Explorer's Society but finds the intrepid archeologists to be in too much of a hurry to enjoy the little things one encounters during an expedition.

Between trips, Cecil can be found at the Society house in Luthon sharing stories of his adventures or discussing politics with his fellow members. He could very well be regarded as one of the finest tale spinners in the Glamour Isles. His exaggerated stories leave wise and experienced listeners smirking at their more gullible fellows. One of his favorites involves a nasty trip to the Crescent lands with no money at the peak of summer. By the end of the tale, even the most jaded listener cannot be entirely sure he did not line his hole-filled boots with the very parchment proclamation the Sultán presented him to protect the group from the roving cavalry troops.

However when the topic turns to politics, Cecil's demeanor becomes much more serious. He is very well versed in all aspects of the topic and even Nigel Bester is forced to concede points to him on occasion. He is a strong supporter of the political party recognized by the name "Purses" and endorses the belief that even an uneducated man can display the greatest intelligence regardless of station or birth. Despite all these strong ties to the core political belief of the Adventurer's Society, he is unwilling to pursue a political career of his own, preferring to comment from the comfort of a soft chair.

About Cecil Edwards

Cecil Edwards is a tall man of average build in his mid-sixties. The aches and pains of his adventuring have caught up with him but he refuses to let such physical limits stop his activities. He just takes longer than he used to getting things



done. He semi-retired long enough to marry and raise a family but now the children are grown and his wife has passed on. Sitting around with the other old men talking is starting to wear thin also. Cecil has decided that it is time to get on the road again and has taken up a challenge from one of the patron members to race across Ussura to the Wall of Fire. His opponent, Jack McNitt, just happens to be married to his daughter.

Cecil's Secrets

Cecil does not have many important secrets. He is smarter than he lets on. His rivalry with Jack McNitt is mostly rumor. McNitt is married to Cecil's daughter and the two get along quite well when alone. His big secret is his knowledge of what is going on in his own club. Cecil is aware of most of the plans being made by the Adventurer's Society of Lovaine to steer the future of Avalon. In small ways, he is even helping to complete a few of them. This race to Ussura is part of one of those plans. There are rumors of an ancient being in the far reaches of Ussura who may just have information that can help Nigel Bester remove Derwyddon from being an active part of Avalon's near future. Cecil has

been asked to find this being and negotiate a deal for the information. The rest of the race is a ruse to cover for the lack of exploration time in Ussura.

Jack McNitt

Jack is the current star of the Lovaine Adventurers. The Highlander came to the club seeking a second sponsor for his trek to the Crescent Empire. The journey was a rousing success and Jack found himself returning to Avalon for a number of speaking engagements. The Society was not about to let such an engaging personality slip away and quickly persuaded him to become a full member. This situation suits Jack perfectly well and he is just as happy sharing his time and stories with members of the Society as he would be at his home in the Highlands.

McNitt has developed a reputation for being one of the most organized and thorough travelers in Théah. He spent time in his younger days serving as a military chaplain and has adopted many of those structured methods for travel and work. While easygoing with individuals, Jack always has a plan for each leg of his trip and a predetermined means for accomplishing every goal. Members of the Crescent journey derisively nicknamed him "The Colonel" for his need to stick to his plan. McNitt got wind of the nickname and took it as a sign of affection from his loyal crew. The name has stuck ever since then. The men who travel with him have softened to the idiosyncrasy of his treks. If the Colonel reaches his destination at noon, they know the trip is over for the day. If they still have 10 miles to go at sunset, they start breaking out lanterns. When asked by newer members about wasting time or resources, the experienced hands will just shrug and state, "That's the Colonel." He has never led them into a bad situation and not gotten them back, which counts for a lot to his men.

As stated above, Jack served as a military chaplain with an Eisen mercenary troop. He is an ordained Objectionist minister. He accepts people from all walks of life on his teams and preaches an open-minded attitude among his assistants. Jack's teams almost always incorporate both Vaticine and Objectionist members along with a few Church of Avalon members and the occasional Crescent. He accepts all on the condition they tolerate and respect one another for the good of the expedition. A testament to his open-minded stance is that of his chief assistant, a Crescent named Syed. Jack is married to the daughter of Cecil Edwards, a bond that may or may not be the fuel for their well-known rivalry. She

Jack McNitt - Hero (7th Sea™)

Brawn: 2, **Finesse:** 3, **Wits:** 5, **Resolve:** 4, **Panache:** 4

Reputation: 55

Arcana: Comforting

Background: Mole, Rivalry (Cecil Edwards)

Advantages: Avalon(R/W), Crescent (Tikaret-Baraji, Kurta-Baraji), Eisen, Kanu, My'ar'pa, Thean (R/W), Ussuran (R/W), Vodacce, Linguist, Man of the Cloth, Membership (Adventurer's Society), Ordained, University

Doctor: Diagnosis 4, First Aid 3, Dentist 2, Examiner 4, Surgery 3, Veterinarian 2

Guide: Climbing 3, Ride 2, Stealth 3, Street Navigation 3, Survival 5, Tracking 4, Trail Signs 5, Cartography 5, Direction Sense 4, Navigation 5, Swimming 3

Herbalist: Cook 2, Diagnosis 4, First Aid 3, Flora 4, Compounds 3

Priest: Oratory 4, Philosophy 4, Writing 4, Diplomacy 4, Mooch 3, Theology 3

Scholar: History 3, Mathematics 2, Philosophy 4, Research 3, Astronomy 4, Natural Philosophy 4, Theology 3

Spy: Shadowing 3, Stealth 3, Conceal 3, Cryptography 3, Lip Reading 2, Sincerity 4

Athlete: Climbing 3, Footwork 3, Sprinting 2, Throwing 3, Break Fall 3, Leaping 3, Lifting 1, Swimming 3, Swinging 2

Commander: Strategy 1, Tactics 1, Cartography, Diplomacy 4, Incitation 4, Leadership 4, Logistics 4

Fencing: Attack(Fencing) 3, Parry 3

Firearms: Attack (Firearms) 2, Reload 3

Hand Axe: Attack (Hand Axe) 3, Parry 2, Throw(Hand Axe) 2

Wrestling: Grapple 3, Break 3, Escape 3

Jack McNitt, The Colonel (d20™)

Highland Wanderer 4 / Field Surgeon 3

occasionally travels with him but is just as likely to stay home. Despite this connection, the two men have never traveled together on an expedition.

Jack prefers to play down his Highland heritage and adopts an Avalon manner about his behavior and clothing selection. For those expecting to find him wearing a kilt his usual response is, "Have you ever seen a grown man climb a tree in a kilt? It's not a pretty sight." He has been described as playful, charming, friendly, and above all else trustworthy. At worst he is regarded as a Highlander from an obscure clan who has found a better way of life in an adopted nation. Jack and his wife lived for a year in northern Ussura where they spent the time learning about the country and culture. He has also spent extended time in the Crescent Empire, Drachenberg Mountains, and the Vodacce mainland. His selection of travel destinations seems to stem from nothing more organized than having never been there before - rather odd motivation from such an organized expedition master.

Jack's Secrets

Jack McNitt is not a member of the small and obscure McNitt Clan. He is just borrowing the McNitt name to hide his true identity. Jack is in reality a MacDuff. He has been trained from birth to be exactly what he is today: an undercover agent for High King James charged with finding targets for alliance in Avalon and making allies for the Marches across the nations. "The Colonel's" travel habits allow him time to stop in key places across the world during his expeditions and take the time to open lines of communication with local leaders. His position in the Adventurer's Society has allowed High King James to monitor the activities of Nigel Bester and his cronies. Every single trip Jack has taken has been decided upon and ordered by James MacDuff. Jack receives coded correspondence from Kirkwall explaining and defining the needs for each particular mission. Even his early work with the Eisen has been for the better interests of the MacDuff. There are now several mercenary units serving in the Avalon army that contain officers who know Jack and owe him a favor. Officers that could in the right circumstances be convinced to stand down or even turn allegiances. Jack's latest race is another mission. McNitt knows Bester is after something to use against the Queen and wants to recover it for James MacDuff to use as a bargaining chip.

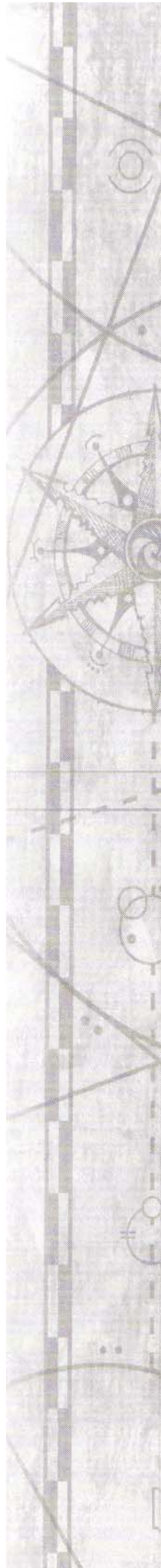
Syed Rastogi

Syed was born and raised in the Crescent Empire and as a child never dreamed of leaving his homeland for the heathen lands beyond the mountains and sea. He split his time as a youth between two lives. In the hottest months, Syed was sent by his father to study at the universities at Razgrad and Iskandar. During the rest of the year, he lived the life of a nomadic herdsman, traveling with his brothers across the Kurtlar-dag regions and the vast desert of the Muglak'kum. It is apparent from the stories he tells that much of the time spent in travel resulted in the brothers meting out a form of vigilante justice. It is not uncommon for Syed's stories to begin with the phrase, "My brothers and I were traveling when we saw..." and end with, "We punished him very thoroughly." This protective attitude and his open-minded approach to education led Syed to his current position in Avalon.

Syed agreed to act as a guide for an expedition from the west, which happened to be lead by Jack McNitt, and the two became fast friends. Syed was impressed by Jack's genuine interest in his culture and the way he never tried to instill any of his own culture on the Crescents he met. The two worked hard to learn one another's language and spent most nights sharing stories. As a native of the country, Syed was able to assist Jack's travels and his nomadic upbringing proved equally adept in normal expedition problems. When the journey ended, Jack offered to bring Syed along with him to show the rest of Théah that the Crescent Empire held its share of cultured and educated men. Syed discussed the possibilities with his father and they agreed that the chance to study in foreign lands could only benefit their people. Since then, Syed has traveled with Jack McNitt as a scout and camp master. He spends his spare time in Luthon studying and learning about his adopted culture. When the opportunity presents itself, he is quick to step forward and right any wrong he sees being committed. He has mastered the Avalon tongue to the point that he speaks it with no accent. To avoid problems in Avalon he has followed Jack's suggestion to live under an assumed name. When in the western lands, he insists on being called "Kevin." No one knows exactly where he came up with this name but it has stuck.

Physical Description

Syed is a tall, barrel chested man with long black hair. His skin is dark for a western Théan but on the light side for a



Syed Rastogi - Hero (7th Sea™)

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

Reputation: 17

Background: Obligation (To Jack McNitt)

Arcana: Altruistic

Advantages: Kurta-Baraji (R/W), Tikaret-Baraji (R/W), Tirala-Baraji (R/W), Avalon (R/W), My' ar' pa, Teodoran, Thean (R/W), Ussuran, Combat Reflexes, Keen Senses, Large, Linguist, Membership (Adventurer's Society), Toughness, University

Doctor: Diagnosis 2, First Aid 3, Examiner 2, Surgery 2, Veterinarian 3

Fortune Telling: Oratory 2, Palm Reading 2, Bones 1, Cold Read 2, Haggling 5, Omens 4

Guide: Climbing 4, Ride 4, Stealth 2, Street Navigation 4, Survival 3, Tracking 4, Trail Signs 2, Ambush 4, Direction Sense 3, Navigation 2

Scholar: History 2, Mathematics 4, Philosophy 3, Research 4, Astronomy 4, Natural Philosophy 4, Theology 2

Streetwise: Socializing 3, Street Navigation 4, Scrounging 3, Shopping 2, Underworld Lore 2

Athlete: Climbing 4, Footwork 4, Sprinting 2, Throwing 3, Break Fall 2, Leaping 3, Lifting 3, Rolling 2, Side-step 2

Knife: Attack (Knife) 4, Parry 4, Throw (Knife) 3

Marikk (Journeyman): Double Attack 4, Lunge 4, Whirl 5, Exploit Weakness 4

Pugilism: Attack (Pugilism) 4, Footwork 4, Jab 2, Uppercut 2

Rider: Ride 4, Animal Training 2, Mounting 4, Trick Riding 3

Wrestling: Grapple 3, Bear Hug 3, Escape 3, Head Butt 1

Syed Rastogi, Pack Master (d20™)

Crescent Fighter 4 / Marikk 2

Crescent. Most who know him in Avalon assume he is just tanned from sea travel. His dark eyes carry a welcome, friendly smile. His face bears a small scar on the right cheek from a skirmish involving a shopkeeper who was bothering a beggar. Syed and his brothers made certain that the shopkeeper would think better of doing so again.

Syed's Secrets

Syed has no secrets. He has no ulterior motive for being in the west beyond his desire to learn. He has no secret reason for being part of the Adventurer's Society. He is there because his friend Jack is there. Syed has no religious agenda. He truly believes faith is a matter of persona; business. Syed intercepts crimes he witnesses because he was raised to respect the law and justice. Those who cannot defend themselves are fortunate to have their path cross his. He does not, however, go out looking for people to protect. If it were not for difficulties with the church over his true nationality, the Knights of the Rose+Cross would be very interested in recruiting him.

Credits

Writing

Dave Reeves

d20 Conversion and Layout

Mark Stanton Woodward

Editing and Additional Material

Nancy Berman

7th Sea System Creation

John Wick, Jennifer Wick and Kevin Wilson

Line Development

Rob Vaux

Nancy Berman

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