



Catalunya

Invenit et Fecit

MISERIES & MISFORTUNES BOOK 5

GAME DESIGN

Luke Crane

DEVELOPMENT

Luke Crane & David Turner

RESEARCH

Luke Crane & Matt Cutts

LAYOUT AND DESIGN

Luke Crane

EDITING

Jordan White

PLAYTESTING

Anton Belov, Alina Belova, Yevhen Morhunov, Alexander Buzuev, Garrow Bedrossian, Carol Benovic, Matt Cutts, Radek Drozdalski, Anthony Heresy, Jacob Norwood, Earla Norwood, Sam Roberts, Richard Soto, Geoffrey Suthers, Matt Cutts, Adam Koebel and Nathan Black

HERACULIS LABORES

Andy Action

ETCHINGS

Vrints, Callot, et otras.

MAPS & ILLUSTRATIONS

Dusty Road map, Ambush map, Traffic Jam map by Kurt Komoda. Catalonia map by John Wyatt Greenlea. Burgus by Richard Mayer [CC BY-SA 3.0]

THANKS AND INSPIRATION

Greg Stafford, resquiat in pacem

EXCUDIT

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burningwheel.com |

burningwheel@burningwheel.com

AUTHOR'S PLEA

This is a work of historical fiction. Everyone in here except us is dead. If we have misrepresented your ancestors or your culture, let us know. We want to learn.

And please know that I am neither a historian nor an anthropologist. I've taken some small liberties with history to turn events and personalities into a game. If I have something wrong, do say so.

Lastly, while this scenario is set in Catalonia in 1647, I admit that my work is a pale representation of such a rich and vital country, and utterly inadequate to the task. I hope you'll forgive me and be inspired to explore the culture more in your own games!

Catalonia.



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Why Catalonia?

...Storehouse of true chivalry, refuge of strangers, mother of brave men, avenger of the injured and insulted, home of staunch friendships, and unique for both location and beauty.

— Miguel de Cervantes, *The Ingenious Gentleman Sir Quixote of La Mancha*

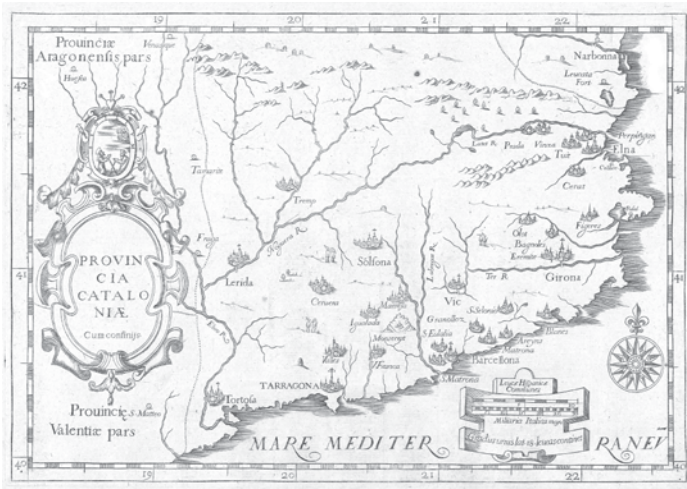


Catalunya yearns to be free of the yoke of Spanish oppression. After decades of increasing injustice, the Catalans rose up against the Spanish. Spain's rulers were caught off guard, and they were unable to suppress the rebellion. However, neither could the Catalans easily sweep the Spanish occupiers from their lands. In 1641, Pau Claris and other intellectual leaders in the new nation formed a republic. The mere idea of this democratic body sent a frisson of terror through the hearts of the tyrants of Europe. However, after seven days a democracy, the Catalan Republic declared themselves a county of France and invited the then king Louis XIII to become their count. The ruling council of Catalonia realized they needed a strong ally to resist the might of the Hapsburg Empire, so they undertook this shrewd political maneuver to ensure that France supported them in their war against Spain.

Seven years since the inception of the Catalan Revolt—after many battles won and lost—the war drags on. In 1647, the French Viceroy of Catalonia besieges the Spanish fortress at Lerida. This viceroy is a young French prince known as de Condé. Our protagonists will enter history as members of de Condé's retinue after his failed siege at Lerida.

I chose Catalonia because it is not far afield from the origin nexus of *Miseries & Misfortunes*, the French capital of Paris. While these two peoples hold different cultures, they share a border, and their fates are entwined. In the life and death struggle against the Spanish empire, the wars and politics of one weigh upon the other. This relationship makes Catalonia an excellent entry point to the world of 1648. Because even though our protagonists may be French, new players might not have a comfortable familiarity with Paris and France during this period. Starting our adventures on the southeastern border of the kingdom allows the players time to get acclimated to their new skins and learn about this world before being thrust into life in the capital or the front lines of a battle.

Also, there are important historical personages in Catalonia in 1647. I wish to introduce the Prince de Condé and his retinue to the



players, and this is a good historical juncture to do so. These people will soon become embroiled in the French affairs of state, so better to make their acquaintances now.

And finally, Catalonia is a beautiful country. Its people's struggle for independence is a story worth telling, even if we can dwell in this moment briefly. Though perhaps you will choose to continue the fight!

Using This Book

Book 5 contains a brief primer about Catalonia, as well as Catalan lifepaths, skills and magic and a seemingly innocuous historical moment that we have detailed in an introductory scenario, Homage to Catalonia. In the scenario, we have provided more detail for the moment than we would otherwise. We hope that the information and events provided create for you a robust launching point for your exploration of the world of **Miseries & Misfortunes**.

Sources

Our source for many of the events contained within is W. H. Lewis' biography *Assault on Olympus, The Rise of the House of Gramont*. We also consulted *The Great Condé and the Period of the Fronde* by Walter Fitz Patrick, *Violence and Identity in 16th- and 17th-Century Barcelona* by Luis R. Corteguera, as well as Gramont's and de Bussy's memoirs directly. And of course many dives into Wikipedia.



Sur la prise de la Ville de Perpignan avancée par la
 prouesse de sa Maestrie, pendant la maladie de
 Monseigneur le Cardinal.

L'Espagnol despoillé de force et de vertu,
 N'est plus vray qu'un appareroc, et que redoublante:
 Sa fiabilité est vaine il veut à l'aire l'aire
 Par un Roy je LOISANT, et par un bras MALADT.

L'ESPAGNOL
 DESPOVILLE

Sur la reduction de Salce (qui signifie fausse en Espagnol)
 apres une longue faim.

Ceuz de SALCE, contraincts de se rendre a la faim.
 Nous ont jette leur Ville au milieu de L'Automne
 Et de vray pouvoient ils n'ayant ny Chair ny Pain
 Pour tremper dans le plat trouver leur SALCE bonne



En faueur du François.

L'Espagnol pressant tout sur la terre, sur l'onde,
 Se remuoit tout à tout de son prestre mouant:
 Mais le vaillant François, luy tirant ce mouant,
 Le roy je fa juree au roy de tout le monde.

Le Portugais.

Je reprend, un chapeau, que vous m'avez jette:
 Vos yeux de feront de plus que vous compagne:
 Je me voy dans le calme leuvement portie,
 Tandis que d'effroy vous riez mille tempes.

L'Espagnol.

Fangé deux vides regail, je par tout à y breuille:
 Mon colie est à l'instinct vome en appard la confie:
 Je suis trop le bras, et le fait de breuille:
 Je vaudis chrestien, et je suis peu de chof.

Le Hollandois.

Le Caillan confus de sa ruse aduante:
 Est redut pour tuer dans un frange pointil,
 De se voir obligé de quitter le pourpointil,
 Ou vraye nuit et tout une extreme fraidure.

En faueur du Catalan.

Maintenant à son tour le Catalan se gaille:
 L'Espagnol qui le fait, est tout à fait de sa ruse:
 La ruse avecques sa ruse grande fin hand de chof:
 Puisque tout son dessein est de moultier le ca.

Catalonia, an inadequate history

Long live the faith of Christ! Long live the land! Death to bad government! Reap our chains!

—Corpus du Sang, 1640



In May 1640, the Catalan peasants rose up against their Spanish oppressors with cries of “Long live the faith of Christ!” and “Long live the land; death to bad government.” Shouting “Reap our chains,” sickle-wielding peasants surprised the Spanish occupiers and slit their throats—thus beginning an insurrection known as The Reaper’s War.

Since its inception, there have been many battles in this Reaper's War—some won, some lost. The French became strong allies of Catalonia but, as of 1647, they have been unable (or perhaps unwilling) to strike a decisive blow against the Spanish, so Catalonia's struggle for recognition as an independent state continues.

COUNTY OF FRANCE

In 1641, the Catalan Republic declared themselves a county of France and invited the then king, Louis XIII, to become their count—acting as their representative of nobility on their general council. It was a shrewd move to ensure that France supported them in their war against Spain. King Louis and his Prime Minister Richelieu then arrogated control of the province to an appointed Viceroy of Catalonia who acted as the ambassador and general commander for France in Catalonia. Until 1644, Philippe de La Mothe-Houdancourt was viceroy. Despite his many initial successes, he was ordered back to France in November 1644 where he was arrested by Mazarin and charged with treason for his alleged role in an intrigue, as well as for suffering defeat at the hands of the Spanish in Catalonia (and in 1647, he is being held in the fortress of Pierre-Size). His successor was one Comte de Harcourt, Henri de Lorraine whose years in Catalonia were largely unsuccessful. Appointed in early 1647 to replace de Harcourt, the Prince de Condé is the current viceroy.¹ However, de Condé himself privately speculates that he's been sent to Catalonia as a form of banishment from French courtly politics.

RICHELIEU'S POLICY

Since 1618, Spain's power was so great that she was slowly and inexorably slipping around France's flanks, like a python with its prey. Using the might of the Hapsburg empire, Spain held power in the Netherlands, the Holy Roman Empire and Italy. With this coalition, she sought to encircle and crush her ancient enemy.

1 At the conclusion of this scenario, Cardinal Mazarin will appoint his younger brother, Archbishop Cardinal-Priest Michele Mazzarini (Michel Mazarin), as the Viceroy of Catalonia. He is due to arrive in Barcelona in January of 1648. However, Mazzarini will fall terminally ill upon his arrival in Catalonia, rendering him unable to take up his post. It seems that God did not approve of such nepotism.



Map of France in 1648 by Nicholas Sanson. Hapsburg holdings marked “S.”

As the great man, Cardinal Richelieu, came to power, he recognized the danger to the French crown. He developed a policy to stave off the threat of Spanish encirclement and spent the rest of his life tirelessly pursuing it. He opened fronts against the Spanish in the Netherlands and Italy, and then pursued military aims in the ruins of the Holy Roman Empire, in the territories bordering France to the east. But the master stroke of Richelieu’s plan was creating a front on the doorstep of the Spanish capital. Just as the Hapsburg armies threatened Paris each year as they prowled the Spanish Netherlands, Richelieu needed King Philip to fear for the sanctity of his very throne.

Thus when the *Corpus du Sang* erupted, Richelieu responded decisively, allying with the Catalan republicans, installing King Louis XIII as their count and supporting the rebels with soldiers and materiel. Spain’s ministers were caught off guard. Their armies were committed abroad, not accustomed to putting down such vigorous and violent revolts at home. The French armies saw early success, defeating the Spanish at Montjuïc, Montmelo and Barcelona, and capturing Perpignan by siege.

However, since these early successes, the French armies have been unable to strike a decisive blow and capture Lerida, Tarragona or Tortosa—key fortresses that would secure Catalonia and open a path to Madrid. Richelieu and Louis XIII are both gone now, though Cardinal Mazarin pursues his former patron's policies.

The summer of 1647 sees yet another in a long string of defeats by the French—this time the once invincible de Condé against the Spanish bastions at Lerida. Is the failed siege at Lerida evidence of France's lack of will? Have the Catalan people been used as dupes in the greater French war? Or is this an ominous sign that Hapsburg strength is resurgent and the hated Spanish will return to conquer the country?

Ancient History

The Ceretani tribe lived in the Pyrenees and along the Mediterranean coastal plains before Rome decided to stretch her wings. Their capital, Keres, sat in the Pyrenees overlooking the verdant valleys below. With the Roman conquest of Iberia, the Ceretani become Cerdanya and Keres became Julia Lybica. And, eventually, the Romans came to call the place Llívia.

The Romans faded and so did the power of Llívia. As Christianity came into full bloom, the bishopric of Urgell became the de facto capital of the region as Cerdanya became a part of a broader Catalan province.

The medieval period was a dark one for these free-spirited people as the Visigoths and the Moors swept north through the mountains. Yet, the Catalan survived the invaders, and the Frankish king, Charlemagne, ultimately stabilized and divided Catalonia into a series of counties.

The coastal city of Barcelona prospered during the relative peace that followed as trade increased on the Mediterranean. So too did Catalan political thought flower. Now a principality, the rulers and the people of the region developed a compact that banned the unilateral power

of a sovereign. They instead formed a parliamentary body which approved laws and developed constitutions of rights for its citizens. This apparatus was one of the first of its kind in Europe!

However, Catalonia suffered as their neighbor, Spain, unified its backwards, warring kingdoms and began to profit from its slaughter, enslavement and extraction of wealth of the peoples of the Americas. Throughout the late medieval period, Spain repeatedly sent its armies to impose its will on its independent neighbor—a yoke which the Catalans have never fully thrown off.

Flora & Fauna

In the lowlands and along the coast, a clement Mediterranean climate gently blankets Catalonia. The land grows rugged with red rock as the hills rise into mountains in the northwest. The climate, too, drifts to more continental moods, and in the high passes of the Pyrenees, alpine weather girdles the peaks with snow.

Punctuating the rocky ravines between Barcelona and Lerida, one finds groves of holm oaks. As the foothills march away from the sea, one walks between red pine forests and pasture-land redolent with heliotropes. Clinging to the shoulders of the peaks, one finds black pine and fir forests, bordering serene clearings sprinkled with flowers too numerous to name.



Catalonia, 1648: The World of Miseries & Misfortunes

In those high meadows and forests, one may note herds of ibex shadowed by packs of patient gray wolves. Meanwhile, griffon vultures languidly circle overhead, waiting for their feast. If they find their dinner is not quite expired, they will grimly finish the job. And lurking at the edges of the swift rivers, oblivious to the struggles of others, the ponderous, patient brown bear sets his mind to catching his dinner. It is truly a fulsome, wondrous country.





Homage to Catalonia

The Prince, covered with glory and elated with the campaigns of Rocroi, Nordlingen, and Fribourg, to insult the place and the Governor, ordered the trenches to be mounted at noonday by his own regiment, at the head of which marched four and twenty fiddlers, as if they had been at a wedding.

—Comte de Bussy-Rabutin, May 13, 1647

Overview

Homage to Catalonia is an introductory scenario for *Miseries & Misfortunes*, in which the curtain rises on our protagonists in the retinue of the great Prince de Condé in November, 1647. Despite his bravado, our young prince is in Barcelona salving his wounded pride after failing to capture the Spanish fortress of Lerida, 48 leagues (three or four days ride) to the west.

Today, on the first of the month, the prince has an important mission for our protagonists: a journey that will take them on a tour of Catalonia before returning to France.

The following overview is for the game master. Preparatory information for the players can be found in the Creating Protagonists and Patrons & Figures of Note sections. After reading through the scenario and then creating characters with the group, the game master may begin the adventure with a narration of the Winter Quarters section and then an invitation to the prince's party.

AN ODD QUEST

This scenario is a quest and a picaresque¹ tour through Catalonia. To begin, our protagonists and a handful of supporting cast are detailed to a mission by powerful figures whom they hope to gain as patrons—Maréchal de Gramont and Prince de Condé. These generals assign the protagonists to an odd task: to play a joke on their enemy, the Governor of Lerida, and then deliver a letter to the bishop of Seu d'Urgell.

Upon arriving at Seu d'Urgell, the bishop there will task them with another mission: defeat the bandit captain Juniper, rescue the Jesuit Seña and retrieve a prized Bible. This secondary mission will require the protagonists to confront a wily gang of bandits and outwit their captain. To do so, they may seek the aid of the lonely *comte*² of Llívia, or they may go it alone.

STATIONS OF THE CROSS

The action of *Homage to Catalonia* moves the protagonists from scene to scene with little say on their part in regards to direction. We jokingly refer to this format of adventure design as the "Stations of the Cross." Rather than directional or sequential choices, the players are most often making decisions about how their protagonists react to the inequities, injustices and horrors of the world of 1647.

1 Originating in Spain in the mid-sixteenth century, the picaresque is a popular type of story during our period. In them, roguish heroes of low social station survive a series of loosely connected episodes using their wits and employing tactics just bordering on the criminal. This type of story may sound familiar to one who plays roleplaying games.

2 The French noble rank of *comte* is the equivalent rank of count in English nobility, and *conde* in Spanish. Though our mysterious count is Spanish, we find the potential for confusion with our Prince de Condé too great. So we use the French or English ranks when referring to the young Spanish gentleman.

As each scene unfolds, players must decide how they will treat the characters they meet and solve the particular puzzles they present. Will they negotiate with, outwit or outfight their opponents? Or perhaps they will find a novel approach. Whatever method they choose, each interaction teaches us something about the protagonists. And we should acknowledge that while our protagonists serve noble masters, they are not necessarily scrupulous souls themselves.

OPPORTUNITIES FOR MISADVENTURE

While the scenario is highly structured, the players may make choices which break the frame and dump them out into a narrative space of their own invention—a space in which the game master must improvise scenes to address the consequences. In fact, we fully expect the structure of the scenario to break down as the effects of the players' decisions emerge. As this happens, we invite the game master to remix the antagonists and supporting cast to suit their particular evolving situation. Such opportunities accompany each sequence of events in the scenario.

How to Read Our Event Format

This booklet provides an adventure scenario and supporting material for an enterprising game master of *Miseries & Misfortunes*. In particular, the scenario information is provided in segmented, organized fashion. We hope our format makes for easier navigation by the game master.

The *Homage to Catalonia* scenario is broken down into 12 marquee events. Each of these is listed with a date and location. In the write up, each marquee event is then subdivided into a series of subevents and related opportunities for actions the protagonists might take.

The game master must read the entire scenario prior to play in order to become familiar with it. But during play, they need only reference one event at a time.

antagonist driving toward their goal. Such maneuvers are often keen motivators. Finally, a twist of fate may lead to the protagonists allying or even gaining the patronage of an antagonist.

See the Favor chapter in **Book 4: Plus de Miseres** for more on gaining and losing patronage.

Supporting Cast: The supporting cast represents servants, soldiers and other figures who populate the world of *Miseries & Misfortunes*. Treated well, they might put their lives at risk for the protagonists. If treated poorly, they might protest or even join the antagonists.

SEQUENCE

This section acts as a simple table of contents for each event. We include it for ease of reference.

EVENTS

Each event is broken down into a series of beats. Most beats are sequential, but some may be played as the protagonists choose while other beats are conditional to the results of previous choices. Any exceptional context is noted with the individual event.

Most descriptions are intended to be interpreted by the game master and incorporated into their verbal description of the action. A few descriptions are meant to be read aloud to the players. These are italicized.

A few events are broken down even further into subevents. These are listed with the letter E followed by a derived subevent number. Like so:

Event 1.3: The Prince's Party

The party transpires in the villa and in the stables:

E 1.3.1: In the villa, our protagonists may mingle with the nobles, clergy and officers invited to the soirée by the prince.

E 1.3.2: In the stables, our protagonists may roll dice and play cards with the servants, grooms and other soldiers.

OPPORTUNITIES

While events set the stage, we attempt to anticipate some of the protagonists' reactions to each prompt. Thus, most events include a list of Opportunities. Each highlights possibilities for decisions, rolls and conflicts when confronting that particular event. To make their connection easier to remember in play, opportunities are listed with the letter **O** followed by a number derived from the associated event or subevent.

Here is an example of **Event 1.2** from **I. ALL SAINTS SOIRÉE**:

Event 1.2: Arrival

A vibrant bouquet of guests presents itself at the entrance to the prince's villa.

Upon arrival, Brabantane separates our protagonists by precedence and reputation. Those of precedence 6+ or reputation 20+ are sent into the villa. All else are sent to the stables.

Opportunities

O 1.2.1: Those who keep a fashionable or lavish lifestyle may test Fashion to be noticed as charmingly dressed for the occasion. Success grants +1 reputation, which must be recognized to become permanent.

- If the fashionable attendee interacts with the prince, Marie de Longueville, Chevalier de Gramont or Chevalier Jumeaux, they offer a compliment on the dress and thus cement the reputation.

O 1.2.2: There exists an opportunity for those of lower station to dissimulate their entry into the villa, as well as a chance for those of higher station to ditch the cultured atmosphere of the villa for the ruder energy of the stables. The rules for dissimulation are found on page 70 of **Book 1: Roleplaying in 1648 France**.

Each set of opportunities is neither prescriptive nor exhaustive, and so we invite the game master to invent their own as needed.

OUTCOMES

At the conclusion of each event, we attempt to summarize the most likely outcomes for the game master. However, our outcomes are not prescriptive. It is possible that the protagonists generate unexpected results that the game master must incorporate going forward.

FINAL NOTES, COMMENTARY, MAPS AND RULES

Following the Outcomes section, some of the more nuanced or complex events also include historical notes, commentary, maps or rules.

MOOD & BREAD

The keen-eyed among you will notice that each event contains two indicators: Mood and Bread. These refer to the Crowd chapter found in **Book 6: Paris, 1648** and are therefore optional to incorporate.

DESCRIPTION & DIALOGUE

There are moments of dialogue scattered throughout the scenario which the game master can read aloud or interpret to reincorporate in their scenes. The dialogue might even require brief moments of the game master talking to themselves! Don't be shy about it, but do be quick with these moments and turn the spotlight back on our protagonists.

Text to be read aloud is set off in its own paragraphs and italicized, like so.

INSTRUCTIONS VS IMPROVISATION

The game master will be called upon to improvise descriptions and dialogue in each segment of the scenario. Use the event description and opportunities as context for those improvisations. One is not supposed to simply recite the event instructions to the players. Putting one's spin on the situation is part of the fun of game mastering.

Patrons & Figures of Note

Our protagonists begin this endeavor having earned the notice of Maréchal de Gramont, Prince de Condé's best friend, top general and trusted confidante. The group should discuss how they gained the nod from the Maréchal, perhaps incorporating their motif. In the upcoming scenario, Gramont will grant our protagonists an opportunity to earn his favor by undertaking a dangerous mission for the prince.

The protagonists may attempt to gain the notice of other patrons as well. The possible patrons in the prince's party are described below, including the traits protagonists need to exhibit to earn their favor.

PRINCE DE CONDÉ

Louis de Bourbon, 26 ans³



In the mold of Alexander, Monsieur Le Prince is a daring general, leading from the front as he hurls his companies and squadrons into the fray. The young commander began his illustrious career with his illuminating victory at Rocroi merely five years ago. Since then, he has run a string of victories that would make Alexander jealous. His victories at Freiburg and Nordlingen are just two of the many stars in his crown.

Off the field, he never forgets a soldier who fought bravely with him—whether they be noble or common men, ally or enemy. However generously he may treat his soldiers and companions, the rest of the world he holds in contempt. He is an arrogant, high-tempered, mercurial soul, prone to outbursts of rage—even when in the polite company of his saintly wife or the other princes of the realm.

As a prince, he is one of the most powerful men in the kingdom of France. While he is not in line to inherit the throne, his wealth, fame and skill as a general make him a sensational figure—a rival to even César de Vendôme, the Duc de Beaufort, Monsieur Gaston d'Orleans and the young king himself.

Address: Monsieur Le Prince. *Never* Louis, Monsieur Bourbon or de Condé. He will have you hanged.

Traits he seeks in others: Politesse, Courage, Loyalty, Puissance

Mentalities: French (Parisian), Catholic, Nobilist

3 A note regarding the portraits: This portrait of de Condé is not of 1647. It seems to be taken a few years earlier. Likewise the other patron's portraits are not of 1647. Rather than younger, the Gramonts and de Bussy are all considerably older in the etchings than we would find them in 1647. However, we wished to provide some likenesses of the men so the game master has a sense of their demeanor, bearing and fashion. Note well their lustrous hair! Those locks are not wigs, but the style in which men grew their hair in the day.

MARÉCHAL DE GRAMONT

Antoine de Gramont III, 43 ans



Antoine is the elder half-brother to Philibert (whom you will meet momentarily), and the best friend to de Condé. Despite his high rank at birth—comte—the Maréchal was given little support from his father aside from his name. Over the past 25 years, Antoine has spun that name into entree into society and turned that opportunity into success. He possesses a discernment of character rare among his peers. His ability to pick winners is evidenced by his notable friendship with de Condé, as well as the favor of the deceased Prime Minister Richelieu and now that of Cardinal Mazarin.

On the battlefield, he is an experienced, steady warrior. He earned his marshal's baton through glorious victory, not as some sinecure. In the past five years on campaign, Gramont has been lucky to form a deep friendship with de Condé. This bond has seen them through to victory in some of the most difficult fighting of the past generation.

While the siege at Lerida in 1647 is not Antoine's first defeat, it stings more than it should. Gramont knows in his heart that Queen Anne and the Cardinal dispatched de Condé to Catalonia hoping the impossible task would shorten the prince's wick, humble him and check his rise to power. Their plan succeeded, and now the future of the Maréchal and de Condé is clouded.

As their primary potential patron, the Maréchal will be the voice of command and leadership for the protagonists.

Address: Maréchal

Traits he seeks in others: Discretion, Courage, Cleverness

Mentalities: French (Gascon), Catholic, Cardinalist

COMTE DE BUSSY

Roger de Rabutin, 29 ans



Roger is a unique personality. While he has made his living as a young nobleman should—as a soldier—despite his warlike background, profession and upbringing, he is educated in history and philosophy, and is a prolific writer. Roger also possesses a desert-dry wit, matched only by his insatiable carnal appetite. Rumor has it that early in his career, in 1641, he pursued gallantry with the ladies of court over his duties as *mestre de camp*. So great was his dereliction of duty, the great Cardinal Richelieu imprisoned him in the Bastille for some months, the fact of which de Bussy is quite proud.

Address: Comte

Traits he seeks in others: Fashion, Courage, Wit

Mentalities: French (Burgundian), Catholic, Nobilist

CHEVALIER DE GRAMONT

Philibert de Gramont, 26 ans



Philibert is the younger half-brother of the Maréchal de Gramont. He is a competent soldier but has no love for the trade. He prefers to win his glory at the gambling table or in the beds of beautiful women at court. The Chevalier Gramont possesses a bold, insouciant wit and never passes an opportunity for a *bon mot*.

He is rarely seen without his constant companion, Chevalier Matha de Bourdielle. Together, the chevaliers are a pair of insufferable cheaters and practical jokers.

Address: Chevalier

Traits he seeks in others: Discretion, Beauty, Wit

Mentalities: French (Gascon), Catholic, Nobilist

OTHER POTENTIAL PATRONS

During the course of the mission, our protagonists may attempt also to earn the notice of Marie de Longueville, Don Reverte, the Bishop Duran of Andorra, *Cap de Bandoleres* Juniper and the Comte de Llívia. They are described as they appear.

Antagonists

This scenario includes four antagonists: the Spanish agent Don Reverte, the bandit captain Juniper, Governor Brito and the Comte of Llivia, Narciso Descallar. They will oppose our protagonists with wits and weapons.

Reverte and Juniper are uninterested in slaughter for its own sake, so they will negotiate, accept surrender or even surrender themselves should the tides turn against them. Descallar is a more subtle antagonist. He is a military and political enemy who may be more philosophically aligned and personally sympathetic to the protagonists than any other character they'll meet.

Supporting Cast

There is an extensive and (we hope) vibrant supporting cast present in this scenario. Each member may be used both to help and hinder. The supporting cast includes:

- ☪ Chevalier Jumeaux, the titular leader of the prince's mission
- ☪ Ajax, Jumeaux's groom
- ☪ *L'Écosse*, Jumeaux's servant
- ☪ Marie de Longueville
- ☪ Pau the *segador* and guide through Catalonia
- ☪ Ramona the muleteer
- ☪ Bishop Duran, holy bestower of quests
- ☪ Father Balthazar Seña, the bandit's hostage
- ☪ Captain Strozzi di Modena, the count's bodyguard
- ☪ And various *caballeros*, soldiers, bandits, servants and pilgrims

VOICES OF REASON AND UNREASON

The supporting cast closest to our protagonists may be used by the game master as voices of reason (or unreason) when communicating the scenario to the players. During moments of discussion, they may offer suggestions from their perspective. However, the supporting cast should never dictate a direction or choice unless the game master is intentionally provoking a conflict in which the protagonists can

make a stand. Instead, use these voices to provide color and context, to enrich the world for the protagonists, so they can make the best, most exciting decisions during the course of the adventure.

PAU

Pau is a Catalonia *segador* assigned to act as a guide to Chevalier Jumeaux and the rest of the group throughout the upcoming mission. While Pau does not wish to be anyone's patron, he does wish to survive this mission. Thus he will make active, helpful suggestions during the journey, though he will never force his opinion on anyone.

☪ Pau should be a help and only occasionally a hindrance.

For example, Pau will matter-of-factly suggest they surrender if Don Reverte has them surrounded.

JUMEAUX THE FOIL

Chevalier Jumeaux is arrogant, self-obsessed and grasping—and also a passable cavalier. While he is not a tyrant, he expects to be obeyed when he commands—a respect accorded to his rank. However, he doesn't have the will to argue with those who disobey. His typical response to insubordination is to shrug his shoulders, after which he will blithely go his own way or simply sit and wait for the chaos to die down before restating his position. This lenience does not extend to his servants: Truth be told, he will clout Ajax and *L'Écosse* should they become truculent.

☪ Jumeaux should be a hindrance and only occasionally a help.

For example, Jumeaux will insist on undertaking Bishop Duran's mission. The protagonists can convince him of an alternate path using a duel of wits.

Jumeaux is not the main character of this story. He exists as a foil to our protagonists who must get him home safely.

COMIC RELIEF

Ramona, Ajax, *L'Écosse* and even Captain Strozzi are meant to provide a bit of levity. Use their capers and jokes between tense moments, but do not use them in such a way that ruins the mood.

Sequence

This scenario is divided into 12 events:

- | | |
|-----------------------------------|-------------------------------|
| 1. All Saint's Soirée | 7. Traffic Jam |
| 2. An Important Diversion | 8. Casa de la Pas |
| 3. The Dusty Road | 9. Hunter or Hunted |
| 4. Don Reverte's Cordial Greeting | 10. Bandit Fortress |
| 5. Delivering the Punchline | 11. Llivia |
| 6. Seu d'Urgell | 12. The Lonely Mountain Count |

SUGGESTED SESSION STRUCTURE

We admit that we have created a rather long and elaborate introductory scenario. However, we hope the details help immerse players in the world of 1648 and prepare them for the events to come. Ideally, the scenario will occupy a group for six sessions, though we own that a group new to *Miseries & Misfortunes* might move a bit slower. Our recommended session and event sequence is as follows:

1st: Introduction to the game. Create characters and play **1. ALL SAINT'S SOIRÉE** and **2. AN IMPORTANT DIVERSION**.

2nd: **3. THE DUSTY ROAD** and **4. DON REVERTE'S CORDIAL GREETING**

3rd: **5. DELIVERING THE PUNCHLINE** and **6. SEU D'URGELL**

4th: **7. TRAFFIC JAM** and **8. CASA DE LA PAS**

5th: **9. HUNTER OR HUNTED**, **11. LLÍVIA** and **12. THE LONELY MOUNTAIN COUNT**

6th: **10. BANDIT FORTRESS** and aftermath

This order of events presumes the protagonists explore every avenue. If they resolve matters at the pass and skip Llivia, they could easily complete the scenario in four sessions.

ABBREVIATED INTRODUCTION

One could play an abbreviated version of this scenario, using only events 1-5. After the conclusion of the delivery, assume the protagonists return to Paris safely and then roll for their Mortal Coil results.

THE MORTAL COIL

This trip through Catalonia is no sightseeing affair. It's an undertaking of extreme danger. We expect the lives of the protagonists and their supporting cast to be threatened no less than four or five times. Fortunately, the game provides protagonists with some insurance against uncertainties of fate in the form of spending exertion to reroll dice (or force their opponent to reroll). We fully expect most protagonists to spend three to six points of exertion to survive the trek intact.

That said, should they fall in combat, prostrated protagonists test for mortal coil immediately. If they live, they must be transported to Seu d'Urgell, Llívia or Ax-Les-Thermes where they can be left to recuperate. The player of the fallen protagonist may take on the role of a member of the supporting cast for the remainder of the scenario.

LE COMBAT

We also must stress that the scenario is structured around three to four firefights pitting eight combatants against eight or more opponents. Players should take this fact into consideration when creating their protagonists. Game masters should read ahead and prepare.

Creating Protagonists

Before playing the first event, 1. *All Saints Soirée*, the players must create their protagonists. For this scenario, players bring to life members of the Prince de Condé's retinue in Catalonia—common soldiers, doctors, petty nobles, officers or even lowly servants. Whatever their backgrounds, they must be joined by a motif tied to recent events in de Condé's rapid ascent to greatness.

SELECTING A MOTIF

The first step when making a group of characters is always to select a motif—an emotional bond—which unites them. Provided here are five historical junctures: Siege of Lerida, Battle of Nordlingen, Battle of Freiburg, Battle of Rocroi and the *Corpus du Sang*. These are all moments during which the protagonists could have met. Choose an event at which they became bonded. What brought them together at that time? What emotion now ties them to one another?

Siege of Lerida, 1647: Lerida was a siege of frustration and madness against an unconquered fortress and an unflappable enemy, Governor Don Gregorio Brito of Portugal. Despite leading ten assaults himself during the long siege, de Condé was unable to break the fortress. It was the young prince's first defeat.

Nordlingen, 3 August 1645: The French pushed into the shattered remains of the Holy Roman Empire in an attempt to capitulate the Bavarian forces and gain advantage at the endless peace conference. De Condé and Gramont confronted the Imperial Bavarian forces under the veteran Field Marshal Mercy. The old general had the superior position with his flank anchored in a village and his center supported behind by a fortress. Undeterred, the young prince ordered his infantry to mass for a frontal assault against Mercy's central, defensive position. The battle was inconclusive until late in the day when Mercy was felled by a musket ball. The death of their beloved commander sapped the Bavarian's morale, and they eventually surrendered as darkness fell. However, in the fighting on the right flank, Gramont poorly assessed the ground before him and was surprised and captured by a squadron of Croatian cavalry.

Freiburg, 4-9 August 1644: Leading 20,000 French with Turenne and Gramont, de Condé recklessly assaulted the defensive position of the great Imperial Field Marshal, Franz von Mercy near Freiburg. Three brutal battles took place over five days as de Condé personally led the assault on the Bavarian defensive positions on the Schönberg⁴ with Gramont, while Turenne attempted to work around the Bavarian flank. Eventually, after ruinous fighting, Mercy's soldiers were forced to retreat or be cut off, allowing de Condé mastery of the Rhine.

Rocroi, 18 May 1643: When he was just 21, de Condé led an outnumbered French army against General Francisco Melo's German and Walloon mercenaries and his elite Spanish *tercios*. De Condé personally carried the day with a cavalry charge on the



4 Schönberg, or Schirnberg in the 17th century, is a promontory in the Ebringen region of Germany on the western edge of the Black Forest, and part of the Schönbergmassiv. It overlooks the town of Freiburg from the southwest and represents an important tactical position for taking said town and opening a path to the Rhine.

right flank which burst through to the enemy's rear, allowing the young prince to encircle the opposing army. However, the day ended with the Spanish *tercios* refusing to surrender, despite being surrounded and under heavy fire. Recognizing their bravery, de Condé gave the old veterans their due and let them march from the field with honor.

Corpus du Sang, May 1640-present: (Catalan characters only).

In May 1640, the Catalan peasants rose up against their Spanish oppressors with cries of “Long live the faith of Christ!” and “Long live the land; death to bad government.” Known as the Reaper’s War, peasants wielding sickles would shout “Reap our chains” as they ambushed Spanish invaders and slit their throats. Since its inception, there have been many battles—some won, some lost. The French are strong allies of Catalonia, but they have been unable (or perhaps unwilling) to strike a decisive blow against the Spanish, so Catalonia’s struggle for independence continues. Is the failed siege at Lerida evidence of France’s lack of will? Or is this an ominous sign that the hated Hapsburg will return to recapture the country?

LIFEPATH REQUIREMENTS

To be part of de Condé’s retinue, each protagonist must have taken at least one of the following lifepaths:

- | | |
|----------------------|---------------------|
| ☒ Barber Surgeon* | ☒ Officer, any type |
| ☒ Doctor* | ☒ Petty Noble |
| ☒ Military Engineer* | ☒ Segador |
| ☒ Miquelet | ☒ Soldier |

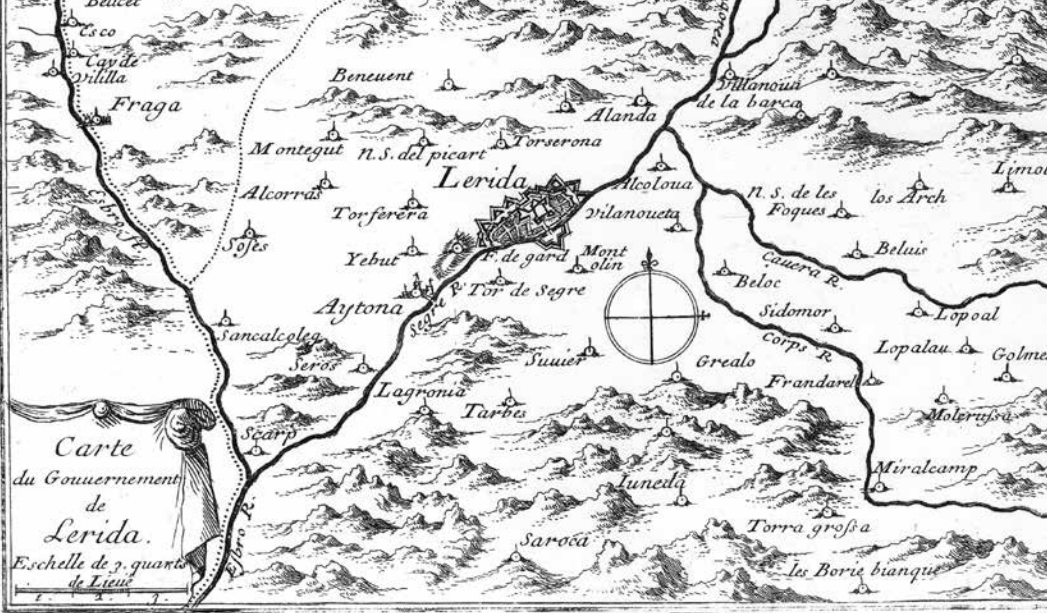
We strongly recommend one officer or petty noble be present in the party for this adventure. The miquelet and segador lifepaths are found in the Catalan Lifepaths chapter. Using them, the group could play an entire party of Catalans acting in the prince’s service.

PLAYING THE SUPPORTING CAST

For players with a strong mastery of the period or region, the game master may offer Pau or Jumeaux as protagonists.

* Found in Book 6: Paris, 1648.





Catalonia, November 1647



ur adventure begins here, where we find our protagonists at their idylls in Barcelona after participating in a miserable and prolonged siege against the Spanish fortress at Lerida:

WINTER QUARTERS

After many months of futile assaults, the prince's Franco-Catalan army raised the siege of Lerida and limped into their winter quarters. Disgusted with sieges and their incomparable opponent, Governor Gregorio Brito (a pox upon his name), they now contemplate the fate of Catalonia as well as their own personal fortunes.

I. ALL SAINTS SOIRÉE

Date	Location	Mood	Bread
November 1st, 1647	Barcelona, Catalonia	12 Weary	8 Enough

🔪 OVERVIEW

As the army returns to their homes for the winter and the artillery trundles back into the arsenals, Monsieur Le Prince hosts a party at the Viceroy's estate in Barcelona. It is an oddly somber affair, almost funereal—and unlike the gay fêtes the prince hosted at the front this past summer. There are no violinists and no sweets served—only low discussions, wine and perfunctory card games.

The players and the game master, the party is intended to be a relaxed scene, focused on introductions and characterization. Give each player a brief scene at the party in which they ask questions, engage in conversation, explore, observe or gamble. Engage in conversation for 30 minutes (real time) before interrupting the party with the arrival of the riders (1.4: [Midnight Riders](#)).

As this is their first foray into this world, players themselves may not know the events that led them here. To acquaint them, the game master may have the supporting cast recount a past event and then ask for one of the protagonist's opinion. You may ad lib, talk in general terms or boast in an empty fashion—and encourage the players to do the same. The goal of **I. ALL SAINTS SOIRÉE** is to create atmosphere and give the players a sense of recent events.

🔪 PATRONS & FIGURES OF NOTE

In attendance, we find:

- ♦ Monsieur Le Prince de Condé, Viceroy de Catalonia
- ♦ Maréchal de Gramont
- ♦ Comte de Bussy
- ♦ Chevalier de Gramont
- ♦ Chevalier d'Orleans

🔪 ANTAGONISTS

- ♦ Don Reverte, a Spanish spy posing as a Catalan noble

🔪 SUPPORTING CAST

- ♦ Chevalier de Jumeaux
- ♦ Lieutenant Brabantane, de Condé's bodyguard
- ♦ Chevalier Bretache, friend to Jumeaux
- ♦ Chevalier Matha, friend to Chevalier de Gramont
- ♦ Chevalier Guitaut, a young man much attached to the prince
- ♦ Abbé Gispert d'Amat, outgoing president of the *Generalitat*¹
- ♦ Abbé d'Amer, newly appointed president of the *Generalitat*

🔪 SEQUENCE

1.1: Invitation	1.4: Midnight Riders
1.2: Arrival	1.5: The Conference
1.3: The Prince's Party	1.6: Fin de Fête

1 The *Generalitat* is the ruling council of Catalonia.

I. ALL SAINTS SOIRÉE

Date	Location	Mood	Bread
November 1st, 1647	Barcelona, Catalonia	12 Weary	8 Enough

🍷 EVENTS & OPPORTUNITIES

Event 1.1: Invitation

Calling on them at their quarters, Lieutenant Brabantane informs our protagonists that they are to attend the Prince de Condé's party at the Viceroy's estate at 8 PM this evening. Invited to the party are all of the prince's officers, their wives and their picked men, as well as the local potentates of Catalonia.

Opportunities

O 1.1.1: There exists an opportunity to question or pester poor, overworked Brabantane. However, protagonists who make Brabantane's life more difficult may find their own lives made more difficult very soon (especially during event 1.2: Arrival and 2.6: Outfitting).

Event 1.2: Arrival

A vibrant bouquet of guests presents itself at the entrance to the prince's villa.

Upon arrival, Brabantane separates our protagonists by precedence and reputation. Those of precedence 6+ or reputation 20+ are sent into the villa. All else are sent to the stables.

Opportunities

O 1.2.1: Those who keep a fashionable or lavish lifestyle may test Fashion to be noticed as charmingly dressed for the occasion. Success grants +1 reputation, which must be recognized to become permanent.

- ♦ If the fashionable attendee interacts with the prince, Marie de Longueville, Chevalier de Gramont or Chevalier Jumeaux, they offer a compliment on the dress and thus cement the reputation.

O 1.2.2: There exists an opportunity for those of lower station to dissimulate their entry into the villa, as well as a chance for those of higher station to ditch the cultured atmosphere of the villa for the ruder energy of the stables. The rules for dissimulation are found on page 70 of **Book 1: Roleplaying in 1648 France**.

Event 1.3: The Prince's Party

The party transpires in the villa and in the stables:

E 1.3.1: In the villa, our protagonists may mingle with the nobles, clergy and officers invited to the soirée by the prince.

E 1.3.2: In the stables, our protagonists may roll dice and play cards with the servants, grooms and other soldiers.

I. ALL SAINTS SOIRÉE

Date	Location	Mood	Bread
November 1st, 1647	Barcelona, Catalonia	12 Weary	8 Enough

Opportunities

O 1.3.1.1: While mingling in the villa, our protagonists may:

- ♦ Pay respects to the Prince de Condé.
- ♦ Join a game of hazard being led by Maréchal Gramont that includes the Abbés and some of the officer's wives.
- ♦ Join a game of cards led by Chevalier de Gramont, in which he, Matha and de Bussy are trying to win Don Reverte's purse. De Bussy is happy to swap war stories as they do—an effort to distract Reverte.

O 1.3.1.2: Acceptable topics of conversation in the villa:

- ♦ The fine weather in Barcelona—clear and cool—followed by preemptory complaining of the foul, cold rains of a Parisian November.
- ♦ What transpires in Paris. The word is that Mazarin and the Queen are maneuvering against Parlement in an attempt to raise taxes.
- ♦ Compliments on the fine party to the prince. The prince responds with only a thin smile and a slight inclination of the head.
- ♦ The unfortunate death of M. Vallière, killed by a bullet while eating dinner in the trenches. A toast to his name!
- ♦ What an excellent opponent Governor Brito was and a sincere regret that he could not join the party.
- ♦ What a fool Chevalier de Jumeaux is. He begged Monsieur Le Prince for Vallière's title immediately upon his death!
- ♦ Musing with Don Reverte about the fate of Catalonia: Will the French guarantee her freedom or will Philip, King of Spain, send his unstoppable tercios to take Barcelona? *Només Déu sap!*²

O 1.3.2.1: While in the stables, our protagonists may:

- ♦ Drink with Brabantane and some of his sergeants.
- ♦ Join a game of dice or cards led by Jumeaux and Bretache. Despite their attempts to cheat, they are losing horribly to Pau, a Catalan *segador*.
- ♦ Swap war stories with many veteran soldiers who have served with Gramont and de Condé since Rocroi, Freiburg and Nordlingen. They adore their mighty prince.
- ♦ Jumeaux offers to drink under the table any challenger who makes a boast about their fortitude. Be sure to inquire with each player how many bottles of wine their protagonist drinks and how quickly. Make the appropriate saving throws.
- ♦ Play the role of a corpse in a macabre dance with Brabantane and Bretache as they reenact their famous debauch in the trenches.
- ♦ Drink to the prince's health with Chevalier Guitaut, a 22-year-old young man much attached to de Condé.

2 *Només Déu sap!* Catalan: Only God knows!

I. ALL SAINTS SOIRÉE

Date	Location	Mood	Bread
November 1st, 1647	Barcelona, Catalonia	12 Weary	8 Enough

O 1.3.2.2: Acceptable topics of conversation in the stables:

- ♦ Bretache and Brabantane's rumored bizarre dance with an exhumed corpse in Gramont's trench. The rumor is true.
- ♦ What a cheat Chevalier de Gramont is—and how much he has purloined from said purse. Also true.
- ♦ M. Vallière's death: He was hit in the head with a bullet, struck down dead while dining with Jumeaux and de Bussy in the trenches. True.
- ♦ What a tremendous bastard Governor Brito is—followed by all manner of coarse vows of vengeance. False: Brito is jolly.
- ♦ Governor Brito's many gifts to the prince: ices, cinnamon water, fruits, sweets and fine Spanish mules. All true and verified.
- ♦ Governor Brito's bloody serenades (meaning his nightly artillery bombardments of the French positions). All too true.
- ♦ Feats of courage and daring undertaken during the assaults on the fortress at Lerida. Mostly false. Despite an overflowing reservoir of personal valor, none of these actions resulted in the capture of the fortress.

Event 1.4: Midnight Riders

Just as the party settles into a comfortable rhythm, the prince's majordomo announces that a group of riders have arrived from Paris with a letter addressed to the prince from Cardinal Mazarin.

Up until this point, the prince's behavior at the party was bemused but distant: Chuckling at Philibert's bon mots, but still faraway, thinking on other matters. When the riders are announced, the prince's eyes light with a fire—a curious mixture of excitement and hatred. For his part, the Maréchal seems plainly pleased and relieved at the arrival of the letter, like a thirsty man receiving a cup of cool water.

The riders made haste, not on the orders of the Cardinal, but owing to their skirmish with a patrol of Spanish outriders trying to intercept the communication. In the ensuing combat, one of the cavaliers was shot in the leg.



I. ALL SAINTS SOIRÉE

Date	Location	Mood	Bread
November 1st, 1647	Barcelona, Catalonia	12 Weary	8 Enough

Opportunities

O 1.4.1: One of the young cavaliers is wounded in the leg. If one of our protagonists is a doctor or barber-surgeon, then they may offer to treat or assist the wounded gentleman. If not, the prince's doctor treats him.

- ♦ If asked, the attractive young gentleman introduces himself as the Chevalier d'Orleans. However, the wounded cavalier is actually a rebellious young lady in disguise—none other than the illustrious, 18-year-old Mademoiselle de Longueville.³ A doctor or surgeon who treats her wounded leg detects the ruse if they pass their Chirurgy test.
- ♦ Marie is a Frondeur, opposed to both Cardinal and Queen. If her disguise is penetrated, Mademoiselle will admit her identity only to another Frondeur. Alternately, she might swear the doctor to secrecy by telling them that she is here on an errand of love. If pressed, she admits with exasperation her undying love for Chevalier Jumeaux. This errand of love is yet another ruse, for she does not (and never will) love Jumeaux!
- ♦ Marie has come all this way to warn the prince (her cousin and uncle) that Parlement and Mazarin have been feuding and that trouble is brewing in the city. Marie's mother and father want to assure the prince that they are allies before unfortunate events explode in an untimely fashion.
- ♦ Marie is destined to become a powerful figure in France, and keeping her secret is an opportunity for the doctor to earn her trust and eventual patronage. Revealing her identity to anyone without her permission earns her eternal enmity.

Address: Chevalier, in disguise. Mademoiselle, revealed.

Traits she seeks in others: Discretion, Cleverness, Courage

Mentalities: French (Parisian), Catholic, Frondeur

O 1.4.2: If she is able to do so secretly, Marie passes word to any Frondeurs in the group that her party believes that de Condé will be an ally in the upcoming struggles with the Queen and the Cardinal. She impresses upon them that they must take utmost care with the prince to keep favorable his opinion of the Fronde and Parlement.

O 1.4.3: The letter from Mazarin invites de Condé and Gramont to return to Paris for the winter season once their army is in its proper quarters.

O 1.4.4: A most persuasive Frondeur doctor may engage Marie in a Duel of Wits to beseech her and her powerful family for more aid. If they win, her munificence may take the form of money, a loyal servant or perhaps even Marie's company on the prince's mad errand.

3 Chevalier d'Orleans was her father's title when he was young—d'Orleans is an illustrious, princely house opposed to Cardinal Mazarin's machinations.

I. ALL SAINTS SOIRÉE

Date	Location	Mood	Bread
November 1st, 1647	Barcelona, Catalonia	12 Weary	8 Enough

Event 1.5: The Conference

After the prince reads the letter, all eyes of the *soirée* turn to the prince as M. de Gramont approaches him. The two old friends step aside from the throng and hold a brief conference. Gramont and de Condé meet privately on the garden terrace to discuss their options for returning to France.

Opportunities

O 1.5.1: Protagonists may test Listen or Sub Rosa test to eavesdrop on their conversation.

- ♦ If successful, they hear de Condé and de Gramont discussing their immediate departure from “this graveyard of reputations.”

Gramont argues that, despite their relative proximity to France, the agents of King Philip abound, and some measure for the prince’s security must be taken. The Spaniards might wish to avenge themselves on the road for the losses they have suffered on the field of battle.

The prince haughtily rebuffs any concerns for his own safety and even goes so far as to say that not even Spanish honor is so low as to stoop to an ambush. Gramont is not so sure and insists that the prince let him handle the matter.

De Condé is about to give in when he catches a spark of inspiration. An impish grin flashes across his face. “As you wish,” he says to Gramont, “only, in the morning, have Monsieur Jumeaux report to me.”

- ♦ Failure (or a lack of initiative) deprives the players of the content of this conversation.

O 1.5.2: Players may also be curious if anyone else is eavesdropping on the prince’s conversation.

- ♦ A successful Search or Sub Rosa test indicates that Don Reverte, the Catalan gentleman, has taken a keen interest in the matter.
- ♦ A failed test indicates that Don Reverte takes note of the keen interest in him and marks the name and face.

Event 1.6: Fin de Fête

Gramont disperses the party, but he orders our protagonists and a few others to return at dawn.

Opportunities

O 1.6.1: This is the final chance for our protagonists to make an impression on Maréchal Gramont or to arrange a secret rendezvous with Chevalier d’Orleans.

I. ALL SAINTS SOIRÉE

Date	Location	Mood	Bread
November 1st, 1647	Barcelona, Catalonia	12 Weary	8 Enough

🔪 OUTCOMES

The ultimate goal of the party is to induce Gramont and de Condé to summon Jumeaux, Pau and the protagonists for a dawn meeting at the Viceroy's villa (2. **AN EXTREMELY IMPORTANT DIVERSION**).

Within that higher objective, the protagonists had the opportunity to meet the personalities of de Condé's retinue, to learn of the events of the siege (Vallièrè's death and Jumeaux's cupidity), to learn that Reverte may not be all he seems and to earn the attention of Marie de Longueville. None of their interactions or failures should preclude them from being volunteered for the mission in the morning.

🔪 MONSIEUR LA VALLIÈRE'S UNTIMELY DEATH

During the siege, La Vallièrè invited de Bussy, Bretache, Brabantane and Jumeaux to dinner in his position at a ruined church at the head of Gramont's trench. "We had violins, and while they played Brabantane...being at a loss for adventure, lifted the lid of a tomb in which was a whole corpse in a shroud. He brought it over to us, and Bretache...taking the corpse's other hand, they proceeded to dance with it to the music.

"We had a real good debauché." But during the party, La Vallièrè was killed by a bullet. However, "we finished dinner as if nothing had happened...except for Jumeaux who ran off to ask 'M. Le Prince' for the Governorship of Fleix, vacant now owing to the death of La Vallièrè."⁴

🔪 FAR FROM YOUR BANK ACCOUNT

Paris is roughly 600 miles from Barcelona, thus Wealth tests of Parisian-based characters during the scenario suffer a -6 modifier. If you wish to be particular, the penalty in Seu d'Urgell and Llívia is only -5.



4 As recounted to us by the Comte de Bussy-Rabutin in his *Mémoires*.

2. AN EXTREMELY IMPORTANT DIVERSION

Date	Location	Mood	Bread
November 2nd, 1647	Barcelona, Catalonia	12 Weary	8 Enough

🔗 OVERVIEW

At dawn the next morning, a hung-over Maréchal Gramont sends Brabantane to rouse the company. He passes the word that he is looking for volunteers for an important mission for the prince: outriders for his return journey to France.

Who will volunteer for this dangerous but vital mission?

🔗 PATRONS & FIGURES OF NOTE

In attendance, we find:

- ♦ Monsieur Le Prince de Condé, Viceroy of Catalonia
- ♦ Maréchal de Gramont
- ♦ Comte de Bussy
- ♦ Chevalier de Gramont
- ♦ Chevalier d'Orleans (Mlle Marie de Longueville)

🔗 SUPPORTING CAST

- ♦ Chevalier de Jumeaux
- ♦ Lieutenant Brabantane, de Condé's bodyguard
- ♦ Chevalier Bretache, friend to Jumeaux
- ♦ Chevalier Matha, friend to Chevalier de Gramont
- ♦ Pau, a Catalan guide

🔗 SEQUENCE

- | | |
|--|---|
| 2.1: Any Volunteers? | 2.5: The Chevalier's New Suit |
| 2.2: The Mule Mission | 2.6: Outfitting |
| 2.3: The Segador Guide | 2.7: Your Orders |
| 2.4: The Prince's Letter | |

🔗 EVENTS & OPPORTUNITIES

Event 2.1: [Any Volunteers?](#)

A bleary-eyed Gramont awaits the protagonists in the courtyard to the Viceroy's villa. Jumeaux stands beside him, rumpled and bewildered. Once the protagonists arrive, the Maréchal asks the assembled crew for volunteers for an important mission for the prince.

"These Catalan Abbé's certainly can drink, can't they?" Gramont begins with a joke, but the laughter makes him wince.

"Well then, on to business. Monsieur Jumeaux and I require volunteers for a mission for Monsieur Le Prince. Step forward. Come, come."

Many of the young gentlemen feign interest in the mission. What an honor it would be, they say. However, none of them step forward as it would mean getting dust on their lace or perhaps being too long away from the prince's company. They are especially reluctant to volunteer as Chevalier Jumeaux is standing awkwardly rumpled in the center of the courtyard of the prince's villa. He casts about like a man just awakened from a dream, unsure he is awake, but doing his utmost to keep up appearances.

2. AN EXTREMELY IMPORTANT DIVERSION

Date	Location	Mood	Bread
November 2nd, 1647	Barcelona, Catalonia	12 Weary	8 Enough

Opportunities

O 2.1.1: Should any of our protagonists volunteer, they receive a -1 reputation penalty for appearing to make the others look bad. However, Gramont takes note of the true volunteers and sees that they are outfitted with whatever they require—and he'll add a purse to split between them (11000).

- Any of the protagonists who do not volunteer are hand-picked by Gramont for the mission. They receive a +1 reputation bonus among the retinue, as they feel the utmost sympathy for the plight of these unfortunates. This increase is not permanent unless recognized.

Event 2.2: The Mule Mission

Gramont selects the team for the mission. And then...

As Jumeaux and the volunteers stand wondering in the courtyard of the villa, the gate opens, and the young Prince de Condé strides into their midst. He has the manner of a general leading his infantry on parade. However, his soldiers are unusual. He is followed by a Catalan muleteer leading 10 mules. The prince marches into the courtyard leading his regiment of mules and stops before a most confused Jumeaux. De Condé hands him the reins of the first mule as if he were handing him a marshal's baton.

Gramont steps forward, a bemused grin on his face. "Monsieur Jumeaux, mes amis, you are entrusted with your prince's safety...and that of his mules." He and his younger brother, Philibert, cannot suppress their laughter.

"Take these gifts to Governor Brito at Lerida and bid him the fondest farewell from all of us." Again, they laugh—even the prince joins them. "A repayment for his kindnesses. Once they have been delivered, make haste to Seu d'Urgell and deliver this letter to the bishop—Duran. From there, make your way across the mountains and meet us at Paris in two weeks."

Opportunities

O 2.2.1: Each mule carries a basket, and each basket contains a decoratively wrapped package. Around the neck of each mule is tied a freshly painted name tag. The first reads "Brito," and the last reads "M. Vallière." The other notable names include Viola, Cinnamon, Philip and Julio.

Event 2.3: The Segador Guide

Gramont introduces your guide for the mission:

"Monsieur Pau here will be your guide through Catalonia." He gestures to a 28-year-old Catalan segador who tips his jaunty berratina at the assembled group and says, "Encantat de conèixer-vos."⁵

Opportunities

O 2.3.1: Our protagonists may have encountered Pau in the stables last night. If so, Pau acknowledges their acquaintance with a polite bow.

5 Encantat de conèixer-vos. Catalan: Pleased to meet you.

2. AN EXTREMELY IMPORTANT DIVERSION

Date	Location	Mood	Bread
November 2nd, 1647	Barcelona, Catalonia	12 Weary	8 Enough

Event 2.4: The Prince's Letter

Gramont hands the letter addressed to the bishop to a candidate whom he trusts.

Opportunities

O 2.4.1: Gramont hands the letter to the protagonist who made the most favorable impression on him at the party or to the protagonist with the highest reputation. The letter is secured with the Prince de Condé's seal.

Event 2.5: The Chevalier's New Suit

In order to create the maximal diversion, de Condé wants the Spanish to think that the prince himself is undertaking some mad, arrogant mission to Lerida.

"Is that all?" inquires a rather humiliated Jumeaux.

"Oh, there is one more small matter," Gramont says gravely as the prince's tailors emerge from the villa and escort the bewildered Jumeaux within.

The tailors conduct Jumeaux within the villa to be dressed in one of the prince's fine suits. See **Event 2.7. Your Orders**.

Opportunities

O 2.5.1: Jumeaux is much too vain to be humiliated by this joke. He is overwhelmed by the finery—it is likely worth more than all of his earthly possessions. And, peacock that he is, he takes the impersonation of the prince—who is to him a deity unto Ares—to be a signal honor.

Event 2.6: Outfitting

As Jumeaux is outfitted, Brabantane sees that all members of the party are mounted and adds a couple of additional animals in case of emergency.

- ♦ The lieutenant prompts the volunteer with the highest reputation: "What do you require?"
- ♦ After fulfilling any requests, he then presents the volunteer with the aforementioned purse of 11000 from the Maréchal. If no one volunteered, he does not prompt, and he keeps the purse for himself.

Opportunities

O 2.6.1: Only protagonists who volunteered in 2.1. Any Volunteers may make requests to Lieutenant Brabantane for food, wine, blankets, fleece jackets, hats, gloves, weapons, grenades and ammunition (including even a falconet, if desired). These requests are fulfilled promptly without comment. That said, the lieutenant provides only what is asked of him and does not offer his own opinions.

- ♦ Requests from those who did not volunteer are met with an aloof glance from the lieutenant.

2. AN EXTREMELY IMPORTANT DIVERSION

Date	Location	Mood	Bread
November 2nd, 1647	Barcelona, Catalonia	12 Weary	8 Enough

Event 2.7: Your Orders

Once the crew has been outfitted:

Perhaps an hour later, Jumeaux re-emerges: The hapless chevalier has been fitted into one of Monsieur Le Prince's finest suits—burgundy velvet with golden lace—and a golden broad-brimmed hat with a burgundy band to match. To complete the look, they bestowed upon Jumeaux some of the prince's jewelry and curled his hair in the same fashion as de Condé's.

Maréchal Gramont gets the team moving with a voice accustomed to command:

"Take the road northwest until you reach Cervera; then turn west until you see the Segre and thus our old friend the fortress at Lerida. It is a three- or four-day ride in total.

"Leave our gifts where Governor Brito and his fine Spanish singers can see them from their beds and then ride north, following the Segre."

Gramont adds with a laugh, "I suggest you be swift on that leg, as Brito may wish to thank you in person, Monsieur Jumeaux."

Jumeaux tips his hat regally in acknowledgement of the suggestion.

"Follow the Segre north by north-east up to the bridge at Seu d'Urgell. Once you cross that bridge, you should be safe from Brito's reach, as Bishop Duran of Urgell is also a prince of France."

Gramont bids them adieu:

"Bonne chance, mes amis. Nous rendezvous à Paris!"⁶

Upon Gramont's farewell, the company departs de Condé's villa on a cool, November morning of 1647.



6 *Bonne chance, mes amis. Nous rendezvous à Paris!* French: Good luck, my friends. We'll meet again in Paris!

2. AN EXTREMELY IMPORTANT DIVERSION

Date	Location	Mood	Bread
November 2nd, 1647	Barcelona, Catalonia	12 Weary	8 Enough

OUTCOMES

The group should now consist of Chevalier Jumeaux, Pau, the muleteer Ramona, Jumeaux's servant, Jumeaux's groom and our protagonists. Sadly, the Chevalier d'Orleans cannot volunteer for the mission as (s)he is wounded and instead travels in the prince's company to Paris.

They are to head northwest to Cervera and then turn westward to the fortress at Lerida. It's a simple journey that they have taken many times this past year.

THE NATURE OF THE JOKE

It is rarely in one's favor to explain a joke, but we will make an exception in this case in deference to history and so that the game master may have some context.

In the spring of 1647, to begin the siege at Lerida, de Condé enlisted 24 violinists to play a prelude to the first assault while marching through the trenches. Though it was a near thing, that assault failed. While his soldiers were resting in the earthworks after a day of hard fighting, de Condé commanded his violinists to play on. Later that night, the commander of the fortress, Governor Brito, launched a surprise counterattack on the French position and drove the sieging soldiers from their defenses.

The next morning, Brito sent a mule laden with ice and fruit to the prince. Attached was a note from the Governor that humbly beseeched the prince to forgive him for his lack of violins, but "if the music last night was not disagreeable to him, [Brito] would endeavor to continue it as long as High Highness did him the honor of staying before Lerida."⁷

At the gesture, de Condé laughed. He was delighted to have a worthy opponent.

However as the siege dragged on, and the prince understood he could not win the fortress, Brito continued to send him gifts. Perhaps the joke wore on the prince—or perhaps de Condé is merely looking for a way to repay Brito's good humor.



7 As recounted to us by the Comte de Bussy-Rabutin in his *Mémoires*.

3. THE DUSTY ROAD

Date	Location	Mood	Bread
November 2nd, 1647	Catalonia	12 Weary	8 Enough

🏰 OVERVIEW

The first day on the road to Cervera is uneventful. The weather is mild, and the dusty track clear, rolling gently upward the further inland one travels. The group now consists of four riders, Ramona and 10 mules, plus the protagonists and any of their servants and animals. They make up a significant train moving slowly up the dusty road.

The goal of **3. THE DUSTY ROAD** is to allow the protagonists to get to know the supporting cast and to give them a chance to post a sentry and thwart Reverte's ambush.

🏰 PATRONS & FIGURES OF NOTE

- ♦ None!

🏰 ANTAGONISTS

- ♦ None!

🏰 SUPPORTING CAST

- ♦ Chevalier de Jumeaux
- ♦ Pau, *segador* guide
- ♦ Ajax, Jumeaux's groom
- ♦ *L'Écosse*, Jumeaux's servant
- ♦ Ramona, Muleteer

🏰 SEQUENCE

3.1: Conversations on the Road

3.2: Les Cadeaux

3.3: Search Party

🏰 EVENTS

Event 3.1: Conversations on the Road

The road is long and dusty. What will our protagonists do to occupy their time?

Opportunities

O 3.1.1: If our protagonists strike up conversations with their fellow travelers:

Jumeaux: The chevalier is pensive on the journey, alternately admiring his fine frock and grimacing over this odious mission. Is it punishment, he wonders, or a test? He initiates conversation only with his groom or another noble, but he responds to inquiry. If asked why he was chosen by the prince for this particular task, he explains:

3. THE DUSTY ROAD

Date	Location	Mood	Bread
November 2nd, 1647	Catalonia	12 Weary	8 Enough

"After Monsieur Vallière was shot at dinner, I directly inquired with Monsieur Le Prince about claiming the recently departed chevalier's governorship of Fleix. Monsieur Le Prince laughed and asked how Vallière would feel about this, for the news had not yet reached him. I explained that beloved Monsieur Vallière was struck by a bullet while we were at dinner. The Prince laughed again and said only, *Quel malheur pour Monsieur Vallière. Mais peut-être, pour vous Monsieur. Peut-être.*⁸ Perhaps the title at Fleix awaits me at the conclusion of this errand. Do you think so?"

Pau: Pau is energetic and cheerful on the ride. Raised a peasant farmer, he joined the *Corpus du Sang* uprising in 1641 and has since been fighting for Catalan independence. He believes his country should be a republic governed by the *Generalitat*—a council of three officials. He explains that the Abbés at the party were members of the *Generalitat*, as is the French King Dieudonné and his representative the Prince-Viceroy. Pau and his comrades are called *segadores*—reapers—because in the early days of the war, they rose against the Spanish with nothing but their sickles and scythes. These days, he is skeptical of French power in Catalonia because there has not been a significant victory in over two years. However, despite the lack of energy on behalf of the French, Pau is true to his word and faithfully guides Jumeaux and company until they cross over the Pyrenees.

Ramona the Muleteer: She is Catalan like Pau, but she is old and her bones creak. She complains of it to anyone who comes close. Her wish is to complete this journey as quickly as possible and return home safely. Ramona was paid well by Brabantane, but she wonders aloud if she could deliver the gifts and then keep the mules. They are fine animals, after all. Ramona's character is intended to be a foil and comic relief, but also a chance for our protagonists to have a more genuine human interaction on their journey.

Jumeaux's Servant, L'Écosse: The Chevalier's servant is a middle-aged Scottish adventurer who speaks very little French. Unable to understand him, Jumeaux simply calls him *L'Écosse*.⁹ *L'Écosse* joined Jumeaux in Bavaria when de Condé was campaigning there. Starving, *L'Écosse* left his company of Scottish volunteers and signed on as Jumeaux's servant, hoping to fall into the orbit of the prince himself. This outcome looks increasingly unlikely, and now *L'Écosse* simply wants to go home. He will gladly fight if given a musket (use his stat block). His real name is Rechert.

8 *Quel malheur pour Monsieur Vallière. Mais peut-être, pour vous Monsieur. Peut-être.* French: What bad luck for M. Vallière. But perhaps, for you Monsieur. Perhaps.

9 *L'Écosse.* French: Scottish.

3. THE DUSTY ROAD

Date	Location	Mood	Bread
November 2nd, 1647	Catalonia	12 Weary	8 Enough

Jumeaux's Groom, Ajax: Jumeaux's young groom is a man named Ajax who thinks very highly of himself. Ajax speaks some English, and thus he exerts this small advantage over *L'Écosse* by deliberately misinterpreting their master's orders. Despite his warlike name, Ajax has no interest in sharing Vallière's fate, as he is an unapologetic coward. As he would say "*se faire tirer dessus comme Monsieur Vallière!*"¹⁰

Event 3.2: Les Cadeaux

The curious might wish to know what the mules' baskets contain. Is the prince sending real gifts, or is it some kind of elaborate joke. Or both?

Opportunities

O 3.2.1: If the curiosity overcomes the protagonists and they peek into the baskets on the mules, they find:

- I. [Brito] Seven bottles of Bordeaux (one for each month of the siege)
- II. [Beaujoyeux] Sheet music and an excellent violin
- III. [Cinnamon] A bundle of cinnamon
- IV. [Julio] A painting of a bowl of fruit by Rembrandt von Rijn
- V. [Floridor] Three scarred, deformed cannon balls
- VI. [Argent] A case of fine silver cutlery
- VII. [Roger] Porcelain plates and a gracefully curved tureen
- VIII. [Philip] A large silver crucifix
- IX. [Luis] Wooden toy soldiers and cannons
- X. [M. Vallière] A cask of gunpowder set with a matchcord fuse

O 3.2.2: Greed may overcome our protagonists. If possible, Jumeaux does not permit any theft from the prince's gifts, nor does he agree to Ramona's pleas to keep the mules for herself.

- ♦ Ramona is resourceful and stubborn. She attempts to enlist other scoundrels to help her steal the mules rather than setting them out for the Governor. She's uninterested in the contents of the baskets.
- ♦ If circumstance reveals the contents of basket VII, Jumeaux will remark that the plates are those on which he and Vallière were dining when the chevalier was killed.

¹⁰ *se faire tirer dessus comme Monsieur Vallière!* French: I don't want to be shot like Vallière!

3. THE DUSTY ROAD

Date	Location	Mood	Bread
November 2nd, 1647	Catalonia	12 Weary	8 Enough

Event 3.3: Search Party

Unbeknownst to our brave band, Spanish agents pursue them!

Opportunities

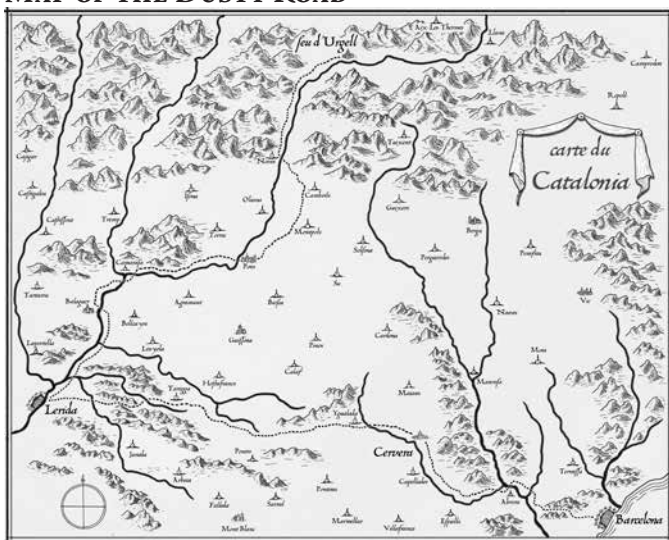
O 3.3.1: In the vicinity of Cervera, if the group has tasked one of their number as a sentry or rear guard, they may test their Search skill.

- Success indicates the sentry detects a group of riders on fine horses, wearing broad-brimmed hats and dark cloaks trailing behind at a distance of a half-mile to a mile, depending on terrain. Don't reveal this just yet, but these are Don Reverte and six to eight *caballeros*. The exact number of the riders should be equal to the protagonists plus their supporting cast plus one or two more.
- It is impossible to outrun the pursuers while leading the mule train. If the group does not desire to turn and fight, some ruse must be effected in order to lure the pursuers away or hide the mules.
- Failure (or no sentry posted) indicates that Reverte and his *caballeros* ambush the group the next day at dawn—half ride ahead on a wide berth, while the others come from behind.

🏰 OUTCOMES

Hopefully, the crew have a chance to get to know one another on the road. We also hope that they have the good sense to watch for pursuit and subsequently pass their Search test. Either way, go directly to **4. DON REVERTE'S CORDIAL GREETING.**

MAP OF THE DUSTY ROAD



4. DON REVERTE'S CORDIAL GREETING

Date	Location	Mood	Bread
November 3rd, 1647	Cervera, Catalonia	12 Weary	8 Enough

🐾 OVERVIEW

After Don Reverte's eavesdropping at the party revealed the prince's upcoming movements, the spy made his excuses and departed with haste. He returned to his safehouse, gathered his squadron of *caballeros* and directed them to observe the prince's villa.

Unaware of the prince's own peculiar plot, the next morning Don Reverte believed he witnessed the prince himself depart with the mule train and a small complement of bodyguards. The opportunity seemed too good to be true. Reverte would capture a prince of France and thereby win himself into the good graces of Prime Minister de Haro and King Philip of Spain.

Reverte's first instinct is to waylay and capture the prince. Therefore, he attempts to surround and ambush the group. Rather than fight, he hopes to win by reason and intimidation.

Unless the players are clever, this scene may devolve into an ugly skirmish on the road—or their surrender and loss of their mules. However, some events in this sequence are conditional to the players' choices.

🐾 PATRONS & FIGURES OF NOTE

- ♦ None!

🐾 ANTAGONISTS

- ♦ Don Reverte-Perez

🐾 SUPPORTING CAST

- | | |
|---------------------------------------|---------------------------------|
| ♦ Chevalier de Jumeaux | ♦ Ramona, muleteer |
| ♦ Pau, <i>segador</i> guide | ♦ 6-8 Spanish <i>caballeros</i> |
| ♦ Ajax, Jumeaux's groom | ♦ Abuela |
| ♦ <i>L'Écosse</i> , Jumeaux's servant | |

🐾 SEQUENCE

4.1: The Cordial Greeting

4.2: Aftermath

🐾 EVENTS & OPPORTUNITIES

Event 4.1: The Cordial Greeting

Don Reverte and his crew will attempt to waylay the protagonists on the road.

- ♦ If the protagonists fail to spot the pursuing horsemen, they are surrounded and ambushed the following morning (E 4.1.1).
- ♦ If the protagonists spot the riders, then they may ambush them in turn (E 4.1.2)
- ♦ Or if the protagonists spot the riders but do not want a fight, they may attempt a ruse (E 4.1.3).

4. DON REVERTE'S CORDIAL GREETING

Date	Location	Mood	Bread
November 3rd, 1647	Cervera, Catalonia	12 Weary	8 Enough

E 4.1.1: The ambush begins with the *caballeros* divided into two parties, one 25 paces ahead and the other 25 paces behind on the road. They emerge from cover or ride down the escarpment to reveal themselves. Reverte leads the forward group. He addresses the protagonists:

Hello my friends, we meet again. It is I, Don Arturo Reverte-Perez, and I apologize for inconveniencing you. However, urgency and politics dictate that I must do so. With your kind permission, I shall now take Monsieur Le Prince de Condé into my care. Please, let us be gentle with one another. I would not wish the prince's fine frock to be stained by any pointless disagreements.

Once Reverte confronts the group, he soon recognizes that Jumeaux is not de Condé. A bit put out, the don attempts to seize the gifts by force instead—as with firearms as need be—as recompense for his troubles. This could result in a messy combat on the road that begins with a fusillade of close fire.

- ♦ Stat blocks for Don Reverte and the *caballeros* are found in the Cast of Characters chapter. While dangerous, they are not terribly formidable.

Opportunities

O 4.1.1.1: The ambush happens between a rocky escarpment and an old, lonely farmhouse 100 paces from the road whose grounds include a wood pile, a hitching post, a shed, a well and a few fruit trees. Its fields lie fallow. The house itself is single story with four interior rooms. The fire pit and chimney dominate the center of the structure.

- ♦ Within, abandoned by her family, living alone on water and crusts of bread, is an ancient *abuela*. She bears mute witness to whatever happens on the road and whatever spills over into her house.

O 4.1.1.2: If feeling outgunned by the *caballeros*, the group may surrender the mules to Reverte. In fact, Pau suggests it. Jumeaux has no hesitance about it. There's no shame in it, though Don Reverte is uninterested in taking the fool Jumeaux as captive. He'd rather take these mules to Governor Brito at Lerida. Thus, he makes Jumeaux and any other nobles swear to return to Barcelona on their *parole*¹¹ where he would come to deal with them later. If there are no nobles living to represent them, Reverte sells survivors to the Corsairs at Valencia.¹²

E 4.1.2: If the protagonists successfully spotted their pursuers, they may attempt to ambush them! *Quis custodiet ipsos custodes?*

¹¹ *Parole*—or more fully, “*parole d’honneur*”—is a system in which one of noble birth is captured or detained and then released after they give their word they will abide by their captor’s conditions. Typical conditions include paying a ransom and vowing not to continue to fight in a battle or war. Violating one’s word damages one’s reputation. And do note, this privilege is not extended to those outside of the Second Estate.

¹² Corsairs are Algerian pirates. This is a terrible fate to bestow on someone.

4. DON REVERTE'S CORDIAL GREETING

Date	Location	Mood	Bread
November 3rd, 1647	Cervera, Catalonia	12 Weary	8 Enough

Opportunities

O 4.1.2.1: To ambush the Spanish, use the Combat chapter in **Book 1**: test Sneak individually or Military Doctrine for the group to set it up.

- ♦ If successful, the riders fall into the trap, and the group may announce themselves and open fire or parley.
- ♦ If the test to ambush him is unsuccessful, Reverte attempts to stand off and parley—stopping his riders at a shouting distance. He is not at all insulted by the attempted ambush—he must admit he would have done the same.
- ♦ Until Jumeaux's identity is revealed, Reverte attempts to be polite, deferential and apologetic. If he must order his *caballeros* into the fray before he knows the truth, he commands them, "*Sin pistolas, solo estoques*,"¹³ so as not to inadvertently maim or kill the prince.

E 4.1.3: For those who do not love ambushes, they may attempt to trick or perform a ruse to throw the riders off of their trail. The efficacy of the ruse is entirely up to the game master's discretion. Recall that flight is not an option due to the slow pace of the mule train.

Opportunities

O 4.1.3.1: The protagonists may attempt to hide the mule train in the house or atop the escarpment. Whatever their stratagem, its success depends on Ramona. To convince her, one protagonist must pass a Parley test. Using what little leverage she has, she attempts to wheedle one or two of the mules as her payment.

- ♦ As in **E 4.1.2**, Reverte won't realize that Jumeaux is not the prince and orders his *caballeros* to fight with swords until Jumeaux's identity is revealed.

Event 4.2: Aftermath

After the ambush, it's possible that the protagonists may need a place to negotiate with Don Reverte or a shelter in which they may recuperate.

Opportunities

O 4.2.1: The abandoned farmhouse may be used as a conference chamber, a prison for captives or a place to tend to the wounded. Abuela silently provides water and olives to any and all guests.

- ♦ If the house is set afire by the combat, it is not within our protagonists' means to quench it before it overtakes the old, dry structure. However, they may rescue Abuela before she succumbs to the smoke.

13 *Sin pistolas, solo estoques*. Spanish: No pistols, only swords.

4. DON REVERTE'S CORDIAL GREETING

Date	Location	Mood	Bread
November 3rd, 1647	Cervera, Catalonia	12 Weary	8 Enough

🔪 OUTCOMES

There are a number of variant outcomes possible for this scenario:

Don Reverte defeated: If Don Reverte's *caballeros* are defeated or he is gravely wounded, he surrenders to Jumeaux or another noble. He does not agree to travel with the company on their mission but, in his surrender, he asks for parole. If granted, he swears to remain at the farmhouse with Abuela for three days—long enough for the party to get well ahead of any alarm he might raise. Our protagonists can Parley with him regarding these terms.

- If Don Reverte flees due to a failed morale test, he abandons this mission as failed and returns home to lick his wounds. He does not pursue—though our protagonists might not guess this.
- If Don Reverte is knocked to 0 HP, roll on the Mortal Coil table. If he is to expire, he asks Jumeaux or another noble to take his golden crucifix set with an emerald to his lover in Zaragoza, as well as his wallet containing 20 pistoles to his wife and children in Burgos.

Victorious Don: Should Reverte emerge victorious, he makes the group swear to return to Barcelona on their parole where he would come to deal with them later. He takes the mules to Governor Brito at Lerida (where Brito will be annoyed that he interfered with the prince's grand jest).

Surrender: If our protagonists surrendered, they may break their word to Reverte, circle back on him, ambush him and steal back the mule train (at the cost of -1d3 reputation for each protagonist). In the case of a surrender, Pau suggests this course of action—Spanish honor means nothing to him.

Jumeaux in Jeopardy: If Jumeaux is struck down, roll on the Mortal Coil table to see his fate. He must be carried on a litter for the remainder of the journey.

🔪 DON OF THE BIZARRE

Arturo Reverte Pérez is a strange man. He is currently employed as a spy in Catalonia by King Philip's *Valido*, Don de Haro. However, Reverte is Aragonese and cares little about Catalonia. In truth, he secretly hopes to overthrow the Spanish monarchy and believes accomplishing this mission will bring him closer to his target, King Philip IV. Of course, he can't admit this to anyone.

While unlikely, it is possible to make common cause with this bizarre Spanish nobleman.

Address: Don, señor

Traits he seeks in others: Discretion, Loyalty and Cleverness

Mentalities: Spanish (Aragonese), Catholic, Crypto-Revolutionary

4. DON REVERTE'S CORDIAL GREETING

Date	Location	Mood	Bread
November 3rd, 1647	Cervera, Catalonia	12 Weary	8 Enough

🗡️ YOUR FIRST COMBAT

This event may be your first run through our combat system. Be sure to read the Combat chapter (p. 95) in **Book 1** beforehand. During the fight, go slow! This encounter will likely take an hour or two to resolve. Here is some guidance:

Map: Use our sketch of the Abandoned Farmhouse Map or download the gridded version of our map from burningwheel.com.

Opening salvo: If the groups decide to fight, the rules call for an opening salvo. Everyone with a firearm may pick a target and fire. It's a rather exhilarating moment in the game! And it may decide the combat right there.

Shots: All volleys against those standing in the road or the yard are standard shots.

- ♦ Count squares for range of the pistols as they are rather short range.

The Dry Stone Wall: Kneeling behind the dry stone wall provides cover. Shots against you count as tough shots.

The House: The house may be used as a fortification from which to ambush Don Reverte's party.

- ♦ Firing at the one defending the house from a window or door counts as a tough shot.
- ♦ Gunfire in the house starts a fire on a die of fate roll of 1 per round. Explosives automatically cause it to catch fire.

Target selection: Don Reverte will target Jumeaux once the gig is up. The *caballeros* will return fire on those who target them, otherwise they will move to engage unengaged opponents with their rapiers. Players typically wish to concentrate fire on Don Reverte. It's a reasonable strategy, and one common in this day. Note that Reverte wears armor beneath his justacorps.

Movement: Since the ambush springs at 25 paces, movement is required to effectively use pistols or melee weapons. To make things a bit simpler for yourself, try to have the *caballeros* dismount and not fight from horseback.

Morale: Track morale for the supporting cast during this combat.

- ♦ To make the task easier, track *caballero* morale as a unit rather than individuals. Track Reverte, Jumeaux, Pau and the protagonists separately.

Caballeros: The Spanish volley with one pistol each and then charge into close quarters with their rapiers. They reserve their second pistols to cover their retreat.

Pau: Pau takes cover behind the stone wall or in the house and then attempts to move (Sneak) into contact with a *caballero* so as to slit his throat. Pau is a seasoned fighter and the game master can rely on him to balance the odds here.

Jumeaux: The chevalier fires a pistol at the nearest target and then attempts to charge with his rapier. He is a fool and may get himself killed.

L'Écosse and Ajax: L'Écosse joins the fray only if given a musket and ordered to fight. Ajax hides behind the animals and attempts to move them (and him) out of harm's way.

Ramona: The muleteer will curse but stand tall as she leads the mules to safety.



ABANDONED FARMHOUSE MAP

5. DELIVERING THE PUNCHLINE

Date	Location	Mood	Bread
November 5th, 1647	Lerida, Catalonia	12 Weary	8 Enough

🗝️ OVERVIEW

After dealing with Don Reverte, the road to Lerida is clear. The next phase of the journey involves executing the prince's prank. Our merry band must decide how they wish to deliver the gifts—directly and openly or by deception—and then they must make a graceful exit.

🗝️ PATRONS & FIGURES OF NOTE

- ♦ None!

🗝️ ANTAGONISTS

- ♦ Governor Gregorio Brito

🗝️ SUPPORTING CAST

- | | |
|--|--|
| <ul style="list-style-type: none"> ♦ Chevalier de Jumeaux ♦ Pau, <i>segador</i> guide ♦ Ajax, Jumeaux's groom | <ul style="list-style-type: none"> ♦ <i>L'Écosse</i>, Jumeaux's servant ♦ Ramona, muleteer ♦ The soldiers of Lerida |
|--|--|

🗝️ SEQUENCE

5.1: [Approaching the Fortress](#)

5.2: [Delivering the Punchline](#)

5.3: [Flight](#)

🗝️ EVENTS & OPPORTUNITIES

Event 5.1: [Approaching the Fortress](#)

With Prince de Condé's Franco-Catalan army officially in winter quarters, the Spanish fortress is not on alert. Its defenders are resting, repairing and resupplying. However, characteristic of Brito's arrogance, the French countervallations¹⁴ and trenches have been left untouched—as if daring the next army to come and dash itself against his impregnable bastions.

Contrary to her orders, Ramona refuses to go within a league of the fortress, claiming her nephew was killed by Brito's bombardments. It's a believable story—the Governor of Lerida's serenades stole the breath away from many a man.

Opportunities

○ 5.1.1: Ramona patently refuses to move within range of the fortress's guns.

One protagonist may attempt to convince her to go on by passing a Parley test. However, her price is two of these fine mules.

- ♦ Each additional mule thrown into the bargain adds +1 to the roll.
- ♦ Failure indicates Ramona parts ways with the group, and the care of the mules is passed over to Ajax—who expressly does not want this job.

○ 5.1.2: At an appropriate juncture during the approach, Monsieur Jumeaux points out the ruins of the church in which they were dining when Vallière was shot dead. Ajax quips: "*La Tombe de Vallière.*"

14 Countervallations are fortifications built by a besieging army around their target.

5. DELIVERING THE PUNCHLINE

Date	Location	Mood	Bread
November 5th, 1647	Lerida, Catalonia	12 Weary	8 Enough

Event 5.2: Delivering the Punchline

It is time to make good on the prince's clever joke and deliver the punchline. We believe that there are two obvious methods overall for delivery: stealth (**E 5.2.1**) or bravado (**E 5.2.2**). The players can invent another plan to deliver the gifts, should they so desire, but its execution is left to the game master's discretion.

E 5.2.1: One sane way to deliver the gifts would be to pose as muleteers, move the mule train under the walls of the fortress at night and stake the animals' bridles to the earth (and then run like hell).

Opportunities

O 5.2.1.1: Fortunately, those old siegeworks make it very easy to sneak close to the fortress. The protagonists can attempt to slip through the trenches and set the mules in place in sight of one of the bastions.

- ♦ This stealth requires a Sneak test with a -2 penalty (due to the mules). Success indicates the beasts and their silly names are in position to be discovered at dawn.
- ♦ Failure to sneak indicates 2d6 sentries spot the mule train and challenge it, demanding the password (*serenata*¹⁵). One protagonist who knows Spanish can roll the die of fate to guess the password (on a 1). If by some miracle, they guess it, the sentries conduct a cursory inspection of the mules before letting them pass. For the inspection, roll 1d10 against the list in **O 3.2.1** to determine which basket they search. If the result indicates a mule that was previously killed or lost, use the next higher result. And if mule X is missing, go to mule I. If they search basket V or X, they accuse the group of being spies or saboteurs and attempt to arrest them on the spot.
- ♦ If our protagonists incorrectly guess the password, the sentries attempt to apprehend them. Use the *miquelet* stat block for the sentries. Use the *caballero* stat block for their lieutenant, if need be.
- ♦ A combat ensues if our protagonists resist. During the combat, for any missed shot from a firearm, roll the die of fate. On a 1, the bullet hits one of the mules and kills it.
- ♦ If our protagonists capitulate, they are taken to Governor Brito who, once he hears the whole story, laughs heartily and thanks them. The governor does not detain them in this instance.

15 The password is *serenata*: Spanish: serenade.

5. DELIVERING THE PUNCHLINE

Date	Location	Mood	Bread
November 5th, 1647	Lerida, Catalonia	12 Weary	8 Enough

E 5.2.2: The protagonists may choose to announce themselves to the sentries and demand to be taken to the governor. Precedence 6+ *and* reputation 15+ grants the demand the necessary force. Otherwise, test Parley to convince the sentries. But regardless of how the protagonists announce themselves, the sentries cursorily inspect the mules.

- ♦ Roll 1d10 against the list in **O 3.2.1** to see which basket they search. If the result indicates a mule that was previously killed or lost, use the next higher result. If X is missing, go to I. If they search basket X, they accuse the group of being saboteurs and attempt to arrest them on the spot.

Opportunities

O 5.2.2.1: The group may protest the inspection, but it does them little good. The more they protest, the more the sentries insist, taking the protest as evidence of some as yet undiscovered guilt.

O 5.2.2.2: If accused of being saboteurs, protagonists may surrender, fight or flee.

- ♦ If arrested, the group is imprisoned for 1d3 months. Eventually, Brito summons them for interrogation. Once he learns the truth, he frees them with apologies, though it may take a duel of wits to convince him of the truth. He sends the protagonists away with a letter of thanks to de Condé.
- ♦ If the protagonists are not accused, the captain of the watch takes the mules into the fortress, and the protagonists may be off.
- ♦ Alternately, protagonists with either precedence 6+ *or* reputation 25+ are invited to dine with the governor. The contents of this dinner conversation are left to the game master's improvisational skills. At the conclusion, he sends the protagonists away with a letter of thanks to de Condé.

Event 5.3: Flight

Once they deliver the gifts, our protagonists must escape the orbit of the fortress.

Opportunities

O 5.3.1: If our protagonists or their allies alerted the sentries, the enemy soldiers trigger a general alarm. The captain of the watch dispatches two teams of 10 riders each to track down our group. Initially, only one team has the pursuit.

- ♦ Test Rider individually to escape or test Leadership and Military Doctrine to coordinate the group's actions to evade capture. Failure—or a more warlike crew who attempts to ambush their pursuers and eliminate them—triggers a combat. Use the *caballeros* stat block for the riders and choose a section of one of our maps for the field of battle.
- ♦ Gunshots attract the attention of the second squadron, who arrive after the conclusion of the initial combat. Thus, our protagonists may have to sneak away or flee again—or even fight off a second wave of outriders.

O 5.3.2: If our protagonists deliver the gifts by bravado and do not alert the sentries, they may ride north without fear of pursuit.

5. DELIVERING THE PUNCHLINE

Date	Location	Mood	Bread
<i>November 5th, 1647</i>	<i>Lerida, Catalonia</i>	<i>12 Weary</i>	<i>8 Enough</i>

🔪 OUTCOMES

At the conclusion of this event, the protagonists and their entourage are either fleeing for their lives, cursing the day they ever met their patrons or riding north whilst laughing at a joke well played. Their next stop is Seu d'Urgell.

Farewell Ramona: Unless magnificently bamboozled, Ramona slips away once the gifts are delivered (with the mules if she can scheme them or if someone thinks to ask Brito for them).

Once our protagonists throw off any pursuit from Lerida, the road to their next destination is clear. The route, however, is not as the map depicts it. It is not possible to meander northeasterly due to the intervening mountains. The protagonists must make for Aguillar and then turn due north and hike up the river valley to Seu d'Urgell. Pau knows the way, so no test is necessary.

🔪 NOTES ON LERIDA

The climax of this event requires our protagonists to enter the sweep of the guns of Lerida. This Spanish fortress sits bestride the Segre, with bastions on both sides, though the main redoubts are on the opposite bank to the west. It is a strategically vital fortification as it controls access to Madrid from Catalonia. The Spanish boast that it has never fallen—but that's empty bluster. d'Harcourt captured it briefly a few years previously, but was ultimately driven out.

Whether out of arrogance or foolishness, Brito, the governor of the fortress, refuses to destroy the siegeworks of his defeated opponents. One can never know why, but his attitude creates macabre, hellish terrain in the countryside around Lerida. Half-collapsed trenches, cratered roads, trampled fields, burned out buildings and churned up graveyards dominate the landscape. Since it has been some months since the last assault, many of the corpses of the fallen have been carried away or devoured by scavengers, but the effort was not thorough. Moldering remains protrude from the earth, reminding those who approach of the folly of attacking this place.

If our protagonists have a motif that places them at the siege of Lerida, the game master may wish to pause the action and remind them of their past. Perhaps the protagonists wish to say prayers for the fallen, tell a story about a lost comrade or spit and curse this foul place and the fate that has returned them to it. Regardless, it is important that the game master invite a moment of reflection.

And lastly, the delivery is not intended to turn into a heist in the fortress or a desperate assault against impossible odds. For this reason, we have not provided maps or detailed plans of the fortress. Don't invest too heavily in this scene. Encourage the protagonists to make the delivery and fulfill their oath to Gramont—and then run like hell.

6. SEU D'URGELL

Date	Location	Mood	Bread
November 6-7th, 1647	Seu d'Urgell, Andorra	18 Happy	9 Plentiful

🔗 OVERVIEW

Seu d'Urgell is the capital of the Comarca d'Urgell. It is a beautiful, small town of perhaps 2,000 people that sits in the saddle of a valley between the Valira and Segre rivers. The cheerful town is home to a stout old cathedral—the Santa Maria d'Urgell—which sits on the Oms plaza.

Here, the protagonists have the simple goal of delivering the prince's letter to the Bishop Duran. However, they find the bishop has a new mission for them.

🔗 PATRONS & FIGURES OF NOTE

- ♦ Bishop Duran

🔗 ANTAGONISTS

- ♦ None!

🔗 SUPPORTING CAST

- ♦ Chevalier de Jumeaux
- ♦ Pau, *segador* guide
- ♦ Ajax, Jumeaux's groom
- ♦ *L'Écosse*, Jumeaux's servant
- ♦ The *miquelets*: Pere, Andreu, Vicens and Eulàlia

🔗 SEQUENCE

6.1: [Holy Days, Unholy Nights](#)

6.4: [What Is a Mass Worth?](#)

6.2: [The Feast of Saint Leonard](#)

6.5: [Familiar Faces](#)

6.3: [A Bishop and His Problems](#)

6.6: [Onward](#)

🔗 EVENTS & OPPORTUNITIES

Event 6.1: [Holy Days, Unholy Nights](#)

The streets are full of revelers, and it appears that all of the lodgings in the town are booked. Likewise, all of the post-horses have been rented out.

Opportunities

O 6.1.1: If our protagonists go straight to the bishop's office at the cathedral, the staff receive requests for help and receive the letter, but they do not grant audience to the bishop until after the holiday.

O 6.1.2: The best accommodations one can find is a billet in the stables.



6. SEU D'URGELL

Date	Location	Mood	Bread
November 6-7th, 1647	Seu d'Urgell, Andorra	18 Happy	9 Plentiful

Event 6.2: The Feast of Saint Leonard

Today is the Catholic holy day of the Feast of Saint Leonard. Bishop Duran, as one who admires the saint, is hosting a celebration in fine fashion. In the days leading up to the festival, the bishop instructed the consul of Andorra del Vella to have ready for him diseased cows, women in labor and prisoners in chains. Travelers, pilgrims and curious locals have all gathered for the spectacle.

On the morning of the 6th, dressed in a burgundy monk's habit and playing the role of Saint Leonard himself, the bishop begins the festivities by blessing the sick cows and anointing them with holy water. He then attends the labors of a handful of women giving birth today, again offering blessings and anointing them with holy water.

That afternoon, he visits Seu d'Urgell's small but extremely uncomfortable prison. There, the prisoners all know what to do: they pray to Saint Leonard, patron of the imprisoned, to release them from their chains. While the whole crowd watches, their chains magically fall away as Duran passes each one and offers the blessing of Saint Leonard (all prearranged with the consul, of course).

And that evening, the town hosts a festival with ample food and wine for the revelers.

This scene is provided merely for atmospheric effect. During it, our protagonists should feel like strangers in a strange land. They may interact with the crowd, but otherwise they are merely there as spectators. Christians may test their Theology or religion skill to parse the scene.

Opportunities

O 6.2.1: If our protagonists visit the tavern to quench their thirst and get the news, they meet four of the prisoners released during the festivities: Pere, Andreu, Vicens and Eulàlia. They speak Catalan and a smidgen of French and Spanish. Sharing some drinks, they explain to our protagonists that they were arrested yesterday for public drunkenness and that today is a holy day celebration—thus they received amnesty from his excellence Bishop Duran. Many travelers have come for the festivities.

If they are asked about news, they note that:

- ♦ The French have given up on Lerida (again)
- ♦ The Abbé d'Amer was appointed to the *Generalitat*
- ♦ And the famous bandit Juniper has struck again, kidnapping a cleric traveling across the mountains

If our protagonists are friendly and courteous, then no test is necessary to engage with Pere, Andreu, Vicens and Eulàlia. If our protagonists are a bit rough, crude or uncivil, call for a Charisma test to determine how the locals receive our strange travelers.

6. SEU D'URGELL

Date	Location	Mood	Bread
November 6-7th, 1647	Seu d'Urgell, Andorra	18 Happy	9 Plentiful

Event 6.3: A Bishop and His Problems

The bishop receives the prince's messengers on the following day, Thursday the 7th. This delay gives our protagonists a day to rest and collect themselves. Accommodations and expenses while in Seu d'Urgell during the delay amount to 10 per two people.

Bishop Duran is a 68-year-old scholar, lawyer, translator and theologian. He gives the impression that he loves his role as prince of the Church and relishes the power and connections it grants him. And if it is not clear by the mission he presents, the bishop despises bandits and disorder in the countryside.

For the interview, the bishop receives Jumeaux and at most two others with a reputation of 5+ (he will not host a band of vagrants in his offices). If Jumeaux takes the meeting alone, the chevalier simply reports to his entourage that they have a new (very daring) mission from the bishop.

It is possible to gain the bishop's notice as a patron. See below for opportunities.

Address: Monsignor

Traits he seeks in others: Piety, Cleverness

Mentalities: Catalan, Catholic, French Royalist

Opportunities

O 6.3.1: Duran is interested in acquiring the services of a band of ragamuffins to do some dirty work for him. He explains:

"For some years now there has been a bandit serpent plying his trade on the routes through the mountains. Until now, he has been a nuisance, but I recently received this letter." He produces a crudely written note that reads:

"Tenim el vostre jesuïta la seva bíblia. Deixeu cinc mil pistoles a la casa."¹⁶

Duran explains, "My friend, Father Balthazar Seña, was coming over the Pyrenees with a particular Bible for me to study. Against all that is good and holy, these bandits appear to have kidnapped him and are holding him for ransom. Please do me the honor of liberating him."

The bishop notes that the bandit chief Juniper is demanding 5,000 pistoles (equivalent to 10,000!), a sum he simply does not have. Still, he values his friend's life (and that Bible), so he produces a wallet containing 500 gold louis collected from local grandees (worth about 10,000). He hands the wallet to Jumeaux and tells him to use it to pay the ransom.

- Unless interrupted, Jumeaux, with a head full of romantic stories, instantly agrees without question or reservation.
- Cooler heads may demure and Parley with the bishop for better terms.

16 *Tenim el vostre jesuïta la seva bíblia. Deixeu cinc mil pistoles a la casa.* Catalan: We have your Jesuit and his bible. Send 5,000 pistoles to the house.

6. SEU D'URGELL

Date	Location	Mood	Bread
November 6-7th, 1647	Seu d'Urgell, Andorra	18 Happy	9 Plentiful

The bishop is prepared to offer:

- ♦ Fresh remounts from the Church's own stables
- ♦ Four of his militia from Seu d'Urgell
- ♦ Treatment for any sick or injured by his personal physician
- ♦ A purse of $\text{£}100$ for each of our protagonists

It's not much, but to outright decline a prince of the Church—who is also one of the co-Princes of Andorra—would be unthinkable. Not only would declining eliminate Duran as a possible patron, but the Prince de Condé would certainly hear of the cowardly behavior of his people.

- ♦ Dickered with the bishop is petty, incurring -1 reputation damage.

O 6.3.2: The prince's letter to the bishop informs him of de Conde's departure from Catalonia through Gerona and Perpignan. He sends his regrets that he could not dine with the bishop before leaving Catalonia, but his military affairs kept him quite busy. He writes that he hopes Duran will keep him and all of Catalonia in his prayers.

- ♦ Duran smiles as he reads the letter to himself. He then says to Jumeaux (or the character with the highest reputation), "How charming." He then dashes off a response, seals it with an impression from his ring and hands it to the messenger.

"Please deliver this to your prince with my compliments."

Event 6.4: What Is a Mass Worth?

The bishop invites our protagonists—all of them—to a Catholic mass that he will preside over prior to their departure. This invitation is not optional.

- ♦ Prior to the mass, participants are to take confession.
- ♦ Duran conducts the mass himself (in Latin). It is a long and somber affair (an apostate or heretic might even go so far as to call it interminably boring).
- ♦ During the mass, participants take communion.

Opportunities

O 6.4.1: To attend mass or not? Duran is not a liberal or syncretic man in regards to his faith. Failure to participate in the holy rites disappoints him.

- ♦ Protestant, Jewish and Muslim characters may feel revolted at the thought of taking in a Papist mass. Participation is technically proscribed by the tenets of their religions, but the decision of whether or not to attend is up to the individual. However, once they are at mass, they're in for the full ride. Failure to participate is to disappoint the bishop.

O 6.4.2: Catholics who attend the mass receive the bishop's blessing: +1 to hit, +1 damage, +1 morale and +1 to skill/ability tests in the next event (which is typically the robbery on the road in **7. TRAFFIC JAM**).

6. SEU D'URGELL

Date	Location	Mood	Bread
November 6-7th, 1647	Seu d'Urgell, Andorra	18 Happy	9 Plentiful

O 6.4.3: Faking Catholicism is an option. To do so, test Sub Rosa or Fashion for dissimulation or the Catholicism mentality if it is not one's professed faith.

- Success indicates that you take communion and the wine and confession passably well. You do not gain the benefit of the blessing, however.
- Failure indicates that a painful, awkward scene develops between you and the bishop during the proceedings. Play with the humiliation and shame. Enjoy yourself for a moment.
- Failure also means the bishop mistrusts you from that point forward and may even write to de Condé to complain of your behavior.

O 6.4.4: To gain the bishop's notice at mass, test Catholicism.

- Success indicates that he notes your piety.
- Pau also enthusiastically attends the mass. While he is extremely devout, he is also sympathetic. He helps anyone who asks with their Religion test. He does not help anyone dissimulate.

O 6.4.5: One or more of the protagonists may decide it is time to convert. If they do so, Duran is ecstatic. He baptizes them into his faith during mass and pronounces them with a new Catholic name. Rules for conversion can be found in the Mentalités chapter of **Book 1**.

Event 6.5: Familiar Faces

If the bishop details soldiers to the protagonists' mission, four *miquelets*¹⁷ join the crew. Use the *Miquelet* stat block found in the Cast of Characters chapter.

Opportunities

O 6.5.1: The *miquelets* are the recently released prisoners: Pere, Andreu, Vicens and Eulàlia. They have been volunteered for this duty by the bishop as penance for their public drunkenness.

- It's possible that our protagonists met this group in the tavern previously. If so, there is a warm reunion before setting off. If not, the four are recognized as the prisoners released during the amnesty celebration the previous day.

Event 6.6: Onward

Pau explains that from here, they will take the road up to Andorra del Valle (where they can rest a night). From Andorra, they will take the mountain path up to the pass. At the top of the pass is the house mentioned in the ransom note: La Casa, as the locals call it. It is a hunting lodge that has been there as far back as memory goes. La Casa is a frequent gathering place for travelers coming across the Pyrenees.

🔪 OUTCOMES

This episode represents a turning point in our protagonists' fate. Rather than heading straight on to Paris from Seu d'Urgell, they will make a detour in the Pyrenees and attempt to solve the bishop's bandit problem.

17 *Miquelet* is Catalan vernacular for militia.

7. TRAFFIC JAM

Date	Location	Mood	Bread
November 8th, 1647	Andorra	17 Resigned	9 Plentiful

🔗 OVERVIEW

The journey through Andorra is uneventful. The action commences once the party is on the path heading up to the pass. There, they will be waylaid by a group of Juniper's bandits led by one of her lieutenants who are robbing travelers and pilgrims on the road. Will our erstwhile heroes submit to their depredations, fight them off or perhaps trick them out of their stolen lucre?

If a firefight should break out, kind in mind two guiding principles: First, that it should be harrowing! Second, it should be short and sharp. The bandits give fire and then slip off.

🔗 PATRONS & FIGURES OF NOTE

- ♦ None

🔗 ANTAGONISTS

- ♦ None

🔗 SUPPORTING CAST

- ♦ Chevalier de Jumeaux
- ♦ Pau, *segador* guide
- ♦ Ajax, Jumeaux's groom
- ♦ *L'Écosse*, Jumeaux's servant
- ♦ The *miquelets*: Pere, Andreu, Vicens and Eulàlia
- ♦ Tinent¹⁸ Augustinus (Diminutive: Agustí)
- ♦ Seven *bandoleres*

🔗 SEQUENCE

7.1: [Traffic Jam](#)

7.2: [Fellow Travelers](#)

🔗 EVENTS & OPPORTUNITIES

Event 7.1: [Traffic Jam](#)

On the evening after leaving Andorra, our protagonists encounter a traffic jam on a narrow, rocky, rain-slick section of the trail up the mountain. At this juncture, travelers must tramp up a set of natural stairs and then slip through a notch in the crest of the ridge.

There seems to be a knot of travelers milling about the notch in the ridge above you, holding up the traffic behind them. Mules bray, children cry, men weep and women wonder.

The traffic jam is due to a robbery in progress. Tinent Augustinus and seven *bandoleres* are calmly and politely robbing a group of pilgrims. If anyone in line complains, Augustinus pops his head up and politely begs for patience. He promises to move more quickly.

As each group is stripped of their valuables, the bandits push them up the path to continue on. Augustinus and company then invite the next group to step forward and have their turn.

7. TRAFFIC JAM

Date	Location	Mood	Bread
November 8th, 1647	Andorra	17 Resigned	9 Plentiful

E 7.1.1: If our protagonists do nothing, they are shuffled up the path and into the notch where they find themselves staring down Augustinus' mousqueton and seven muskets at close range. Agustí then officiously approaches each of them with a small sack and instructs them to place wallets and jewelry within. It's a sticky situation.

Opportunities

O 7.1.1.1: If the group wishes to debate the matter, Augustinus happily engages with a representative of the group.

- ♦ In a duel of wits, he relies on the Threaten action (for which he receives a substantial bonus).
- ♦ He does not take kindly to being ganged up on in a duel of wits. He finds it quite rude and instructs one of his *bandoleres* to shoot the offender.
- ♦ If he finds he is losing said contest of wits, he may also instruct one of his bandits to shoot the offender unless they concede his point.

O 7.1.1.2: If a fight erupts while our protagonists are being robbed, the *bandoleres* fire at close range (6 sq). If our protagonists are still standing at the conclusion of the round, the bandits laugh and congratulate them. Then they run. They are here to rob, not fight!

E 7.1.2: If our protagonists realize what mischief is transpiring above them and attempt to draw Augustinus and company into a combat, they are in a tough position. Agustí's gang has the high ground with good cover at a choke point. In fact, the bandits selected this position carefully—as they are experienced ambushers.

Opportunities

O 7.1.2.1: The group may attempt to advance on the bandits' position. However, Augustinus demands that armed parties halt 10 squares distance from their position—a step closer and the gang fires on the closest targets before making their escape.

Furthermore, movement up the trail is treacherous.

- ♦ During combat, subtract 4 from all movement rolls heading up the rocky, rain-slick trail. A negative result indicates the character slides downwards the indicated number of squares.
- ♦ Rather than risk such dangerous movement, a player may spend their action to make a Traverse test. If successful, their character may move this round without the penalty. This movement happens out of sequence, during the action phase, as per the On the Double rule.
- ♦ The game master may also call for Traverse tests to cover ground quickly or clamber over obstacles.

7. TRAFFIC JAM

Date	Location	Mood	Bread
November 8th, 1647	Andorra	17 Resigned	9 Plentiful

The ground is too treacherous for the horses to move quickly.

- ♦ If a rider insists on staying mounted, they must pass a Rider test with a -3 penalty to enter the combat.
- ♦ If successful, the horse still suffers the -4 movement penalty, but the rider remains mounted.
- ♦ Failure inflicts 2d6 damage to the horse as they stumble amidst the rocks and boulders. If the unfortunate animal is reduced to 0 HP by this action, roll on the Cheveaux de Combat table with a +3 modifier.

O 7.1.2.2: The best tactic for this situation is counterintuitive: Stand and deliver fire at the enemy's position (and perhaps disperse into cover). To order an advance without knowing the enemy strength could produce undesirable results. Pau expresses this opinion if possible.

- ♦ Opening fire on the bandits places a group of the pilgrims and travelers in the crossfire. During the firefight, they huddle behind the boulders and pray.

O 7.1.2.3: If combat erupts, Tinent Augustinus is uninterested in a real fight.

- ♦ Once the bandit muskets have discharged, Augustinus feigns reloading behind cover while quietly ordering his gang to retreat and disappear into the boulder-strewn pass. Protagonists who spend an action to test Listen may detect the ruse.
- ♦ If they have any wounded, the bandits carry them off.
- ♦ If the bandits are routed, they leave behind what they have stolen, as well as some muskets.

The game master should subtract any casualties from the bandits' roster in **10**.

THE BANDIT FORTRESS.

O 7.1.2.4: As the bandits retreat, the protagonists will likely feel compelled to pursue. Pau strongly advises against it. He indicates that the protagonists do not know their enemy's true strength and the bandits are skilled ambushers retreating into their own country.

- ♦ Agustí orders his companions to run and disperse: some heading for La Casa and the others heading to their bandit fortress at Porté-Puymorens.



7. TRAFFIC JAM

Date	Location	Mood	Bread
November 8th, 1647	Andorra	17 Resigned	9 Plentiful

O 7.1.2.5: While unlikely, it is possible for one of the bandits to fall into the hands of our protagonists. If interrogated or put to the question (in Catalan!), test Parley with a +2 modifier.

- If successful, the bandit cheerfully admits that they are part of Juniper's gang (they call her Cap). They confirm that they have the Jesuit, though they don't know anything about a Bible. And they tell their interrogators that they can find Juniper at La Casa at the pass.
- If the Parley fails: *The sullen bandit accuses you of being "royal dogs."*
"Go to Hell," he growls, "You are a thief like me, just in finer clothes."
- If threatened with violence, they beg for mercy and offer to take these brave souls to a cache of their treasure. While they have them tramping off into the mountains, he attempts to slip away.
- Bellicose players often demand tactical details such as the bandit's strength of numbers. Interrogations of this nature are met with a shrug and a curious glance.
"People come, people go. In the summer, there are more—in the winter, there are less." Which is true!
- If pressed, the successful Parley garners "20 to 30." A failed Parley receives "30 to 50, més o menys."
- In either case, the captive does not reveal the location of their base or even hint that they have a base. They insist that they operate out of La Casa.

Event 7.2: Fellow Travelers

The people who were being robbed thank our protagonists for their efforts, whatever the outcome. They do not fight, and they have no reward to offer but gratitude. If questioned, they explain that they are hurrying through the pass before the winter closes it. They are bound for Toulouse.

Opportunities

O 7.2.1: If any of our party are injured, the travelers suggest they visit the doctors in nearby Llívia. In fact, they insist that these doctors are the best in all of Catalonia, Spain and France.

O 7.2.2: If our protagonists rob the travelers themselves, the pilgrims curse:
Sangdieu, even the angels of this world are devils!

They hand over their remaining valuables without resistance, amounting to 1d10×10 livres, a chicken and a wooden icon of Saint Leonard.

7. TRAFFIC JAM

Date	Location	Mood	Bread
November 8th, 1647	Andorra	17 Resigned	9 Plentiful

🗡️ OUTCOMES

This combat should be short and sharp: one or two of rounds of gunfire followed by silence, intermittently broken by the cries of the wounded. Puffs of acrid, gray smoke roll across the rocky ridge, languidly dissipating. At the conclusion, there may be a few wounded, possibly one or two dead.

After they fire, the bandits flee into the rocky wilderness of the pass, leaving the protagonists to lick their wounds and discuss matters with the travelers. If they head to La Casa, go to **8. LA PAS DE LA CASA**. If they pursue the bandits, go to **9. HUNTER OR HUNTED**. If they head for Llívia, go to **11. LLÍVIA** (from here one can bypass the bandit fortress by heading to the town directly from this path).

🗡️ SKIRMISH TACTICS

Some notes for running a combat:

Map: Use our sketch of the Traffic Jam Map or download the gridded version of our map from burningwheel.com.

Shots: All volleys against the bandits on the ridge counts as tough shots.

- ♦ Protagonists who duck behind cover become tough shots for the bandits.
- ♦ Missed shots from the bandits hit bystanders on a die of fate roll of 1.

Morale: Track morale for the supporting cast during this combat.

- ♦ To make the task easier, track *bandoler* and *miquelet* morale as whole units rather than individuals. Track Tinent Augustinus, Jumeaux, Pau and the protagonists separately.

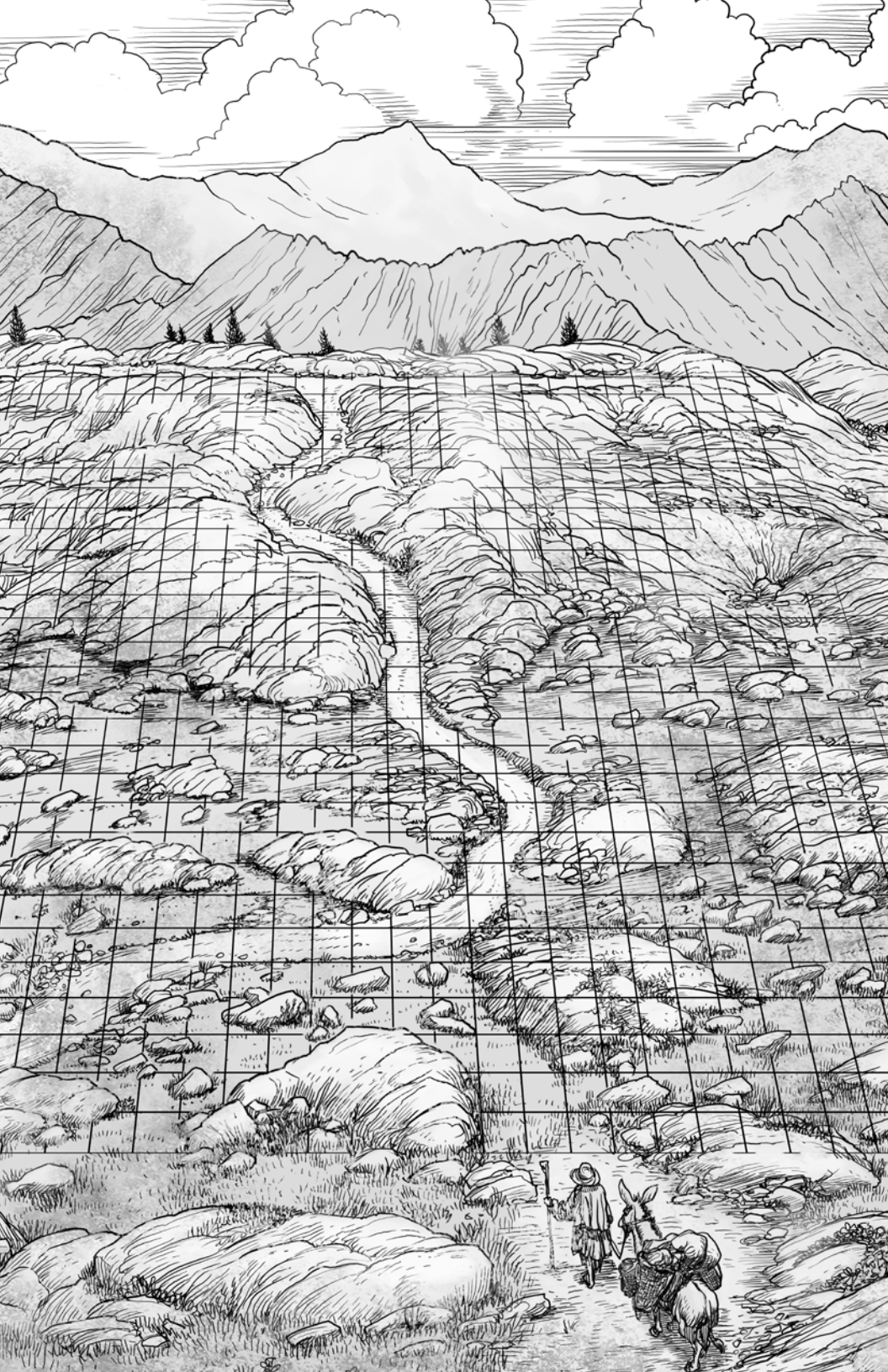
Leadership: An officer may spend their first action to take command of the *miquelets*. Test Leadership:

- ♦ If successful, the *miquelets* take on the officer's morale and fire as the officer directs: a fusillade, a two-by-two volley or a rolling fire of one musket per turn.
- ♦ If one of our protagonists declares that they take the action to lead, the game master should have the *miquelets* hold fire until the end of the round while they hear out the erstwhile commander (and thus fire last).
- ♦ Otherwise, they fire at random targets on the first round and spend the remainder of the combat frantically reloading.

Pau: Pau takes cover (Sneak) and then attempts to scramble up the trail (Traverse). If he comes under fire, he hunkers down and lets the fusilliers do their work rather than risking his skin for a foolish endeavor. If he makes contact with a bandit, he slashes them with his sickle and demands their surrender. He holds no hatred for them.

Jumeaux: The chevalier fires a pistol at the nearest bandit and then charges with his rapier. If he does not reach his target due to the poor terrain, he becomes confused and stops to fire his second pistol. He then trudges up the hill until he makes contact with a bandit, to whom he gives hell with his rapier.

L'Écosse and Ajax: L'Écosse joins the fray if given a musket and ordered to fight. Ajax the coward refuses to fight.



8. LA PAS DE LA CASA

Date	Location	Mood	Bread
November 8th, 1647	<i>Pas de la Casa, Andorra</i>	17 <i>Resigned</i>	6 <i>Marginal</i>

🔗 OVERVIEW

Cresting the entry to the pass as the stars emerge has a profound impact on our protagonists. Later on the night of the 8th, our crew arrives at the house at the top of the pass. There, they can negotiate with Juniper for *Seña* and the Bible or cook up another plan to complete their mission. This scenario represents the critical moment in the adventure. The protagonists have a high degree of freedom to decide how they tackle the problems therein.

🔗 PATRONS & FIGURES OF NOTE

- ♦ Father Balthazar *Seña*

🔗 ANTAGONISTS

- ♦ Juniper, *Cap de Bandoleres*

🔗 SUPPORTING CAST

- ♦ Chevalier de Jumeaux
- ♦ Pau, *segador* guide
- ♦ Ajax, Jumeaux's groom
- ♦ *L'Écosse*, Jumeaux's servant
- ♦ The *miquelets*: Pere, Andreu, Vicens and Eulàlia
- ♦ Tinent Augustinus (Diminutive: Agustí), if he survived **7. TRAFFIC JAM**
- ♦ Eight *bandoleres*
- ♦ Two Italian explorers
- ♦ Three Gascon adventurers
- ♦ Many other travelers and rough customers

🔗 SEQUENCE

- 8.1: [Grand Visions](#)
- 8.2: [La Casa](#)
- 8.3: [Juniper's Court](#)
- 8.4: [At Dawn They Sleep](#)

🔗 EVENTS & OPPORTUNITIES

Event 8.1: [Grand Visions](#)

As you crest the final ridge, you see a broad bowl of land in the twilight, made ghostly with a faint dusting of snow. The trail ahead winds through boulders strewn across the valley floor, disappearing into the gloaming. In the distance, silhouettes of mountain peaks rise up on the left and right of the pass.

The earthly wonders are breathtaking, but as you absorb the terrestrial scene, your eyes drift slowly upwards. And you behold a celestial vision like none you've ever witnessed. The vault of Heaven stretches out before you, the stars low and bright. It feels infinite and suffocating all at once. And as twilight fades into night, the intensity of the stars increases until they glitter with a piercing brilliance.

8. LA PAS DE LA CASA

Date	Location	Mood	Bread
November 8th, 1647	Pas de la Casa, Andorra	17 Resigned	6 Marginal

Opportunities

O 8.1.1: All characters must save vs terror.

- ♦ Success indicates they are unphased by this page from the Book of Heaven open before them.
- ♦ Failure indicates they shed tears, exclaim, stagger, fall to their knees and pray or react in a similar manner of their choice. They are granted +1d3 gnosis but must deduct -1 rep for the cosmic humiliation.
- ♦ Check the Nationality experience conditions for the French and Catalan protagonists. Visiting this forgotten place may satisfy a condition.

Event 8.2: La Casa

In the distance, on a prominence on the other side of the pass, sits a lonely hunter's lodge. One can see spots of golden light flickering in its windows. This house, the eponymous Casa, is the sole structure in the pass.

As you approach, you note a scattering of camps clustered around La Casa at a respectful distance. The travelers you rescued from the bandits make camp here.

Raucous laughter, singing and chatter filters out of the house. Condensation renders its window panes opaque. To all appearances, it seems busier than a Parisian tavern on New Year's Eve.

Opportunities

O 8.2.1: Within, we find a menagerie of rough customers. The lodge is bursting with men and women, speaking a dozen languages, dressed like soldiers, hunters or vagrants, all drinking, gambling and singing.

A fire pit in the center of the lodge smoulders beneath a charred shoulder of meat. Occasionally, a merryman leans over with a knife and slices off a chunk of blackened flesh, which they wolf down with bared teeth.

Stacked muskets litter the cramped walkways. Boar spears lean against the walls. And the trestle tables are home to pistols and knives, lurking between green, glassing dead soldiers.

- ♦ Should he enter, Jumeaux stands out like a rooster in the hen house—as will anyone else dressed in fashionable clothes.

O 8.2.2: The stolen Bible is hidden under a stone near the firepit in the center of the lodge. See The Hidden Bible note at the end of this section.

8. LA PAS DE LA CASA

Date	Location	Mood	Bread
November 8th, 1647	Pas de la Casa, Andorra	17 Resigned	6 Marginal

Event 8.3: Juniper's Court

Juniper holds court at a table in the far left corner, her back to the wall. Bishop Duran misgendered her, so the protagonists might not recognize her at first. A successful Wisdom test allows them to read the room.

- ♦ If Agustí survived the robbery combat, he is seated next to her. And if he was injured, she dotes on him.
- ♦ If Augustinus did not survive, Juniper is deep in her cups, mourning her loss.

Her court includes eight of her *bandoleres*, a pair of Italian explorers recently returned from New Spain, a trio of Gascon adventurers heading into Spain on a mission and the Jesuit, Father Seña.

- ♦ If Agustí survived, he recounts the tale of the firefight from earlier that day to a rapt audience. Unsurprisingly, he paints the bandits as the heroes.

As captain of this bandit gang, Juniper has little pride and no honor.

Address: Cap

Traits that she seeks in others: Cleverness, Wealth, Piety

Mentalities: Catalan, Catholic, Generalitat

For more details on Juniper, see the note **Juniper and Her Gang** at the conclusion of **10. THE BANDIT FORTRESS**.

Opportunities

O 8.3.1: It is a Bad Idea to confront Juniper in this position. Not only is she surrounded by eight loyal bodyguards, but she is known and beloved by nearly everyone in the room. And even those who don't know her take her side in a fight against fancy royal roosters.

Should our protagonists attempt to assassinate her on the spot, you might attempt to dissuade them. If they insist, allow them to take their shot and then face the approbation of the *bandoleres* and 40 of their friends.

Should our protagonists attempt to approach her directly after having killed Agustí, she quickly puts the puzzle pieces together and realizes who killed her lover. She does not treat murderers kindly.

- ♦ If he is still alive, Agustí recognizes our protagonists and points them out to his beloved. He appears friendly, but his true aim is revenge.

O 8.3.2: The kidnapped Jesuit, Father Seña, is sitting at the table with Juniper and her court. He acts in a polite and cordial manner to the bandits, referring to them as "excellent hosts." Otherwise, he holds his tongue. See The Embarrassed Jesuit note at the end of this section.

O 8.3.3: One of our protagonists may test Sub Rosa to surreptitiously gain a seat at her table and thus eavesdrop on her. If they are bourgeoisie or a noble, they suffer a -1 or -2 penalty, respectively.

8. LA PAS DE LA CASA

Date	Location	Mood	Bread
November 8th, 1647	Pas de la Casa, Andorra	17 Resigned	6 Marginal

O 8.3.4: If our protagonists can calmly maneuver themselves into position at Juniper's table, they might be able to open negotiations. If there was a skirmish on the road and Augustinus escaped, she remains unperturbed. Such affairs are common in her chosen trade.

If our protagonists produce the wallet and make clear that their intention is to negotiate, Juniper listens. Use the Soul of Wit chapter in **Book 1** to resolve the situation.

- ♦ The opening range is shouting distance due to the noise of the party. Players will have to be creative in order to get closer.
- ♦ If more than one protagonist enters the negotiations with Juniper, Agustí or the other *bandoleros* jump in to defend their boss. It could become a volatile duel of wits!

Even though the amount is not what she demanded, Juniper is not opposed to the payment offered for the Jesuit and his bible. However, she bargains as hard as she can and coolly presses for every advantage.

Event 8.4: At Dawn They Sleep

As the night shades into dawn, the festivities at the house wind down. Some revelers drift off to their camps, but most bed down on the tables, benches and floor.

Opportunities

O 8.4.1: If unengaged, after a couple of hours Juniper dozes a bit but then slips out unnoticed in the company of the departing adventurers. She heads back to the bandit's base and leaves Agustí to await the ransom.

- ♦ Moving through the tangled mass of sleeping bodies and muskets to get close to Juniper or the fireplace requires a Sneak test with a -1 modifier.
- ♦ Spotting Juniper as she slips out requires a Search test with a -1 modifier.

O 8.4.2: Contrary to Juniper's orders to wait, Agustí also slips out before dawn. If confronted, he either offers excuses about personal business or lies and says he must fetch the Bible. He heads out into the pass to collect a crew of bandits and allies to stage an ambush on our crew, as described in **9. HUNTER OR HUNTED**.

O 8.4.4: It is likely that our protagonists will also wish to rest at this juncture. Up to three may nestle in among the snoring bodies in La Casa, but a larger group must make camp out in the pass.

- ♦ If the crew treated well the victim's of Augustinus' robbery, those travelers offer them space in their camp.
- ♦ If not, the crew is on their own in making a fire and pitching a tent.

O 8.4.5: If our protagonists are bent on taking Juniper and her crew by force, refer to **9. HUNTER OR HUNTED** for options.

8. LA PAS DE LA CASA

Date	Location	Mood	Bread
November 8th, 1647	Pas de la Casa, Andorra	17 Resigned	6 Marginal

☞ OUTCOMES

The outcome of this scenario is more open-ended than the other events that led the protagonists here. While unlikely, it is possible that the crew can wrap up the adventure by negotiating with Juniper for the release of Seña and the return of the Bible. In that case, go to the Farewell to Catalonia section or **II. LLÍVIA**, if they want to visit the historic town. However, if Agustí (or his friend Tecla) is out for revenge, even successfully concluding the deal with Juniper won't stop them from making an attempt on the group. In that case, go to **9. HUNTER OR HUNTED**.

☞ THE HIDDEN BIBLE

The Bible in question is hidden in a secret compartment under a piece of slate near the fire pit. Augustinus or Juniper retrieves it only after the negotiations are concluded and the Jesuit has been handed over—and no one is around to observe them opening their secret compartment. The Bible itself is rather large—three hands tall and two hands wide. It is one of the first Bibles printed on a press.

- ♦ **Language:** Latin. **Subject:** Theology. **Difficulty:**+2. **Gnosis:** 1/3.

If one of our protagonists should retain this Bible, Cardinal Mazarin would be very interested in acquiring it. A Cardinalist may test politics to intuit the Cardinal's desires. Otherwise, Father Seña reclaims the Bible and continues on his mission to Seu d'Urgell.

☞ THE EMBARRASSED JESUIT

Father-Socius Balthazar Seña is a high-ranking, 35-year-old Catalan Jesuit. A rising star in the order, he has spent most of his life in deep study, but recently he undertook a mission to Frankfurt to retrieve what he calls "a German Bible." It is one of a few dozen printed approximately 200 years ago. Duran learned of the Bible's whereabouts and wrote to his friend in Rome to request his assistance.

Address: Father, Pere, Padre

Traits he seeks in others: Piety, Knowledge, Honesty

Mentalities: Catalan, Catholic, Papist

The trip was uneventful until Seña entered its final leg, just a few leagues above Seu d'Urgell, when Juniper and her gang spotted his bundle and guessed that he was a worthy mark. Seña admits that the bandits treated him most civilly and attended to his every request. He even heard their confessions and said mass for them while in their custody. Thus, Seña does know of the bandit fortress at Porté-Puymorens, but he thinks to reveal what he knows only if directly questioned. He does not have a military (or vengeful) mind.

Seña is first seen in the company of Juniper and her lieutenant at the house in the pass. If negotiations commence, he waits in La Casa until they are concluded. If negotiations are delayed or the ambush fails, he is sent to the fortress under guard. If freed, he is eager to complete his journey, though he declines any escort. He merely says:

"God has taken me this far. If He so desires, He will take me safely to the bishop."

9. HUNTER OR HUNTED

Date	Location	Mood	Bread
November 9th, 1647	<i>Pas de la Casa, Andorra</i>	17 <i>Resigned</i>	6 <i>Marginal</i>

🗝️ OVERVIEW

The content of this event is conditional to the results of past and future events:

- ♦ If Augustinus survived the altercation in 7. **TRAFFIC JAM**, he hunts down the party to avenge his humiliation.
- ♦ If Augustinus was killed, Tecla, Juniper's second lieutenant, takes up the cause. Since we don't know who is hunting the group, we refer to them as Tinent (lieutenant) in this section.
- ♦ If the protagonists want to attempt to take the bandits in the pass by force, they can use some of the options discussed in this event.

🗝️ PATRONS & FIGURES OF NOTE

- ♦ Father Balthazar Seña

🗝️ ANTAGONISTS

- ♦ Juniper, *Cap de Bandoleres*

🗝️ SUPPORTING CAST

- ♦ Chevalier de Jumeaux
- ♦ Pau, *segador* guide
- ♦ Ajax, Jumeaux's groom
- ♦ *L'Écosse*, Jumeaux's servant
- ♦ The *miquelets*: Pere, Andreu, Vicens and Eulàlia
- ♦ Tinent Augustinus (Diminutive: Agustí) or Tinent Tecla
- ♦ Eight *bandoleres*
- ♦ Many travelers and rough customers

🗝️ SEQUENCE

9.1: Revenge

9.2: Emboscadores

9.3: Retreat to the Fortress

🗝️ EVENTS & OPPORTUNITIES

Event 9.1: Revenge

Even if negotiations conclude peaceably, Tinent Augustinus attempts to take revenge on the group who disrupted his robbery. Or Tinent Tecla attempts to take revenge for Agustí's injury or death.

To do so, the bandits follow the protagonists to their camp, which requires them to pass a Search test with a +2 modifier, since they know the area well.

If they locate the group's camp, Tinent attempts an ambush with six *bandoleres*, bolstered with enough revelers from the night previous so that the ambushers outnumber their prey by 2:1. Fighting fair is not something they practice.

- ♦ Note that in order for the revelers to be available to help, at least six hours must pass between 7. **TRAFFIC JAM** and Event 9.1 Revenge.

9. HUNTER OR HUNTED

Date	Location	Mood	Bread
November 9th, 1647	Pas de la Casa, Andorra	17 Resigned	6 Marginal

In addition to the ambushing force, Tinent holds two bandits in reserve to send word of the operation's success or failure to Juniper.

- ♦ If Tinent fails, our protagonists sleep in peace.

Use the proper Tinent stat block for the lieutenant, the *bandoler* stat block for the bandits and the *miquelet* stat block for the non-bandit volunteers.

Opportunities

O 9.1.1: If the protagonists treated well the victims of Tinent's ambush (**O 8.4.2**) and camped with them (**O 8.4.2**), then these new friends quietly warn the protagonists that the bandits are hunting for them in the pass. Hopefully, this information encourages the protagonists to set a watch.

- ♦ If the travelers were treated poorly, they turn a blind eye to the whatever transpires—and do not warn the party of the impending ambush.

O 9.1.2: If the bandits discover the travelers helped our protagonists, they rob them blind and set them on the path to their destination naked.

Event 9.2: Emboscadores

Once the bandits fix the group's location, they set an ambush. To do so, the game master tests Tinent's Sneak skill of 5/6 with the following modifiers: flank +1, 25 squares distant -1, matchlocks -1. If the ambush happens at night, add an additional +1. The final rating is 5/8 during the day or 7/10 at night.

- ♦ Success indicates the bandits close to within 25 squares on three sides of the protagonists' camp and gain their initiative bonus for Emboscador.
- ♦ Failure indicates our protagonists detect the ambush as the bandits move into position. The bandits do not gain their initiative bonus for Emboscador.
- ♦ If the group has set a watch or is on alert, one of their number may test Search with a +1 modifier for the open terrain. If they succeed and roll higher than Tinent's Sneak roll, they detect the ambush.

If Tinent's test to ambush succeeds, the bandits announce themselves.

- ♦ They demand the Jesuit, the Bible and Jumeaux's fine suit—and the wallet, if it hasn't been handed over yet.
- ♦ Any hesitation or chicanery and Tinent gives the order to fire. They want revenge more than ransom.

Opportunities

O 9.2.1: Tinent's plan is rather obvious, so it is possible that our protagonists will anticipate the bandits moving through the camps searching for them and then set up their own ambush.

- ♦ If our crew feels outnumbered and unsupported, Pau suggests they head to nearby Llívia to attempt to recruit help. It's a Spanish town, but surely they will give them aid against bandits.

9. HUNTER OR HUNTED

Date	Location	Mood	Bread
November 9th, 1647	Pas de la Casa, Andorra	17 Resigned	6 Marginal

Event 9.3: Retreat to the Fortress

Win or lose, the survivors of the ambush retreat to Juniper's fortress to the east of the pass. The game master must deduct any injured or broken bandits from the total personnel at the bandit fortress.

- ♦ If the ambush is a disaster for the *bandoleres*, the two bandits held in reserve rush to deliver the news to Juniper.

Opportunities

O 9.3.1: A victorious crew might chase the bandits back to their bolthole. A clever crew might steal the initiative and stealthily follow them home. Rather than rolling for pursuit, we recommend going to **10. THE BANDIT FORTRESS**.

🗺 THE TINENT'S REVENGE MAP

Use our sketch of the Tinent's Revenge Map to plan your own encounter or download the gridded version of our map from burningwheel.com.

🏆 OUTCOMES

After a conflict with Augustinus or Tecla, the most likely result is that the bandits are run off, but the protagonists are spent and injured, perhaps with one or two dead soldiers. If the bandits run, our brave crew can elect to pursue them and arrive at *10. The Bandit Fortress*. Or, if the Jesuit and Bible were recovered, the protagonists may feel their mission is complete and decide to head north into France (see the Farewell to Catalonia section).

Rather than pursue directly, the protagonists may heed the advice of the locals and take their injured members to Llívia for treatment. Supporting cast who are struck down but deemed salvageable by the Hors de Combat results may be saved by the doctors in the nearby town. In this case, if the bandits were torn up in the fight, they let the crew pass through Porté-Puymorens unmolested.

It is also possible that the group is badly mauled and captured by the bandits. In this case, Juniper gives them the option either to join up or to ransom themselves, each according to their means. To pay their ransom, Juniper demands a price equal to their annual income—which Parisians must pay while suffering the -5 penalty for being far from their bank account. Catalans suffer only a -1 penalty. If a protagonist ransoms themselves, go to the Farewell to Catalonia section. If a protagonist chooses to join up, the game has entered uncharted waters! The fate of those protagonists is up to the game master. The campaign could shift entirely to Catalonia, or those protagonists could shift into the background while the rest of the crew returns to Paris. Discuss the best outcome for your group!



THE TINET'S REVENGE MAP

10. THE BANDIT FORTRESS

Date	Location	Mood	Bread
November 9-10, 1647	Puymorens, Catalonia	11 Weary	6 Marginal

🗝️ OVERVIEW

Herein, we discover that Juniper has set up her operations in the nearby village of Porté-Puymorens. She has also restored and fortified an old Roman *burgus*, or watchtower, overlooking the village. Our protagonists must pass this way if they wish to confront Juniper or make the trek over to Llivia from the pass. They may also learn from the villagers that a young Spanish count is recently arrived in Llivia.

🗝️ PATRONS & FIGURES OF NOTE

- ♦ Father Balthazar Seña

🗝️ ANTAGONISTS

- ♦ Juniper, *Cap de Bandoleres*

🗝️ SUPPORTING CAST

- | | |
|---|---|
| <ul style="list-style-type: none"> ♦ Chevalier Jumeaux ♦ Pau, <i>segador</i> guide ♦ Ajax, Jumeaux's groom ♦ <i>L'Écosse</i>, Jumeaux's servant ♦ The <i>miquelets</i>: Pere, Andreu, Vicens and Eulàlia | <ul style="list-style-type: none"> ♦ Tinent Augustinus (Diminutive: Agustí) and/or Tinent Tecla ♦ 10 <i>bandoleres</i> plus survivors from 8. LA PAS DE LA CASA and 9. HUNTER OR HUNTED ♦ The residents of Porté-Puymorens |
|---|---|

🗝️ SEQUENCE

10.1: [The Road to Llivia](#)

10.2: [Porté-Puymorens](#)

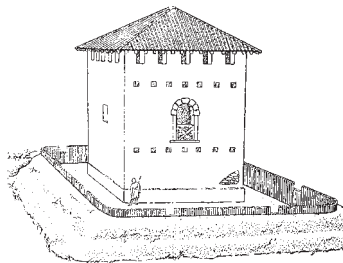
10.3: [The Watchtower](#)

🗝️ EVENTS & OPPORTUNITIES

Event 10.1: [The Road to Llivia](#)

The road past the house continues north and then splits in two: north to France or southeast to Llivia. The track hugs the shoulder of a mountain as it rounds back to the southeast and rambles through another valley pass—the Col de Puymorens—en route to Llivia.

The track leads to a tiny village of just a few structures—Porté-Puymorens. Above the road to the east, on the apron of Pic Carlit, sits an ancient ruin of a Roman *burgus*—a watchtower.



10. THE BANDIT FORTRESS

Date	Location	Mood	Bread
November 9-10, 1647	Puymorens, Catalonia	11 Weary	6 Marginal

Opportunities

O 10.1.1: Juniper's gang does not rob every traveler that passes by. They have standards, after all.

- ♦ They look for easy prey: wealthy merchants, naïve pilgrims, lost couriers, noble dandies and stray Jesuits.
- ♦ They avoid heavily armed parties unless there's an obvious reward for them: a strongbox full of gold, an important person in a sedan chair, a wagon-load of food or a piece of artillery.

If they target a group of travelers, they always attack from ambush and are always unfailingly polite. When preparing an ambush, grant them +1 to all setup rolls as they know the terrain well.

Event 10.2: Porté-Puymorens

For their more temporal needs, Juniper has made the bandit's home in the village of Porté-Puymorens—a scenic settlement of 100 souls on the road to Llívia. Since Juniper does not abuse them overly, the villagers are extremely reluctant to betray her. They prefer to stay out of any conflict so that they can plead innocence and mercy to the ultimate victor.

When not at their brigandage, the bandits enjoy watching folks pass from the fortress and the windows of the village—smiling and doffing their battered hats.

Juniper's residence is a large, two-story house at the north end of the village. Tecla is initially stationed in the village, but she may come out to avenge Augustinus in **9. HUNTER OR HUNTED**. In the village, there is a cadre of seven *bandoleres* from Andorra, Llívia and Puymorens who are either loyal or lazy enough that they rarely leave Juniper's side. Add to this total Juniper, any surviving lieutenants and any bandit survivors from the combats in **7. TRAFFIC JAM** (0-7 bandits) and **9. HUNTER OR HUNTED** (0-8 bandits).

- ♦ Individuals reduced to 1 HP or fewer during one of those skirmishes do not count as survivors in this case, as they are not fit to fight.
- ♦ If a lieutenant was reduced to 1 HP or fewer, then 1d3 bandits desert.
- ♦ If Juniper was killed, then 2d3 bandits desert.

Opportunities

O 10.2.1: Investigations regarding the occupation of the village are stone-walled as the villagers and bandits intermingle and play dumb. However, the villagers recommend the doctors at the pharmacy in Llívia, and they pass the news that a young, dashing Spanish count has recently arrived to take possession of the self-same town.

10. THE BANDIT FORTRESS

Date	Location	Mood	Bread
November 9-10, 1647	Puymorens, Catalonia	11 Weary	6 Marginal

O 10.2.2: If Porté-Puymorens is assaulted, the occupying bandits scatter into the village and defend it from the windows of houses or from behind dry stone walls.

- ♦ Juniper and a few bandits will barricade themselves in the second story of her house and use her rifle and what muskets they have to support the defense or to take long range shots at attackers at the watchtower.

O 10.2.3: Juniper has roughly 600 pistoles stashed in a sack hidden in a horse skull hanging on the wall of her village house.

Event 10.3: The Watchtower

The old fortification is well situated. From its vantage point, one can monitor traffic on the road coming from France, as well as the approach to Llívia before it.

Juniper and her tinentes have rehabilitated the *burgus*, installing new floors and a new roof, digging out the ditches and staking out a crude fence. To modernize its defenses, they have installed a stolen falconet at the west-facing gun port and a pilfered drake in the south-facing gun port.

- ♦ On the ground floor, they keep sundry supplies. A colony of cats also lives here.
- ♦ On the first floor, they keep the two artillery pieces, powder and shot. They can sleep up to six people here.
- ♦ On the second floor, they can sleep up to twelve people. When they are on alert, they post muskets at the crenellations—as many as they can muster.

There are a minimum of three bandits stationed here at all times.

Opportunities

O 10.3.1: Because the watchtower has command of the road and surrounding countryside, the players may decide to storm it. The approach to the tower—a meadow named Col Puymorens—is open ground, thus bandit sentries can detect at a range of 1,000 paces any large force moving up the road from the Pas de la Casa or from Llívia during the day. At night, the assaulters may use the ambush rules found in the Combat chapter of **Book 1**.

- ♦ After the clash with the protagonists in **9. HUNTER OR HUNTED**, Juniper sends two more bandits and a lieutenant to the garrison for a few days. If they know a battle is coming and they have the strength, the bandits prefer to defend the tower with 10 bandits and a lieutenant. See the Storming the Bandit Tower note at the conclusion of this section.
- ♦ Two bandits crew the falconet, and the others take up firing positions with muskets behind the crenellations on the second story.
- ♦ If desperate, three bandits attempt to crew and fire the drake.
- ♦ Musketry directed at the tower's defenders counts as a tough shot.

10. THE BANDIT FORTRESS

Date	Location	Mood	Bread
November 9-10, 1647	Puymorens, Catalonia	11 Weary	6 Marginal

Storming the tower itself may prove difficult:

- Charging up the earthworks and over the fence imposes a -2 movement penalty and requires a Traverse test (and a full action).
- The entry to the tower is about 12 feet off the ground in the center of the east-facing wall. The bandits use a sturdy ladder to enter, which they pull up when they are under attack.
- Gaining entry without the ladder requires a Traverse test (and a full action in combat). Characters may enter only one at a time in this fashion.

Since the tower and the house are separated by nearly 150 *toises*¹⁹, either Juniper and company are positioned off-map, firing at targets on the south and east faces of the fortress or, if both Juniper and the fortress are assaulted at once, the game master should use separate maps and run each battle simultaneously.

O 10.3.2: Marching up and attacking the bandits at their strength can be challenging. While it will be a glorious combat, it's possible Juniper's gang will get lucky and pull off an upset. Our protagonists might instead consider:

- Scouting the village prior to an assault to determine Juniper's location.
- Setting a trap or explosive to ruin some of the bandit's defenses.
- Using a ruse to lure the bandits out of their tower defenses.
- Sending infiltrators or grenadiers to get under the tower's guns before the combat begins. A well-placed grenade could then be decisive.

The game master may consider having Pau offer tactical advice on such an assault, as he is a seasoned campaigner.

O 10.3.3: Honestly the bandits don't have much, but what they do have is stashed in the ground-floor storage area of the watchtower.

- A cask of fine Spanish wine, untapped (saved for their Christmas celebration)
- Cheese, flour and salt in respectable quantities
- A bound copy of the *Sefer Yetzirah* (in Aramaic), wrapped in oilcloth, used as a bed by the mother cat of the colony.
- If they negotiated the Jesuit's ransom, they have the wallet of gold louis.
- There is a small gap in the foundation through which the cats slip in and out of their lair.

🐾 OUTCOMES

Porté-Puymorens is an obstacle best bypassed when it is first encountered. It's likely that the village stronghold is simply too formidable for the protagonists to crack on their own. A reckless assault on Juniper's bastion could result in quite a few deaths. However, with help from the count and his forces in Llívia, the combined cohort can drive off or even capture the bandits there.

Less violent approaches may gain traction as well. Juniper negotiates (from a position of strength) if the option presents itself—inviting the protagonists to the village and subtly demonstrating that she is the local power.

10. THE BANDIT FORTRESS

Date	Location	Mood	Bread
November 9-10, 1647	Puymorens, Catalonia	11 Weary	6 Marginal

☞ JUNIPER & HER GANG

Cap de Bandoleres: Juniper is the leader, or self-styled captain, of this loose confraternity. While the bandits refer to her as “Cap,” there are no oaths, regulations or uniforms. She unifies the group with her charisma and her success. Lately, brigandage in the pass has been lucrative, and she shares what she takes with her people.

- ♦ If the fight isn’t going her way, she runs toward Pic Carlit—and encourages her bandits to do the same. If she is in possession of the Bible, she stuffs it in a snapsack and takes it with her.
- ♦ If she’s surrounded, she surrenders.
- ♦ In lieu of being hanged, she offers to pay her ransom or even offers her services as a guide or captain.
- ♦ She will not hold the Jesuit hostage. If events go poorly for her, she sets him free.

Her Gang: At the best of times, Juniper commands 25 bandits and two lieutenants. If the bandits took losses in **7. TRAFFIC JAM** or **9. HUNTER OR HUNTED**, subtract from this total bandits reduced to 1 HP or fewer in those altercations.

- ♦ Under her are two loyal lieutenants: Augustinus and Tecla.
- ♦ At Porté-Puymoren, there are 10 *bandoleres* who are either loyal or lazy enough that they rarely leave Juniper’s side.
- ♦ In addition to this core, there is a loose cadre that lives in Andorra, Llívia and even Puymorens. They drift in and out of the gang—joining up when the harvest is bad, work is scarce, their spouses kick them out or they’re drunk.

☞ STORMING THE BANDIT TOWER

If the players assault the tower or the village, the game master must draw up the necessary maps using our guidance.

Disposition of Forces: If a major altercation erupts, and the bandits are at full strength, they situate themselves at the tower thusly:

- ♦ Two bandits crew the falconet
- ♦ Three bandits crew the drake
- ♦ Augustinus leads 10 muskets firing from the tower

If possible, the muskets fire in volleys: Three or four fire while the others reload.

In the village:

- ♦ Seven bandits scatter and defend it from the windows of houses or from behind dry stone walls
- ♦ Three bandits guard Juniper
- ♦ Juniper takes a firing position in a second-floor window
- ♦ Tecla acts as Juniper’s personal bodyguard

The game master may modify the disposition of these forces to accommodate for the bandits’ losses and the quirks of their individual campaigns.

10. THE BANDIT FORTRESS

Date	Location	Mood	Bread
November 9-10, 1647	Puymorens, Catalonia	11 Weary	6 Marginal

Advice for Artillery: Both pieces of artillery are loaded with shot (not ball), and both are prepped and ready to fire—requiring only a single round of combat to load at first.

- The *bandoleres* are more comfortable with the falconet; the drake should be held as a last ditch weapon as it is difficult for them to reload.
- The bandits point the guns at the biggest mass of bodies in range.
- The guns have limited traverse. Inside of 25 squares, they can hit only what is directly in front of them. They are -4 to hit at 9-15 squares and cannot target individuals on foot within 8 squares of the walls.
- Both pieces are in poor repair and misfire on a roll of 1-2.
- The bandits do not know enough to let the falconet cool between shots, thus potentially increasing their misfire rate.

The bandits have poor powder discipline, so any backfire or other explosion on the first floor causes their powder keg to cook off.

- The cook off does damage as a large petard (1d20) to all caught in the blast. Save vs artillery to take only 1d10 damage.
- Roll for the Break rating of the explosion (19/20) for the first floor (-2), the outer door (± 0), the second floor (-3), the roof (-4) and the walls (-6).

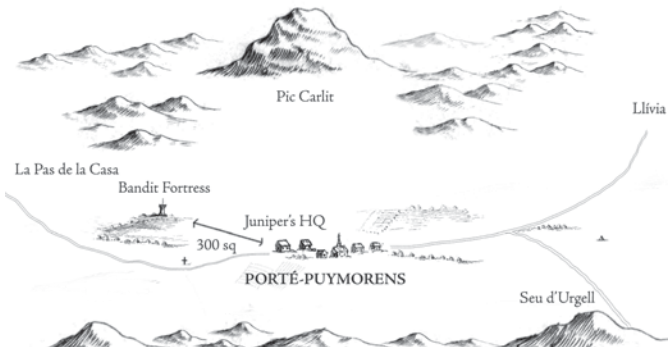
Should our protagonists lay hands on their own artillery piece and fire on the tower with it, the *burgus* provides little protection:

- The defenders receive +1 to Artillery saves—consult the Ordnance rules in **Book 4: More Miseries** for more information.

Approaching the Tower: The watchtower provides defense against ambush. Using the Ambush Factors list, during the day the tower imposes a -2 skill modifier penalty on would-be attackers.

- At night, infiltrators are given a +1 modifier to set their ambush in addition to any other appropriate modifiers.
- The north face of the watchtower counts as its rear for the purposes of the Ambush Factors.

PORTÉ-PUYMORENS MAP



II. LLÍVIA

Date	Location	Mood	Bread
November 10-11, 1647	Llívia, Catalonia	13 Resigned	8 Enough

🔗 OVERVIEW

In this event, our protagonists find some succor in the well mannered town of Llívia. It should be noted that a trip to Llívia is optional and unnecessary to complete the protagonists' mission. While the protagonists may explore the town at their leisure, the typical progression of events is: book lodging with the Obradors, visit the baths to clean up and seek medical attention at the pharmacy. Hopefully, they will also make an introduction to Captain Strozzi di Modena.

🔗 PATRONS & FIGURES OF NOTE

- ♦ Captain Julio Strozzi

🔗 ANTAGONISTS

- ♦ Comte Narciso Descallar

🔗 SUPPORTING CAST

- | | |
|---|--|
| ♦ Chevalier de Jumeaux | ♦ Margarida Obradors, inn keep |
| ♦ Pau, <i>segador</i> guide | ♦ Gaspar Rovira, tavernier |
| ♦ Ajax, Jumeaux's groom | ♦ Doctor Andreu Bosch, pharmacist |
| ♦ <i>L'Écosse</i> , Jumeaux's servant | ♦ Sister Meritxell Fogueta, pharmacist |
| ♦ The <i>miquelets</i> : Pere, Andreu, Vicens and Eulàlia | ♦ Pilar, bathhouse attendant |

🔗 SEQUENCE

11.1: Llívia

🔗 EVENTS & OPPORTUNITIES

Event 11.1: Llívia

Llívia is a charming town in the Pyrenees, a few miles east of Porté-Puymorens. The ancient place has a population of roughly 1,000 people and a few amenities: a Catholic church, a prison, an inn, a tavern, a Roman-era bathhouse and an old pharmacy. The ruins of a medieval castle overlook the town to the east. Our old friend the Segre river runs along the southern border of the town (though at this altitude, she is not as broad and strong as she is down at Lerida). If any of our protagonists or supporting cast have been laid low by the trials of the journey, Llívia with its pharmacy is an excellent place for them to stop and seek attention.

While the residents might be ambivalent, the presence of a Spanish count indicates that our protagonists are in danger. Though Llívia is in Catalonia, the Spanish hold it dear and consider it a *comarca*.²⁰ Simply speaking Spanish or Catalan is enough to initially dampen suspicion.

- ♦ Test Catalan nationality to receive information from the Inadequate History chapter.
- ♦ Test French Royalist, Royalist or Nobilist politics to apprehend the delicacy of the town's current political situation.

²⁰ *Comarca*. Spanish: county. A county is a feudal holding owned by one who possesses the noble rank of count or countess.

II. LLÍVIA

Date	Location	Mood	Bread
November 10-11, 1647	Llívia, Catalonia	13 Resigned	8 Enough

Opportunities

Our protagonists may visit the establishments in the town, though the first stop is typically Margarida Obrador's inn.

O 11.1.1: Inn: *Julia Lybica*, proprietor: Margarida Obradors. The charming inn of Llívia is run by Margarida Obradors, her husband and their nine-year-old son. For dinner, Margarida provides travelers with her famous Catalan omelettes—*truitas*.

- ♦ Occasionally, Strozzi and some of the burghers play cards in Margarida's dining room late into the night.

O 11.1.2: Prison: *Torre de Bernat de So*. The prison is a small tower off of the town plaza, on a hill next to the church and near the ruins of the old castle. Any bandits brought to justice in Llívia are held here until they are hanged.

O 11.1.3: Church: *Notre-Dame-des-Anges*, canon: Father Lluís Macià. This church is known for its 200-year-old, three-foot-tall crucifix. Carved in wood, it is a startlingly realistic depiction of a man nailed to a large wooden cross.

O 11.1.4: Tavern: *El Monjo Militar*, proprietor: Gaspar Rovira. The tavern, named after a legendary figure dating back to Roman times, is run by Gaspar Rovira. The establishment is populated by the regular folk of the town, and Rovira is often as drunk as his patrons.

- ♦ The old men of Llívia assume daily posts in the dim interior, gingerly sipping wine while grumbling about politics or simply staring off into space. They fix newcomers with suspicious glares, but they are harmless, dissipated drunks.
- ♦ Mounted to the roof of the tavern is an old saker. Gaspar's boy polishes it now and again, but the piece would need serious repair (using the Ordnance skill) to make it serviceable again.

O 11.1.5: Pharmacy: *La Farmàcia*, proprietors Doctor Andreu Bosch and Sister Meritxell Fogueta. It has been in operation for as long as anyone can remember.

- ♦ Chymists, occultists and doctors can find many ointments, powders and herbs at this shop.
- ♦ The various ingredients are sold in small, blue earthenware jars. Learned protagonists can also acquire prescription books written by the pharmacists. One must read Latin to make use of the books, of course.

The pharmacy has the following notable substances for sale:

- ♦ Salt, per jar 1t1
- ♦ Chalk, per jar 1t1
- ♦ Herbs, per jar 1t3
- ♦ Conium, per jar 1t18
- ♦ Dried aconitine, per flower 1t1
- ♦ *Genièvre*, per jar 1t7
- ♦ Fragrance, per jar 1t10
- ♦ Willow bark, per jar 1t2
- ♦ Dried valerian, per jar 1t20
- ♦ Nightshade root, per root 1t27
- ♦ Heliotrope seeds, per handful 1t3

II. LLÍVIA

Date	Location	Mood	Bread
November 10-11, 1647	Llívia, Catalonia	13 Resigned	8 Enough

The pharmacy has the following prescription books for sale:

- ♦ Willow bark to cure fever and alleviate pain, It7
- ♦ Recipe to distill juniper juice and reduce fear, It12
- ♦ Recipe to fumigate a bedchamber and drive out pests, It9
- ♦ Many antidotes to poisons, It98
- ♦ Concoction of valerian dust to aid in sound slumber, It33

The effects of these recipes can be found in **Book 3: The Sacred & the Profane**.

At the pharmacy, our protagonists can hire a doctor to tend to any sick or injured among the group.

- ♦ The doctor visits the patient in their accommodations, diagnoses and treats them (and then writes up their bill).
- ♦ Visits cost It10-30 depending on the severity of the patient's condition.

O 11.1.6: Bathhouse, attendant: Pilar. The Roman bathhouse, situated near the Segre, has beautiful marble floors and red, white and black tiles adorning the walls. It costs just a *denier* to enter—to be dropped conspicuously in the tin cup of the statuesque blind attendant, Pilar. At the baths, our protagonists may find Strozzi engaged in conversation with some of the town's burghers, washing the backs of his *miquelets* or flirting with some of Llivia's married women.

- ♦ If our protagonists take in the baths, they recover +1 HP while resting that day (for a total of 1d3+1).
- ♦ The count's captain of guards, Strozzi, attends to himself in the baths nearly every day. It is easy to note that he is Italian, as he is rarely silent for long. Strozzi's stat block can be found in the Cast of Characters chapter.
- ♦ Passing a Royalist or Hapsburg politics test recalls that Spain has alliances with many Italian states. Perhaps he hails from one. See his heading at the end of **12. LONELY MOUNTAIN COUNT** for more on Strozzi.

O 11.1.7: The Count's Townhouse. The lonely mountain count, Don Narciso Descallar, keeps apartments in a townhouse off of the town plaza. For details on the count, see **12. THE LONELY MOUNTAIN COUNT**.

🗝️ OUTCOMES

The goal of a typical visit to Llivia is three-fold: to get medical care from the doctors at the pharmacy, to see justice done to any captive bandits and to meet Captain Strozzi.

12. THE LONELY MOUNTAIN COUNT

Date	Location	Mood	Bread
November 10-12, 1647	Llívia, Catalonia	13 <i>Resigned</i>	8 <i>Enough</i>

🔗 OVERVIEW

Herein, we describe opportunities for our protagonists to meet and converse with Don Narciso Descallar, Comte de Llívia. Will they overcome their differences and form an alliance, or will old enmities come between them?

🔗 PATRONS & FIGURES OF NOTE

- ♦ Captain Julio Strozzi

🔗 ANTAGONISTS

- ♦ Comte Narciso Descallar

🔗 SUPPORTING CAST

- ♦ Chevalier de Jumeaux
- ♦ Pau, *segador* guide
- ♦ Ajax, Jumeaux's groom
- ♦ *L'Écosse*, Jumeaux's servant
- ♦ The *miquelets*: Pere, Andreu, Vicens and Eulàlia
- ♦ Doña Descallar, Comte de Llívia's mother

🔗 SEQUENCE

12.1: [How to Introduce Oneself to One's Enemy](#)

12.2: [Interviews](#)

12.3: [Supper](#)

12.4: [It's That Old Mass Again](#)

12.5: [An Alliance Against Evil](#)

🔗 EVENTS & OPPORTUNITIES

Event 12.1: [How to Introduce Oneself to One's Enemy](#)

How to gain an introduction to a bored, lonely, young count in this small town? It is, in fact, a delicate matter! The young Comte de Llívia is visiting his small holding on the orders of Prime Minister de Haro of Spain. De Haro has a keen interest in the strategic value of the Pyrenees in regards to the war with France and Catalonia. Thus, he granted Llívia to Don Narciso Descallar and ordered the young man to get the affairs of his *comarca* in order. The main thrust of de Haro's command is to assess the ruins of the old castle and create a plan to build a modern fortress on the castle mount.

To a young man of ideals and ambition like Gregorio, this is a tiresome and taxing role to play. He would rather be leading a squadron of cavalry against the French in the Netherlands or preparing to invade Portugal or recapture Catalonia.

Address: Comte, Conde

Traits he seeks in others: Piety, Puissance, Fashion, Politesse

Mentalities: Spanish (Madrileño), Catholic, Hapsburg

12. THE LONELY MOUNTAIN COUNT

Date	Location	Mood	Bread
November 10-12, 1647	Llívia, Catalonia	13 Resigned	8 Enough

It is impossible to press the count for aid directly, as Spain and France are at war. He might react poorly to French adventurers in his demesne and have the group arrested as spies. Ajax points this out if no one else does, as he possesses a strong aversion to Spanish prisons.

- ♦ To help him manage his affairs, the comte has brought with him his mother and Captain Strozzi, as well as servants.
- ♦ Descallar's mother is intensely formal, austere and pious. In addition, she is suspicious of anyone trying to win her son's good graces.

Thus, it is imperative that our protagonists gain an introduction to the count. There are three main ways to do so: charming Strozzi at the bathhouse or inn, bringing captive bandits to town or acting like a spy.

E 12.1.1: Amicable Introductions to Strozzi

The protagonists may meet Strozzi at the baths or while he's playing cards late at night at the Julia Lybica. The Italian is friendly and gregarious, typically happy to strike up a conversation on the slightest of pretexts. If there is any awkwardness or doubt, a simple Charisma test suffices to enter conversation with him.

He particularly loves war stories but does not initiate with tales of his own career out of politeness. See The Italian Captain note at the end this section.

Address: *Capitán, Capità, Capitaine, Capitano*

Traits he seeks in others: Puissance, Wit, Piety

Mentalities: Italian (Modenese), Catholic, Papist

If our protagonists share some of their own past exploits (particularly around their motif), Strozzi enthusiastically responds with tales from his own career.

- ♦ To intuit Strozzi's political position, protagonists may test their French, Catalan, Spanish or Italian Nationality.

If our protagonists make a favorable impression on the old captain, he is pleased to make an introduction to the count. If Strozzi makes this favorable introduction, the count invites Chevalier Jumeaux and his companions to supper at his townhouse in Llívia.

E 12.1.2: Seeking Justice

If the protagonists bring bandits to town for justice, the captain emerges to investigate. He meets the protagonists either at their lodgings or the tower (if they demand immediate action).

- ♦ He readily agrees to take responsibility for the bandits but notes that high justice must be meted out by the count himself.
- ♦ In order to hear the testimony, Strozzi arranges a formal interview with the count at the tower that evening or the following morning.

12. THE LONELY MOUNTAIN COUNT

Date	Location	Mood	Bread
November 10-12, 1647	Llívia, Catalonia	13 Resigned	8 Enough

E 12.1.3: Raising Suspicions

If our protagonists behave in a suspicious, wild or warlike manner while in town, they are suspected as spies. Soon after, Strozzi will seek to interview them at their lodgings while backed by four militia with muskets.

- ♦ In this case, the captain politely encourages our crew to leave Llívia at daybreak. If they resist or insult him, the old soldier attempts to maneuver the situation into a duel with one of the nobles of the group.
- ♦ Strozzi realizes that the count's position is delicate, so he does not want to trigger a major incident which might end with the count looking poorly.

Event 12.2: Interviews

The count interviews the protagonists either at the tower or in his drawing room:

- ♦ If he is wary of the protagonists or the protagonists bring captive bandits to the town, he meets with them at the tower.
- ♦ If he sees the protagonists as fashionable, noble or powerful (likely thanks to Strozzi's introduction), he invites them for a slightly warmer interview at his townhouse.

Since our protagonists must travel into Llívia discreetly, their reputations do not aid them in gaining an audience with the count. If anything, a high reputation might hinder their need for secrecy.

Opportunities

Making a favorable impression on the count during either interview earns an invitation to supper that evening.

O 12.2.1: Regarding the bandits, he requires the testimony of the protagonists who captured them, as well as confessions from the bandits. Confessions can be extracted in any manner. It does not concern the count.

- ♦ The count also asks if there are more bandits still active. If the protagonists let it be known that the bandits have taken over Porté-Puymorens, the count becomes concerned and Strozzi grows agitated.

O 12.2.2: At the townhouse, the count wishes to know what events brought the protagonists to Llívia, what their business is and how long they'll be staying. Simple, honest answers will suffice.

12. THE LONELY MOUNTAIN COUNT

Date	Location	Mood	Bread
November 10-12, 1647	Llivia, Catalonia	13 Resigned	8 Enough

Event 12.3: Supper

The count sends a formal supper invitation to the inn in the hands of two young girls, dressed as pages. They bow and curtsy alternately and are otherwise adorable as they deliver the message and then prance off.

At supper, the count and his mother wear the austere fashion of the Spanish court: black velvet and black hose with a white ruff for Narciso and a white whisk for his mother.

- ♦ Protagonists who lead a fashionable or lavish lifestyle may test Fashion to make an entrance that excites the comte's interest. Failure instead excites his jealousy. A compliment from the count cements +1 reputation.

Supper with Doña Descallar, the count's mother, and the motley crew will most likely be an awkward affair. In the presence of his mother, Narciso keeps conversation limited to civilities.

However, the brave can engage Doña Descallar in a discussion about Catholicism. Test religion:

- ♦ Success disarms her. Failure invites her to expostulate and lecture on the Bible, the saints, Jesus and, at great length, her beloved Virgin Mary.

If Father Seña or another Catholic priest is present, Doña Descallar fawns over them to an uncomfortable degree. However, this attitude does provide some space for a more comfortable meal for the rest of the attendees.

For his part, the comte ignores commoners (precedence 4 and lower) and focuses his attention on the nobles of the group—even if that means engaging with Jumeaux's insipid conversational skills for the duration.

Opportunities

O 12.3.1: If supper goes tolerably well, the comte afterwards sends his mother to pray at the chapel, and he invites the group to stay for coffee and drinks in his drawing room. Here, he is more relaxed and able to talk more expansively.

O 12.3.2: Trying to win him as an ally against Juniper requires a duel of wits. Privately, the young count is torn. He desperately wants a chance at glory, but he dares not anger his patron, Prime Minister de Haro. A hasty maneuver on his part could create an incident between France and Spain at this inopportune juncture.

Strozzi also wants action, but he too must thread a delicate line between his duty and his desires. The comte is his patron, and to defy him would ruin his career. Therefore, during the conflict, the captain plays both sides as he can. He speaks of the merits of glorious combat, while simultaneously poking holes in any outlandish ideas proposed by our protagonists. In this way, he hopes to get what he wants while preserving his relationship with the young count.

12. THE LONELY MOUNTAIN COUNT

Date	Location	Mood	Bread
November 10-12, 1647	Llívia, Catalonia	13 <i>Resigned</i>	8 <i>Enough</i>

It is difficult to predict the results of such a duel of wits since the action selection determines so much, but here are some possible results. The actions for victory conditions are italicized in each instance:

- The protagonists *implore* the count and reveal they serve de Condé: He grants them four *miquelets* for their troubles, as well as Strozzi's services.
- The protagonists *flatter* the count: He agrees to lead the expedition along with Strozzi and eight *miquelets*.
- The protagonists *insult*, threaten or accuse the count: He challenges each offender to a duel for his honor with Strozzi as his second.
- The protagonists *educate* the count: He grows bored and angry.
- The count *begs pardon*: He provides only four *miquelets* as support.
- The count *implores* the protagonists: He provides no help due to his tenuous political situation.

Event 12.4: It's That Old Mass Again

If the two groups are to work together, the Comte de Llívia insists on a mass before the expedition kicks off, presided over by Father Bosch or Father Seña if he is available. To refuse is to jeopardize the alliance.

At the mass itself, the count and his mother are so focused on their prayers, they won't notice little missteps from the protagonists. For them, attendance (including confession and communion) is enough. The only conflict at this mass is internal to those of our protagonists who are lucky enough not to be Catholic.

Opportunities

O 12.4.1: Characters who attended mass under false pretenses in Seu d'Urgell receive +1 to all rolls to attend this mass under false pretense.

O 12.4.2: If any should feign sickness in order to bow out, the comte sends a doctor to care for them. If they should feign being on death's door, he sends a priest to give them extreme unction and take their confession.

O 12.4.3: Despite his own devotion, Strozzi is sympathetic to those of other faiths. He notes that there is only one God on the battlefield, and to every soldier, he can be both cruel and merciful at once. That said, he attempts to convince the reluctant characters to attend regardless of their misgivings. He even offers to help them with the prayers and rituals if they request it. Or he suggests they convert on the spot—saying he's seen many men and women convert under worse circumstances.

Event 12.5: An Alliance Against Evil

If the protagonists—seeking justice—brought bandits to the town, the comte hangs them the next day at noon. A crowd gathers to watch and celebrate.

If the protagonists manage to convince Descallar to join their cause against the bandits, they may have the count, the captain and up to eight *miquelets* join in an assault on Porté-Puymorens. Set aside a session for this climactic final battle.

12. THE LONELY MOUNTAIN COUNT

Date	Location	Mood	Bread
November 10-12, 1647	Llívia, Catalonia	13 Resigned	8 Enough

Opportunities

O 12.5.1: Among young girls selling the roasted chestnuts and jubilant cheers from the crowd, there are too many opportunities to list at the scene of a hanging.

O 12.5.2: During the joint action against the bandits, it is possible for a protagonist to gain the notice of Descallar or Strozzi as potential patrons if they embody the traits they seek. If all goes well, afterwards, either of the two men may extend an offer of patronage. Accepting might mean taking a different path than the one that returns to Paris to serve de Condé or Gramont. It is up to the individual players to choose this destiny (and it could split the group or cause some protagonists to move into the role of supporting cast).

🍷 OUTCOMES

At the end of this event, we discover how the count and his captain feel about our protagonists. Are they wary enemies or fast, new friends? If they become enemies, then perhaps they will have the opportunity to meet again on the field in the future. If they become friends, they can join forces and route the bandits at Porté-Puymorens (10. **THE BANDIT FORTRESS**) in a glorious final battle to close out the scenario.

🍷 NOTES ON THE ITALIAN CAPTAIN

Strozzi served at Rocroi with the Spanish as a sergeant. The experience left him saddened and wistful for the more glorious days of Spain, but it also gave him great respect for the Prince de Condé. Even though their nations are at war, Strozzi becomes animated and delighted if he discovers that these travelers serve that very prince.

Strozzi's career began in earnest in 1628 when he was 21 years old. He fought for the Duke of Modena (allied with Spain) against the Duke of Mantua and Montferrat (allied with France). His last great battle was Rocroi, in which he served as a highly placed sergeant. After the defeat, he spent some time with his wife. For the past few years, he has been serving the young Comte de Llívia, whose father he served at Rocroi. He purchased his captain's rank (and nobility) through the count's connections at court.

Strozzi also speaks fondly of his wife. If given the opportunity, he explains that they own a small farm near Modena where they have a few cows, sheep and goats who kindly allow his wife to milk them. From their milk, they make the most delicious cheeses—or so he claims. During their acquaintance, should our protagonists perform some skillful deed in battle, Strozzi declares them friends forever and invites them to his farm in northern Italy to meet his wife (because he seeks puissance as a trait in others).

Farewell to Catalonia

There are a number of possible outcomes from this scenario.

SUCCESSFUL NEGOTIATIONS

If our protagonists manage to negotiate successfully with Juniper, pay the ransom and recover Seña and his Bible, then they can be on their way to France when it suits them. They may never even meet the lonely comte and his Italian captain!

VICTORY

If our protagonists manage to overcome Juniper and her *bandoleres*, either at her fortress or through other means, they will most certainly need rest.

The Comte de Llívia will be grateful to the protagonists for their help in ridding the area of the troublesome bandits. If he provided assistance, he gladly hosts the group as they recover in Llívia. If he refused to help, he is deeply ashamed and leaves the *comarca* in shame for Madrid. If he wasn't consulted, he rides out to meet these courageous warriors and acknowledge the service they have done him.

DEFEAT

It's possible that Juniper's gang will be too tough for the characters to handle. Declaring defeat and retreating to Toulouse or even Paris is an option. There's no glory in it, but better to keep your skin than to have your corpse set out for the vultures in the Pyrenees.

When they meet again, de Condé and Gramont needle our protagonists about running from bandits. Since both value the trait of courage in their agents, defeat and subsequent flight at the hands of the bandits eliminates de Condé and Gramont as potential patrons.

THE COMTE'S BUSINESS

The comte is at Llívia to site the location of a new fortress from which Spain could dominate the region. Neither Strozzi nor Descallar will

reveal this to strangers, as it is a secret mission involving the delicate situation of the Catalan Revolt and Prime Minister de Haro. A fortress situated here would essentially be behind French lines.

However, their mission might be revealed through intrigue on the part of our protagonists. If they do learn de Haro's plan, Mazarin would be exceedingly keen to know it from them. Such a revelation would gain Mazarin's notice for possible future opportunities.

The Catalans in the group may point out that Don Descallar is surrounded and behind enemy lines. If he were to be captured, Catalan leadership could interrogate him regarding Spain's plan. This of course would necessitate a dangerous undertaking as the young count and his Italian captain are a pair of formidable opponents.

AX-LES-THERMES

Not far from the action, about 20 miles north of the *Pas de la Casa*, is a small French commune called Ax-Les-Thermes. Within this pleasant alpine commune is a famous spa situated around *Le Bassin des Ladres*.²¹ It's a fine place to convalesce while contemplating the mortal coil.

PAU AND THE MIQUELETS

Pau and the *miquelets* say farewell at Ax-Les-Thermes. They won't travel down the French side of the Pyrenees.

JUMEAUX

Should Jumeaux live, he hastens to his patron to report and ascertain his reward. Whether or not de Condé grants him the governorship of Fleix is up to the game master. Regardless, the chevalier remains as one of the young gentlemen in the prince's retinue throughout 1648.

MORTAL COIL

After the conclusion of the action, be sure to roll for Mortal Coil, review everyone's experience conditions and undertake the end-of-moment procedures laid out in **Book 4: More Miseries**.

21 *Le Bassin des Ladres*. French: The Leper's Fountain.

WHAT ABOUT PARIS?

Maréchal Gramont and the Prince de Condé instructed our protagonists to meet them in Paris, but this scenario ends with the resolution of the conflict with Juniper. We must confess to you now, dear reader, what you may have already come to suspect: Travel to Paris is of secondary importance and perhaps even impossible given the status of our protagonists after we calculate the toll they paid.

However, should our protagonists arrive in Paris before the end of November, they learn the news gripping the capital: the young king has contracted small pox and is gravely ill. The city holds its breath as a team of royal physicians treats the boy and issues daily reports on his health.

Gramont and de Condé are in Paris until the spring. Meanwhile, the winter will be knotted with intrigues between Parlement, the Fronde and Queen Anne. There's no need (or expectation) to hurry to the capital. When our protagonists do arrive, the Maréchal and the Prince are pleased to see their companions and will certainly have new assignments for them.





Cast of Characters



Contained in this chapter you will find a collection of characters involved in *Homage to Catalonia*. You shall encounter Mademoiselle Marie de Longueville, Pau the *segador*, Chevalier Jumeaux and his servant L'Écosse, Don Perez Reverte and his cohort of *caballeros*, militia from Andorra, Juniper the Bandit Captain, her lieutenants and their *bandoleres*, the Comte de Llívia Narciso Descallar and his captain, Julio Strozzi. Lastly, humble before God, you shall meet Father-Socius Balthazar Seña, a Jesuit of small renown.

THOSE OMITTED

Despite this exhaustive list, it may surprise you to hear that there are some characters you shall not encounter in these pages. Namely, the Prince de Condé, Maréchal Gramont, Comte de Bussy-Rabutin, Chevalier Gramont, Chevalier Matha, Brabantane, Bretache, Ramona the Muleteer, Ajax the Groom and Bishop Duran, as well as various innkeepers, doctors and supporting cast that our protagonists might meet along the way.

These undetailed characters will not engage in conflict with our protagonists. Either they are too powerful and will brush aside entreaties, as in the case of the Prince de Condé, or they can be dealt with through a simple Parley (or similar test) with no abilities or skills required for their details on our part, as in the case of the innkeeper.

MADemoiselle Marie de Longueville (Chevalier d'Orleans)			
Birth Quality	Noblesse avec titre	Lifestyle	Fashionable
Lifepath	L2 Mlle, L1 PN	Property	Country home
Dependents	None		
MEASURES			
Age	17	Reputation	16
Hit Points	5	Wealth	9/10
Will	3	Obligations	4
Precedence	6	Income	Benefice
SAVES			
Poison & Plague 15	Terror 15	Artillery 16	Chance 14
GOVERNING ABILITIES			
Str 6 ⁻¹	Int 15 ⁺¹	Wis 11	Dex 9 Con 9 Chr 13 ⁺¹
CORE SKILLS			
Break	0/6 Str	Sang Froid	2/6 Con
Improvise	1/6 Wis	Search	2/6 Int
Listen	1/6 Wis	Sneak	1/6 Dex
Parley	2/6 Chr	Traverse	1/6 Dex
MENTALITIES		LANGUAGES	
French	2/6 Nat.	Latin	2/6
Catholic	2/6 Rel.	French	3/6
Frondeur	3/6 Pol.	Spanish	2/6
LIFEPATH SKILLS			
<i>Fencer</i> +1 to hit with sabers, rapiers		Classics	2/6
<i>Main Gauche</i> +1 defense		Poetics	2/6
<i>Etiquette</i> +2 dmg to Implore & Flatter		Leadership	2/6
<i>Charm</i> +2 to hit with Flatter and Implore actions		Fashion	2/6
<i>Grace</i> +1 reputation armor in a duel of wits			
Melee ±0	Musketry —	Def7 Dg9	Morale 8 Wits +1
CLOTHING & APPEARANCE		EQUIPMENT	
Chevalier disguise: A fashionable velvet suit, buckled shoes, cloak, jaunty hat		A courser, a forged letter indicating her patent of nobility	
ARMS		ARMOR	
Rapier	1d4-1	Buff coat	1/10 pts
Bodkin	1d2-1		

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PAU			
Birth Quality	Peasant	Lifestyle	Bread Alone
Lifepath	L6 Segador	Property	Country home
Dependents	Spouse, older cousin (in-law), impecunious lover		
MEASURES			
Age	28	Reputation	3
Hit Points	16	Wealth	2/6 <i>owed money</i>
Will	5	Obligations	9
Precedence	1	Income	Labor
SAVES			
Poison & Plague 15	Terror 10	Artillery 16	Chance 10
GOVERNING ABILITIES			
Str 16 ⁺²	Int 13 ⁺¹	Wis 13 ⁺¹	Dex 9
		Con 14 ⁺¹	Chr 9
CORE SKILLS			
Break	3/6	Str	Sang Froid 7/8 ⁺ Con
Improvise	3/6	Wis	Search 3/6 Int
Listen	2/6	Wis	Sneak 9/10 Dex
Parley	2/6	Chr	Traverse 3/6 Dex
MENTALITIES		LANGUAGES	
Catalan	5/6	Nat.	Catalan 5/6
Catholic	3/6	Rel.	French 5/6
Generalitat	4/6	Pol.	Spanish 3/6
LIFEPATH SKILLS			
*Segador +5 to hit with sickles & scythes <i>Emboscador</i> +3 Init ambush in Ctlm.		† <i>Corpus du Sang</i> bonus to S-F in Catalonia	
Melee	+2 [+7]*	Musketry	—
		Def 16	Dg 9
		Morale	7
		Wits	—
CLOTHING & APPEARANCE		EQUIPMENT	
Vest, white cotton shirt, colorful pantaloons, <i>espadenya</i> , ¹ jaunty <i>barretina</i> , <i>faixa</i> , ² crucifix		1 bottle of wine	
ARMS		ARMOR	
Sickle	1d4+2	None	

1 *Espardenya* are traditional Catalan shoes made of cloth and braided jute.

2 A *faixa* is a broad waistband, usually colored red.

CHEVALIER DE JUMEAUX					
Birth Quality	Noblesse d'épée		Lifestyle	Fashionable	
Lifepaths	PN, Student, Cav Off		Property	Country home	
Dependents	Younger brother (blood), servant (L'Écosse), groom (Ajax)				
MEASURES					
Age	26		Reputation	7	
Hit Points	8		Wealth	0/6	
Will	3		Obligations	8	
Precedence	6		Income	None	
SAVES					
Poison & Plague 15		Terror 14		Artillery 15	
Chance 14					
GOVERNING ABILITIES					
Str 11	Int 13 ⁺¹	Wis 10	Dex 10	Con 13 ⁺¹	Chr 13 ⁺¹
CORE SKILLS					
Break	2/6	Str	Sang Froid	4/6	Con
Improvise	1/6	Wis	Search	2/6	Int
Listen	1/6	Wis	Sneak	1/6	Dex
Parley	2/6	Chr	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
French	2/6	Nat.	French	3/6	Int
Catholic	1/6	Rel.	Spanish	3/6	Int
Noble	3/6	Pol.	Latin	3/6	Int
LIFEPATH SKILLS					
*Fencer +1 to hit with rapiers, sabers			Leadership	3/6	
Main Gauche +1 def, -4 to-hit off hand			Military Doctrine	2/6	
Etiquette +2 dmg to Implore and Flatter			Theology	1/6	
Drunk +1 P&P save vs wine			Classical History	2/6	
†Chevalier +1 to hit while mounted			Rider	2/6	
			Fashion	3/6	
Melee +1 [+2]*† Musketry [+1]* Def 14 Dg12 Morale 8 [9] Wits +1					
CLOTHING & APPEARANCE			EQUIPMENT		
Sabretache, hat, knee-length breeches, hose, shoes, shirt, justacorps and cloak			Warhorse; tack and harness; saddlebags; shot bag containing; 20 rounds of shot, gunpowder in a powderhorn, a flask of priming powder		
ARMS			ARMOR		
Rapier	1d4		Cuirass	1d3/5/+2 d&d	
Pistols (2)	1d4				
Poignard	1d4				

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L'ÉCOSSE RECHERT, JUMEAUX'S SERVANT					
Birth Quality	Commoner		Lifestyle	Respectable	
Lifepaths	L2 Soldier, L1 Fact		Property	Rented flat	
Dependents	Widowed infirm aunt, Infirm father, older cousin				
MEASURES					
Age	39		Reputation	7	
Hit Points	11		Wealth	5/6 0/6 distance	
Will	6		Obligations	12 +3 Debt	
Precedence	2		Income	Business (spinning)	
SAVES					
Poison & Plague	15	Terror	14	Artillery	14
Chance	13				
GOVERNING ABILITIES					
Str	12	Int	12	Wis	9
Dex	11		Con	10	
Chr	11				
CORE SKILLS					
Break	3/6	Str	Sang Froid	2/6	Con
Improvise	2/6	Wis	Search	2/6	Int
Listen	1/6	Wis	Sneak	1/6	Dex
Parley	2/6	Chr	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
Scotch	2/6	Nat.	Gaelic	4/6	
Catholic	2/6	Rel.	English	2/6	
Leveller	1/6	Pol.			
LIFEPATH SKILLS					
Accuracy	+2 to hit with musketry		Soldiering	2/6	
Drill	+1 initiative with muskets, pistols		Sub Rosa	1/6	
Mêlée	+2 to hit with melee weapons				
Force	+2 damage with melee weapons				
Quick Hands	+1 initiative with fists, staff				
Discretion	+1 Will, +1 rep armor				
Iron Will	revive at 1 HP on mission				
Melee	+2	Musketry	+2	Def 12	Dg 11
Morale	7		Wits	—	
CLOTHING & APPEARANCE			EQUIPMENT		
Conservative suit of clothes, worn leather shoes			Walking staff, an attaché case		
ARMS			ARMOR		
Staff/cudgel	1d3+2		None		

DON REVERTE PEREZ					
Birth Quality	Noblesse d'épée		Lifestyle	Fashionable	
Lifepaths	L2 PN, L1 Cav Off		Property	City home	
Dependents	Servant (Cervantes), groom (Miguellino), wife, mistress				
MEASURES					
Age	35	MC:21	Reputation	29	
Hit Points	10		Wealth	5/6	
Will	6		Obligations	12	<i>Debt +2</i>
Precedence	6		Income	<i>Charge</i>	
SAVES					
Poison & Plague 16		Terror 14	Artillery 15	Chance 15	
GOVERNING ABILITIES					
Str 10	Int 9	Wis 11	Dex 10	Con 10	Chr 13⁺¹
CORE SKILLS					
Break	1/6	Str	Sang Froid	3/6	Con
Improvise	1/6	Wis	Search	1/6	Int
Listen	1/6	Wis	Sneak	1/6	Dex
Parley	4/6	Chr	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
Spanish	2/6	Nat.	Spanish	4/6	
Catholic	1/6	Rel.	French	3/6	
Crypto-Revolu	3/6	Pol.	Catalan	3/6	
LIFEPATH SKILLS					
<i>Fencer +2 to hit with rapiers, sabers</i>			Leadership	3/6	
<i>*Chevalier +1 to hit while mounted</i>			Fashion	4/6	
<i>Main Gauche +2 def/ -3 to hit off hand</i>			Rider	3/6	
<i>Etiquette +2 dmg (+3 with Char) to Implore and Flatter when using the proper etiquette with nobility</i>			La Gloire	+1d6 rep	
<i>Born to Rule Precedence 6</i>					
Melee +2 [+3]*	Musketry [+1]*	Def 13	Dg 11	Morale 7[8]	Wits +1
CLOTHING & APPEARANCE			EQUIPMENT		
Sabretache, hat, knee-length breeches, hose, shoes, shirt, justacorps, cloak			War horse; shot bag containing: 20 rounds of shot, gunpowder in a powderhorn, a flask of priming powder		
ARMS			ARMOR		
Rapier	1d4		Mail shirt	1d2/4/+1 d&d	
Poignard	1d3				
Cavalry pistols (2)	1d6				

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CABALLERO					
Birth Quality	Noblesse d'épée		Lifestyle	Respectable	
Lifepaths	L2 Petty Noble		Property	Country home	
Dependents	Servant, spouse, niece, nephew				
MEASURES					
Age	20		Reputation	14	
Hit Points	6		Wealth	0/6	
Will	5		Obligations	9	
Precedence	6		Income	None	
SAVES					
Poison & Plague	16	Terror	15	Artillery	16
Chance	15				
GOVERNING ABILITIES					
Str	12	Int	9	Wis	9
Dex	12		Con	12	
Chr	9				
CORE SKILLS					
Break	1/6	Str	Sang Froid	2/6	Con
Improvise	1/6	Wis	Search	1/6	Int
Listen	1/6	Wis	Sneak	1/6	Dex
Parley	1/6	Chr	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
Spanish	1/6	Nat.	Spanish	3/6	
Catholic	2/6	Rel.	French	2/6	
Hapsburg	1/6	Pol.	Catalan	1/6	Optional
LIFEPATH SKILLS					
Born to Rule Precedence 6			Riding	2/6	
†Fencer +2 to hit with rapiers, sabers			Fashion	2/6	
Main Gauche +2 def/ -3 to hit off hand					
Etiquette +2 dmg to Implore and Flatter when using the proper etiquette with nobility					
Melee	-[+2]*	Musketry	-	Def 14	Dg 12
Morale	7	Wits	—		
CLOTHING & APPEARANCE			EQUIPMENT		
Sabretache, hat, knee-length breeches, hose, shoes, shirt, justacorps, cloak			Riding horse; shot bag containing: 20 rounds of shot, gunpowder in a powderhorn, a flask of priming powder		
ARMS			ARMOR		
Rapier	1d4		None		
Poignard	1d3				
Pistols (2)	1d4				

MIQUELET			
Birth Quality	Peasant/Commoner	Lifestyle	Bread Alone
Lifepaths	L2 Miquelet	Property	Rents
Dependents	—		
MEASURES			
Age	23	Reputation	5
Hit Points	4	Wealth	1/6
Will	3	Obligations	5
Precedence	1 or 2	Income	Labor
SAVES			
Poison & Plague	16	Terror	14
Artillery	14	Chance	14
GOVERNING ABILITIES			
Str	10	Int	10
Wis	10	Dex	10
Con	10	Chr	10
CORE SKILLS			
Break	2/6	Str	Sang Froid
Improvise	1/6	Wis	Search
Listen	1/6	Wis	Sneak
Parley	1/6	Chr	Traverse
Con	3/6		
Int	2/6		
Dex	3/6		
Dex	3/6		
MENTALITIES		LANGUAGES	
Catalan	3/6	Nat.	Catalan
Catholic	1/6	Rel.	French
Republican	1/6	Pol.	
LIFEPATH SKILLS			
Accuracy	+2 to hit with musketry	Drill	+1 initiative with muskets and pistols
Melee	—	Musketry	+2
Def	10	Dg	10
Morale	7	Wits	—
CLOTHING & APPEARANCE		EQUIPMENT	
Barretina, knee-length breeches, hose, <i>espartdenya</i> , shirt, natty jacket, <i>faixa</i>		A snapsack containing: bottle of wine, peasant bread, hunk of cheese, knife; a shot bag containing: 20 rounds of shot, gunpowder in a powderhorn, a flask of priming powder and matchcord	
ARMS		ARMOR	
Musket	2d4	None	
Plug Bayonet	1d4		

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AUGUSTINUS (AGUSTÍ), TINENT DE BANDOLER					
Birth Quality	Peasant		Lifestyle	Natural	
Lifepaths	L2 Miq, L2 Bando		Property	None	
Dependents	Daughter, infirm uncle				
MEASURES					
Age	24		Reputation	5	
Hit Points	7		Wealth	3/6	
Will	3		Obligations	5	
Precedence	1		Income	Sale Boulot	
SAVES					
Poison & Plague 14		Terror 14		Artillery 14	
Chance 12					
GOVERNING ABILITIES					
Str 11	Int 12	Wis 13 ⁺¹		Dex 13 ⁺¹	Con 10
Chr 12					
CORE SKILLS					
Break	2/6	Str	Sang Froid	3/6	Con
Improvise	4/6	Wis	Search	2/6	Int
Listen	2/6	Wis	Sneak	5/6	Dex
Parley	1/6	Chr	Traverse	5/6	Dex
MENTALITIES			LANGUAGES		
Catalan	5/6	Nat.	Catalan	4/6	
Catholic	1/6	Rel.	French	1/6	
Republican	1/6	Pol.			
LIFEPATH SKILLS					
Accuracy +2 to hit with musketry			Drill +1 initiative with muskets and pistols		
Persuasive +2 dmg to Threaten			Emboscador +2 init to ambushes in Catalonia		
Melee	—	Musketry +3	Def 12	Dg 14	Morale 7
Wits —					
CLOTHING & APPEARANCE			EQUIPMENT		
Barretina, knee-length breeches, hose, <i>espardenya</i> , shirt, natty jacket, <i>faixa</i>			Bottle of wine; shot bag containing: 20 rounds of shot, powder, priming powder; powder horn		
ARMS			ARMOR		
Pistols (2)	1d4		Rusted cuirass	1d3/4/+1 d&d	
Mousqueton	Special				

TECLA, TINENT DE BANDOLER			
Birth Quality	Commoner	Lifestyle	Natural
Lifepaths	L2 Miq, L2 Bando	Property	None
Dependents	Sickly childhood friend		
MEASURES			
Age	27	Reputation	5
Hit Points	11	Wealth	2/6
Will	6	Obligations	3
Precedence	2	Income	<i>Sale Boulot</i>
SAVES			
Poison & Plague 14	Terror 14	Artillery 14	Chance 12
GOVERNING ABILITIES			
Str 13 ⁺¹	Int 12	Wis 10	Dex 11 Con 13 ⁺¹ Chr 12
CORE SKILLS			
Break	3/6	Str	Sang Froid 4/6 Con
Improvise	3/6	Wis	Search 2/6 Int
Listen	1/6	Wis	Sneak 5/6 Dex
Parley	1/6	Chr	Traverse 5/6 Dex
MENTALITIES		LANGUAGES	
Catalan	5/6	Nat.	Catalan 4/6
Catholic	1/6	Rel.	French 1/6
Republican	1/6	Pol.	
LIFEPATH SKILLS			
<i>Accuracy</i> +2 to hit with musketry		<i>Drill</i> +1 initiative with muskets, pistols	
<i>Persuasive</i> +2 dmg to Threaten		<i>Emboscador</i> +2 init to ambushes in Catalonia	
Melee	+1	Musketry	+2 Def 14 Dg12 Morale 7 Wits —
CLOTHING & APPEARANCE		EQUIPMENT	
<i>Barretina</i> , knee-length breeches, hose, <i>espardenya</i> , shirt, natty jacket, <i>faixa</i>		A snapsack containing: bottle of wine; a shot bag containing: 20 rounds of shot, gunpowder in a powderhorn, a flask of priming powder	
ARMS			
Rusted cutlass	1d6-1+1	Helmet	1d2/2/+1 d&d
Harquebus	1d6		

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BANDOLER						
Birth Quality	Peasant/Commoner	Lifestyle	Natural			
Lifepaths	L2 Miq, L1 Bando	Property	None			
Dependents	Sister, elderly mother					
MEASURES						
Age	24	Reputation	5			
Hit Points	6	Wealth	1/6			
Will	5	Obligations	5			
Precedence	1 or 2	Income	Labor			
SAVES						
Poison & Plague 15	Terror 14	Artillery 14	Chance 13			
GOVERNING ABILITIES						
Str 11	Int 9	Wis 11	Dex 12	Con 11	Chr 11	
CORE SKILLS						
Break	2/6	Str	Sang Froid	3/6	Con	
Improvise	2/6	Wis	Search	2/6	Int	
Listen	1/6	Wis	Sneak	4/6	Dex	
Parley	1/6	Chr	Traverse	4/6	Dex	
MENTALITIES			LANGUAGES			
Catalan	5/6	Nat.	Catalan	4/6		
Catholic	1/6	Rel.	French	1/6		
Generalitat	1/6	Pol.				
LIFEPATH SKILLS						
Accuracy +2 to hit with musketry			Drill + 1 initiative with muskets and pistols			
Persuasive +1 dmg to Threaten			Emboscador + 1 init to ambushes in Catalonia			
Melee	—	Musketry +2	Def 11	Dg 12	Morale 7	Wits —
CLOTHING & APPEARANCE			EQUIPMENT			
Barretina, knee-length breeches, hose, <i>espardenya</i> , shirt, natty jacket, <i>faixa</i>			A snapsack containing: bottle of wine; a shot bag containing: 20 rounds of shot, gunpowder in a powderhorn, a flask of priming powder, matchcord			
ARMS			ARMOR			
Musket	2d4		None			

JUNIPER, CAP DE BANDERA					
Birth Quality	Peasant		Lifestyle	Natural	
Lifepaths	L2 Miq, L3 Bando		Property	Homeless	
Dependents	Infirm mother (blood), widower infirm uncle (blood)				
Age	33		Reputation	5	
Hit Points	9		Wealth	4/6	
Will	8		Obligations	5	
Precedence	1		Income	<i>Sale Boulot</i>	
SAVES					
Poison & Plague	13	Terror	14	Artillery	14
				Chance	11
GOVERNING ABILITIES					
Str	10	Int	10	Wis	13 ⁺¹
				Dex	13 ⁺¹
				Con	10
				Chr	13 ⁺¹
CORE SKILLS					
Break	2/6	Str	Sang Froid	3/6	Con
Improvise	5/6	Wis	Search	2/6	Int
Listen	2/6	Wis	Sneak	7/8	Dex
Parley	3/6	Chr	Traverse	7/8	Dex
MENTALITIES			LANGUAGES		
Catalan	9/10	Nat.	Catalan	4/6	
Catholic	2/6	Rel.	French	2/6	
Generalitat	2/6	Pol.			
LIFEPATH SKILLS					
<i>Persuasive</i> +3 dam to Threaten			<i>Drill</i> +1 initiative with muskets and pistols		
<i>Accuracy</i> +3 to hit with musketry			<i>Emboscador</i> +3 init to ambushes in Catalonia		
Melee	—	Musketry	+4	Def 10	Dg 13
				Morale	8
				Wits	+1
CLOTHING & APPEARANCE			EQUIPMENT		
Cloak, jaunty <i>barretina</i> , vest, pantaloons, <i>espardenya</i> , <i>faixa</i>			6 soldiers ³ on a bandolier		
ARMS			ARMOR		
Rifle	1d8		Buff coat	1/10 pts	
Poignard	1d3				
Pistol	1d4				

3 In this context, soldiers are small, cylindrical wooden containers that hold powder, ball and wadding for ease of loading a musket or rifle.

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NARCISO DESCALAR, COMTE DE LLÍVIA					
Birth Quality	Noblesse d'épée av ti		Lifestyle	Respectable	
Lifepaths	L4 PN, L3 In. Officer		Property	Village, townhouse	
Dependents	Infirm mother, younger brother (blood)				
MEASURES					
Age	23		Reputation	47	
Hit Points	14		Wealth	9/10	
Will	5		Obligations	19 <i>Small debt</i>	
Precedence	7		Income	Tax	
SAVES					
Poison & Plague	16	Terror	9	Artillery	13
				Chance	12
GOVERNING ABILITIES					
Str	13 ⁺¹	Int	12	Wis	12
				Dex	13 ⁺¹
				Con	12
				Chr	13 ⁺¹
CORE SKILLS					
Break	2/6	Str	Sang Froid	9/10	Con
Improvise	1/6	Wis	Search	1/6	Int
Listen	2/6	Wis	Sneak	2/6	Dex
Parley	2/6	Chr	Traverse	3/6	Dex
MENTALITIES			LANGUAGES		
Spanish	2/6	Nat.	Spanish	5/6	
Catholic	5/6	Rel.	French	5/6	
Hapsburg	2/6	Pol.			
LIFEPATH SKILLS					
*Fencer +3 to hit with rapiers, sabers			Leadership	5/6	
†Mêlée +3 to hit with melee weapons			Military Doctrine	3/6	
Etiquette +1 dmg to Implore, Flatter			Fashion	3/6	9/10 <i>Dancing</i>
Main Gauche +3 def, -1 to hit off hand			Riding	3/6	
			La Gloire	+3d6	rep
Melee	+4 [+7] [†]	Musketry	—	Def 17	Dg 14
				Morale	8
				Wits	+1
CLOTHING & APPEARANCE			EQUIPMENT		
A worn set of once-fashionable clothes, buckled shoes, a jaunty hat, sabretache, justacorps, cloak			War horse; patent of nobility; a shot bag containing: 20 rounds of shot, gunpowder in a powderhorn, a flask of priming powder		
ARMS			ARMOR		
Rapier	1d4		Mail shirt	1d3/4/+1 d&d	
Poignard	1d4				
Pistol	1d4				

CAPTAIN JULIO STROZZI DI MODENA			
Birth Quality	Commoner/PN	Lifestyle	Respectable
Lifepaths	L6 Soldier, L1 I. Officer	Property	Country Home
Dependents	Wife (operates business), widowed infirm uncle		
MEASURES			
Age	40	MC: 6	Reputation 12
Hit Points	27		Wealth 5/6
Will	8		Obligations 8
Precedence	6		Income Business, Charge
SAVES			
Poison & Plague	15	Terror	8
Artillery	9	Chance	10
GOVERNING ABILITIES			
Str	13 ⁺¹	Int	9
Wis	13 ⁺¹	Dex	10
Con	14 ⁺¹	Chr	10
CORE SKILLS			
Break	5/6	Str	Sang Froid 5/6 Con
Improvise	3/6	Wis	Search 2/6 Int
Listen	3/6	Wis	Sneak 2/6 Dex
Parley	2/6	Chr	Traverse 2/6 Dex
MENTALITIES		LANGUAGES	
Milano	2/6	Nat.	Italian 4/6
Catholic	5/6	Rel.	Spanish 4/6
Papist	2/6	Pol.	French 2/6 (Special)
LIFEPATH SKILLS			
Drill +1 Initiative with muskets, pistols		Leadership	1/6
Accuracy +5 to hit with musketry		Soldiering	7/8
*Melee +5 to hit with melee weapons		Military Doctrine	1/6
Fencer +1 to hit with rapiers, sabers		Fashion	1/6
Force +2 damage with melee weapons		La Gloire	+1d6 rep
†Courage +1 morale at the front			
Melee +6 [+7]*	Musketry +5	Def 13	Dg 10
		Morale 7[8] [†]	Wits —
CLOTHING & APPEARANCE		EQUIPMENT	
Sabretache, hat, knee-length breeches, hose, shoes, shirt, justacorps, cloak		A shot bag containing: 20 rounds of shot, gunpowder in a powderhorn, a flask of priming powder	
ARMS		ARMOR	
Rapier	1d4	Buff coat	1/10 pts
Poignard	1d4		
Pistols (2)	1d4		

Catalonia, 1648: The World of Miseries & Misfortunes

FATHER SOCIUS BALTHAZAR SEÑA					
Birth Quality	Commoner		Lifestyle	Bread Alone	
Lifepaths	L6Jesuit		Property	None	
Dependents	Infirm grandmother				
MEASURES					
Age	35	MC:10	Reputation	5	
Hit Points	6		Wealth	1/6	
Will	11		Obligations	4	
Precedence	7		Income	Benefice	
SAVES					
Poison & Plague	11	Terror	10	Artillery	16
				Chance	11
GOVERNING ABILITIES					
Str	7 ⁻¹	Int	16 ⁺²	Wis	13 ⁺¹
				Dex	8 ⁻¹
				Con	9
				Chr	11
CORE SKILLS					
Break	0/6	Str	Sang Froid	2/6	Con
Improvise	3/6	Wis	Search	4/6	Int
Listen	4/6	Wis	Sneak	0/6	Dex
Parley	2/6	Chr	Traverse	0/6	Dex
MENTALITIES			LANGUAGES		
Catalan	2/6	Nat.	Spanish	5/6	
Catholic	5/6	Rel.	French	5/6	
French Royalist	2/6	Pol.	Catalan	5/6	
LIFEPATH SKILLS					
Lecturer +5 to hit with Educate			Latin	9/10	
			Greek	5/6	
			Astronomy	7/8	
			Theology	11/12	
			Mathematics	4/6	
Melee	-1	Musketry	-1	Def	7
				Dg	8
				Morale	7
				Wits	—
CLOTHING & APPEARANCE			EQUIPMENT		
Black cassock, cincture, <i>biretta</i> , ⁴ <i>ferraio</i> , ⁵ simple shoes			Satchel, vial of holy water, <i>Ratio Studiorum</i> , rosary, Bible		
ARMS			ARMOR		
None			None		

4 A *biretta* is a boxy black cap with a small tuft at the central peak.

5 A *ferraio* is a black cape of a distinctive style, set on the shoulders and hanging to the ankle.



Lifepaths

The Catalans are a perfidious and scoundrelly race of men. They profess Christianity but are worse than the heathen. [They are] the most wicked and perfidious of men be found in any Christian country.

—Leo Rozmital, 1466



Catalonia provides for us four new lifepaths: the bandit, the bruixa, the miquelet and the segador. While we acknowledge that these four lifepaths do not adequately represent the whole of Catalonia's vibrant culture, we hope they will suffice to entertain you during the events of our scenario.

When playing *Homage to Catalonia*, any player who opts for Catalan nationality may choose from these lifepaths. Players of other nationalities may choose one or two of them only if their character has lived in Catalonia for some years.

Otherwise, you may use the lifepaths found in **Book 2: Les Fruits Malheureux** to create your characters.

BANDIT

Bandits or, more properly, *bandoleres* haunt the mountains and valleys throughout Catalonia. Centuries of resistance to foreign occupiers has instilled in the people a readiness to take to the hills and fight. However, banditry is arduous and best done as a part time profession. One sees bandits marauding when the harvest is bad or when calamity strikes, driving otherwise mild folk from their daily occupations.

Bandoler	Req: Miquelet Base HP: 2d3 Lifepath HP: +0-2 Saves: Chance, poison & plague Starting Age: 14+2d10
<i>Resourceful</i>	Increase Improvise skill rating by one.
<i>Partisan</i>	Increase Catalan nationality rating by one.
<i>Persuasive</i>	+1 to hit with Implore, Insult and Threaten actions when robbing someone. Combine with your Charisma modifier.
<i>Emboscador</i>	When attacking from ambush in Catalonia and Andorra, increase initiative by one. Combine with your Dexterity modifier.
<i>Brigand</i>	Increase Sneak skill rating by one.
<i>Mountaineer</i>	Increase Traverse skill rating by one.
Equipment	Sheepskin vest, <i>barretina</i> ¹ , woolen shirt, woolen pants, socks, <i>faixa</i> , leather boots, flint and steel, tinder box, canteen. In addition, choose one kit: <ul style="list-style-type: none"> • Rusted cutlass and pistol • Musket • Mousqueton Also, 20 rounds of shot, a matchcord, 20 charges of powder and priming powder, a shot bag, powder horn and powder flask.
Names	Augustin, Callis, Pedro, Fages, Fernando, Javier, Serra, Antonio, Miquel, Miquelot, Cesar

E	2nd	3rd	4th	5th	Fin	Bandoler Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Rob pilgrims, travelers or a caravan.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Shirk work in favor of getting into trouble.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Share your spoils with the poor.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Keep something valuable for yourself.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Ambush the Spanish and leave them in a ditch.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Compose a romantic ballad of your exploits.

1 A *berretina* is a traditional wool hat, usually in red or purple with a black band. It has a bag-like shape, and the crown is worn bunched and tipped forward, to the side or back.

BRUIXA

Traditions of witchcraft run deeply throughout Catalonia, predating Christianity. These witches maintain their own practices, distinct from the chymists and necromancers found in France and Spain. They teach two main branches of magic: Bruixeria, spell casting rooted in applying the Devil's Unguent, and Felitico, magic rooted in creating fetishes through which power is channeled.

Bruixa	Req: Folk Religion Base HP: 2d2 Lifepath HP: +1d2-1
	Saves: Chance, terror Starting Age: 17+2d10
<i>Astrologer</i>	Increase Astrology skill rating by one.
<i>Bruixa</i>	Increase <i>Bruixeria</i> skill rating by one.
<i>Felitico</i>	Increase <i>Fetillaria</i> skill rating by one.
<i>Gossip</i>	+1 to Beg Pardon or Flatter actions when delivering bad news. Combine with your Charisma modifier.
<i>Eavesdropper</i>	Increase Listen skill rating by one.
<i>Inconspicuous</i>	Increase Sub Rosa skill rating by one.
Starting Equipment	Ret (hair net), shawl, plain dress, <i>espardenya</i> , a jar of Devil's Unguent, and a medicine pouch containing medicines and herbs
Names	Palau, Anna, Ysabel, Pratdesava, Esperança, Sibilla, Dalila, Nèfele

E	2nd	3rd	4th	5th	Fin	Bruixa Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dance around a fire with other witches.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Mix a batch of the Devil's Unguent.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Create a charm to help the innocent.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Cast a spell to punish the wicked.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Publicly defy the tenets and edicts of Christianity.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Share a secret with another witch.

STARTING BRUIXA GNOSIS

Roll 1d6 per starting level for gnosis of the bruixa.

STARTING SPELLS

All *bruixa* enter the game knowing the mixture for the Devil's Unguent. Roll on the table below for an additional spell:

2d6	Bruixeria
2	Whispering Leaves
3-4	<i>Com Una Gata</i>
5-6	<i>Consellar Gripau</i>
7-8	Witch's Flight
9	<i>Ball de L'Infern</i>
10-11	<i>Llum Santa</i>
12	Devil's Rain

☪ If you roll a 12, roll another die. If the result is a 6, add 6 to your starting gnosis.

☪ If you roll a 7, roll 2d6 again. If you roll a 7, roll again. If you roll a 7 a third time, add 7 to your starting gnosis.

Bruixeria spells are described in the Catalan Magic chapter.

STARTING CHARM

Roll 2d6 to determine which Fetillaria charm your witch knows:

2d6	Fetillaria
2	<i>Escut del Salvador</i>
3-4	Distilled Juniper
5-6	<i>La Carn de Salze</i>
7-8	Hand of Mary
9-11	Love's Handmaiden
12	<i>Verí</i>

MIQUELET

Miquelet is the local sobriquet for the militia. Initially formed by Miquelot de Prats, a Catalan mercenary captain (hence their nickname), they are organized and maintained through the parishes of the country, not the central government. Thus they lack uniform organization and training but tend to make excellent partisans.

Miquelet	Req: 3 ^e <i>État</i> , Catalan Base HP: 2d3 Lifepath HP: +1d3-1
	Saves: Chance, artillery, terror Starting Age: 22+1d10
<i>Corpus de Sang</i>	Increase Sang Froid rating by one when fighting in Catalonia.
<i>Partisan</i>	Increase Catalan nationality rating by one.
<i>Accuracy</i>	+1 to hit with muskets and pistols, up to a maximum bonus of +5. Combine with your Dexterity modifier.
<i>Drill</i>	Increase initiative by one step when using muskets, harquebus and rifles. Combine with your Dexterity modifier. May choose this ability only once.
<i>Brigand</i>	Increase Sneak skill rating by one.
<i>Mountaineer</i>	Increase Traverse skill rating by one.
Equipment	<p><i>Barretina</i>, knee-length breeches, hose, <i>espadenya</i>, shirt, natty jacket, <i>faixa</i>, bottle of wine.</p> <p>In addition, choose one kit:</p> <ul style="list-style-type: none"> • Musket, plug bayonet* • Halberd and rusted cuirass • Rifle, pistol and a jaunty cap* <p>*Also, shot bag containing: 20 rounds of shot, a matchcord, 20 charges of powder, priming powder; a powder horn and powder flask.</p>
Names	Augustin, Callis, Pedro, Fages, Fernando, Javier, Serra, Antonio, Miquel, Miquelot, Cesar

E	2nd	3rd	4th	5th	Fin	Miquelet Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Answer the call to arms from your parish.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Defend your home against the Spanish invaders.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Recruit militia from your friends and family.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Get drunk and sing a boisterous song of your exploits.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Gain the approval or notice of the bishop.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Come home a hero.

SEGADOR

Segadores—or reapers—are the farmers who took up arms to resist the Spanish in 1640 during the *Corpus du Sang*. Since then, their efforts have taken on a near mythical significance to the people of Catalonia.

Segador	Req: Peasant, Catalan Base HP: 2d3 Lifepath HP: +1-2
	Saves: Chance, terror Starting Age: 20+2d8
<i>Rebel</i>	Increase Sneak skill rating by one.
<i>Emboscador</i>	When attacking from ambush in Catalonia and Andorra, increase initiative by one. Combine with your Dexterity modifier.
<i>Segador</i>	+1 to-hit in hand-to-hand combat with sickles, scythes and other farm implements, up to a maximum bonus of +5. Combine with your Strength modifier.
<i>Partisan</i>	Increase Catalan nationality rating by one.
<i>Idealist</i>	Increase Politics mentality rating by one.
<i>Corpus de Sang</i>	Increase <i>Sang Froid</i> rating by one when in Catalonia.
Equipment	Vest, white cotton shirt, colorful pantaloons, <i>espardenyà</i> , <i>barretina</i> , <i>faixa</i> , crucifix and a sickle.
Names	Pau, Claris, Pedro, Josep, Margarit, Francesc, Tamarit

E	2nd	3rd	4th	5th	Fin	Segador Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Defend your home against the Spanish invaders.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Toss aside a musket in favor of the sickle.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Ambush and slaughter invading soldiers.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Protect our King Jesus Christ and the Virgin Mary.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Tend to the farms and crops of Catalonia.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Celebrate victory with wine and song.

Catalan Skills

We describe new skill presented to you in this section; other skills will be found in the *Fruits Malheureux* booklet.

Bruixeria

Wisdom

The practice of witchcraft—using this skill, a witch can mix the Devil's Unguent and cast spells on the substance for a variety of effects. See the Bruixeria heading in the Catalan Magic chapter.

Corpus du Sang

Increase Sang Froid when in Catalonia, Andorra, Perpignan, Roussillon and the northern Pyrenees.

Emboscador

Increase initiative by one when conducting an ambush in Catalonia, Andorra, Perpignan, Roussillon and the northern Pyrenees.

Felliteria

The practice of fetish magic—creating wards and charms against evil, disease and bad luck. See the Felliteria heading in the Catalan Magic chapter.

Gossip

+1 to Beg Pardon or Flatter actions when delivering bad news about another person. Combine with your Charisma modifier.

Persuasive

+1 to hit with Implore, Insult and Threaten actions when robbing someone. Combine with your Charisma modifier.

Catalan Ages

Starting Lifepath	Starting Age Roll
Bandoler	14+2d10
Bruixa	17+2d10
Miquelet	22+1d10
Segador	20+2d8





Catalan Mentalities

How can one call riots, seditions, and disorders the acts conducted under the authority of the law? And call crimes actions whose execution the law allows? The truth is that they are free from guilt who following the law seeks the law's revenge, since that which is done under the authority of a just law is not a sin.

— Francesc Martí Viladamor, 21 December, 1640



Pespite the constant threats from the bellicose kingdom on their southern border, Catalan political thought rapidly developed into a modern, liberal form. Parliament formed the *Generalitat*, a representative council of the three estates—common folk, the clergy and the nobility—to govern in the place a monarch or president. Their dream of a republic free of Spanish tyranny has never died.

Catalan mentalities differ from the French. The body of the country is devoutly Catholic, but there is a folk tradition that runs whispering through the hills, forests and farms of the province.

Politically, the culture maintains a strong independent ideal. These are people who are neither French nor Spanish and wish to be recognized as such. However, not everyone in the province is a revolutionary. Many folk practice what they refer to as *seny*—commonsense.

WHO IS CATALAN?

Use these mentalities for people born in Catalonia or for transplants who have lived in the country for some years.

When playing Homage to Catalonia, any player may opt to choose the Catalan nationality and then roll for their religion and politics.



Lingua Franca

The people speak Catalan, a language closely related to Provençal. It likely originated as a Basque language but was Romanized into Catalan. Spanish and French are also commonly spoken in the region.

Catalan is the primary national language, plus Spanish, French, Latin, Portuguese, Aragonese and Italian.

Catalan Religion

2d6	Religious Affiliation
2-8	Catholic
9	Huguenot
10	Jewish
11	Folk
12	Heretic

Catholic: Most of Catalonia's people are pious Catholics.

Huguenot: A small number of French Protestants fled persecution in France and live in or around Barcelona.

Jewish: Barcelona is home to an ancient Jewish community. Montjuïc, just outside of Barcelona, is so named for the Jewish cemetery located there.

Folk: Veins of folk beliefs run throughout Catalonia, merging the Catholic saints, Roman gods and more ancient practices still. Often conflated with witchcraft by the Catholics, people who hold these beliefs live in remote areas or simply try to hide them to avoid persecution by conservative Christians.

Heretic: The fire of independence in Catalonia extends from politics into religion (we would be remiss if we did not note that the Cathar heresy had its roots in northern Catalonia). As a Christian heretic, you believe in two gods—one good and one evil—that Christ was an angel in human guise, that you are forbidden to kill or have intercourse and that the Catholic church and its sacraments are corrupt.



Catalan Politics

2d6	Political Affiliation
2-3	French Royalist
4-6	Free Republican
7-9	<i>Generalitat</i>
10-11	<i>Seny</i>
12	Hapsburg

French Royalist: You support the French crown as the proper rulers for Catalonia. Henri Bourbon made himself co-prince of Seu d’Urgell, but he should have gone farther and declared himself for all of Catalonia. Louis XIII’s acceptance of the count’s title in 1641 was a step in the right direction, but it does not go far enough!

Free Republican: You believe Catalonia should be a self-governed republic with its own parliament and constitution. No foreign prince should rule Catalonia!

Generalitat: You support the traditional tripartite form of Catalan government in which each estate—commoner, clergy and noble—has representatives on a government council. This system provides a check on royal power and allows parliament to propose constitutions and laws in a measured and practical way.

Seny: You don’t have time for all of these politics. You think people should use commonsense when dealing with each other. If you’re pushed, sure, you will push back—but otherwise to each their own!

Hapsburg: You believe that Catalonia must be brought under the sovereign power of the King of Spain, His Most August Majesty. Republicanism is an affront to the divine will of God.

FRONDEURS IN 1647

If a player decides to use the standard mentalities, they may end up a Frondeur, even though the term wasn’t coined until 1648. In this case, consider that their political mentality indicates their sympathies lie with the judges and people resisting the abuse of royal power.





Catalan Magic

Magic adheres to the old ways of the world, here in Catalonia. The practices of *bruixeria* and *fetillaria* predate the contemporary fashionable interests in necromancy and astral magic. They trace their lineage to knowledge and wisdom gained in the ages before the Romans conquered this land. Practiced by wise women and men, this magic can heal the sick and bring the rain—and it can just as well produce a virulent poison or summon the Devil's fire.

Bruixeria

INITIATION

Witchcraft isn't found in books written in Syriac or Latin. To gain gnosis, a prospective witch must be initiated into the mysteries. Witches may gain gnosis in the following ways:

- ☾ Witness overwhelming natural splendor:
 - ♦ +1d3 per event
- ☾ Dance for days until you collapse from exhaustion:
 - ♦ +1d2/+1/+1d2-1/0
- ☾ Publicly defy the tenets and edicts of Christianity:
 - ♦ +1d2/+1/+1d2-1/0
- ☾ Share your knowledge with another bruixa:
 - ♦ Test Wisdom. If successful: +1d3/+1d2/+1/+1d2-1/0

Except in the case of natural splendor, the gnosis gained reduces slightly each time. After reaching the final step, gnosis cannot be gained through this method again.

Despite their preferences for organic mysteries, bruixa who can read may also gain gnosis through reading and interpreting grimoires as described in **Book 3: The Sacred & the Profane**.



BALL DE L'INFERN

Chanting this spell, three witches, each coated with a dab of Devil's Unguent, may set aflame to an object or structure around which they dance. The dance requires 1d6 hours to perform.

Γ: 8 **Difficulty:** -1 **Unguent:** Requires one jar

COM UNA GATA

Strip naked and bathe in the Devil's Unguent and transform into a cat for one night. Retain your thoughts, but your skills become:

- | | |
|---------------|------------------------|
| ☞ Listen 9/10 | ☞ Traverse 19/20 |
| ☞ Sneak 9/10 | ☞ Feign Innocence 9/10 |
| ☞ Search 9/10 | ☞ Charm Human 7/8 |

Saves are:

- | | |
|---------------|-------------|
| ☞ Artillery 2 | ☞ P&P 10 |
| ☞ Chance 2 | ☞ Terror 15 |

HP: 2. Defense: 15, Dodge 17. Damage: 1d2-1

You return to your human form when touched by dawn's light.

Γ: 9 **Difficulty:** -1 **Unguent:** Requires one jar

CONSELLAR GRIPAU

Feed the unguent to a toad, and it will gain the ability to speak (4/6 in Catalan, of course). The toad will be pleased with the gift and advise the witch on all matters as they wish.

Γ: 5 **Difficulty:** 0 **Unguent:** Requires one jar

DEVIL'S RAIN

Chant the sing-song rhymes of rains on plains while you fling the unguent into a cloud, and it will produce precipitation.

Γ: 13 **Difficulty:** -2 **Unguent:** Requires one jar

DEVIL'S UNGUENT

The Devil's Unguent is a powerful, versatile substance made from the flesh of the hanged mixed in a cauldron with black flour or grain, cooked over a fire lit by the heat of furious dancing.

The substance is used as a reagent in all of the bruixa's other spells. On its own, if the bruixa rubs a dab over flesh, it provides +1 defense and grants +1 to all saves—provided the recipient is naked.

This spell creates 1d2 jars of unguent. There are three dabs per jar.

Γ: 6 **Difficulty:** 0 **Unguent:** Creates 1d2 jars

LLUM SANTA

Apply the Devil's Unguent to a wall, roof or even human flesh, and it will become momentarily transparent—for 10 minutes or one test.

Γ: 10 **Difficulty:** -1 **Unguent:** Requires one jar

WITCH'S FLIGHT

Apply a dab of the Devil's Unguent to a pole, pitchfork, broom or similar item. Speak the name of your destination, and the pole will take flight at a great height and deposit you at said destination.

Γ: 7 **Difficulty:** -1 **Unguent:** Requires one dab

WHISPERING LEAVES

Apply the unguent to one's lips and one's lies will be believed. Add +5 to any rolls involving falsehoods. The effect lasts for one conversation. After the conversation, make a save vs poison & plague lest one's lips turn black for 3d6 days.

Γ: 11 **Difficulty:** -2 **Unguent:** Requires one dab

Fetillaria

INITIATION

The practices of *fetillaria* predate the written word and therefore cannot be found in books. Gain initiation in the following ways:

- ☪ Witness a miracle of God: +2d6 gnosis
- ☪ Witness a woman's last breath: +1d2 gnosis
- ☪ Witness a child birth: +1d2 gnosis
- ☪ Ingest poison: +1d3 gnosis

A practitioner can gain from each circumstance only once.

LA CARN DE SALZE

Prepare a treatment of willow bark. Wrap it over the affected areas of the body and instruct the patient to chew some bark as well. The recipe increases the healing rate for the victim by +1 HP per day.

Γ: 3 **Difficulty:** 0

DISTILLED JUNIPER

Distill juniper berries into a vial and administer it to those who require bravery or fortitude. Increase morale by one, and poison & plague saves gain a +1 modifier. The effect lasts for one hour.

Γ: 4 **Difficulty:** 0

ESCU T DEL SALVADOR

If the fetillica knows which poison was used to bring a person low, they may mix a paste of herbs to counteract the poison's effects. Place the paste in the victim's mouth and on the wound (if any). If the unfortunate has not yet made their save against poison & plague, then add +1 to their roll when they do.

If a victim was poisoned or sickened and reduced to 0 HP, causing a roll on the Mortal Coil table, the Escut del Salvador nullifies any penalty to the roll from exertion or otherwise.

For example, if the victim rolled a 7 on the Mortal Coil table with a -1 penalty, their result would usually be a 6: permanent injury. The Escut del Salvador would change that result back to a 7: lose a step.

Or, a victim poisoned and reduced to 0 HP while carrying 3 points of exertion rolls an unfortunate 4 on the Mortal Coil table. Without help, they will die. However, if given the antidote of the Escut del Salvador, they would instead take the 7 result: strain yourself beyond endurance.

Γ: 6 **Difficulty:** -1

HAND OF MARY

Create an amulet in the shape of the Hand of the Virgin Mary. The amulet grants +1 to all saving throws, provided the victim prays to Mary (and passes a Religion test) prior to entering danger or in a moment of desperate need.

Γ: 7 **Difficulty:** 0

LOVE'S HANDMAIDEN

Create an image of Aphrodite from myrtle and, at midnight, place it in the pocket or bed of the one whose attention you seek. The next day they will be infused with *amor* and hard pressed to resist your suit. In a duel of wits, Seduce actions are granted a +5 modifier against them (by anyone, not just you), and Implore and Flatter actions related to love are granted a +2 modifier. The effect lasts until the next midnight.

Γ: 6 **Difficulty:** -1

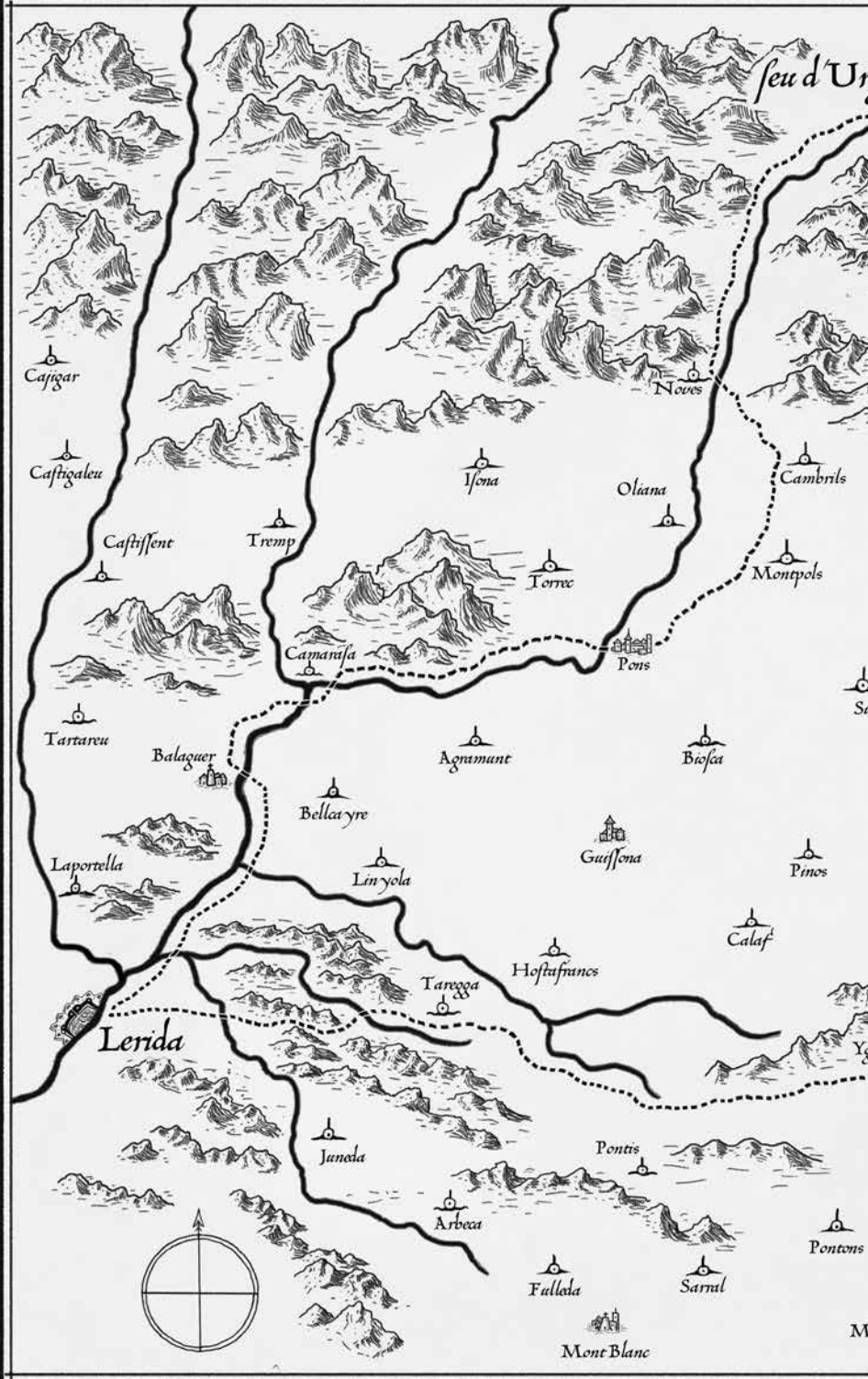
VERÍ

Crush conium leaves and boil them into a strong tincture. Those who drink the liquid must immediately save vs poison & plague at -2. If they succeed, they suffer 1d10 points of damage. If they fail, they are reduced to 0 HP and must immediately roll on the Mortal Coil table with a -1 penalty.

Γ: 5 **Difficulty:** -2



feu d'Un



Castigar

Castigaleu

Castisfent

Tremp

Tartareu

Balaquer

Laportella

Lerida

Camarsa

Isona

Oliana

Torrec

Agramant

Bellayre

Linyola

Tarrega

Janoda

Arbeca

Noves

Cambrits

Montpols

Bioça

Guissona

Pinos

Calaf

Hostafrancs

Pontis

Fallala

Sarral

Pontons

Mont Blanc





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