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Trial by Fire



An Ars Magica™
Fantasy Roleplaying Adventure

by Thomas M. Kane

Contents

Introduction 4
- Time and Location 4
- Summary of Plot 4
- Theme 4
- Running *Trial By Fire* 5
- Players' Introduction 5
- What the Magi Know 6
- Options and Embellishments 6

Chapter One • De Panne 7
- Rumors 7
- Public Mood 7
- Mass Flight 7
- Organizing De Panne 9
- Rulers, Law and Order 10
- Magic 10

Chapter Two • Layouts 12
- The Town 12
- The Tunnels Under De Panne 21
- Smoke Hill 23

Chapter Three • The Coming of the Dragon 27
- Advent of the Dragon 27
- Panic 28
- Townsfolk Against the Dragon 29
- Trial By Fire 30
- Looters 30

Aftermath 31

Credits

Design: Thomas M. Kane
Editing: John A. Nephew, Darin Eblom
Editorial Assistance: Mark Rein•Hagen, Al Nephew
Graphic Design & Layout: John A. Nephew
Cover Art: Newton Ewell
Interior Illustrations: Brian Chesney
Cartography: Celia Liang
Product Coordinator: John A. Nephew

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Trial by Fire

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AN **Ars Magica**™

FANTASY ROLEPLAYING ADVENTURE

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by Thomas M. Kane

ATLAS GAMES
Northfield, Minnesota
MCMXCI

CHARTING NEW REALMS OF IMAGINATION™

Introduction

Time and Location

THIS STORY TAKES place in Flanders during the 13th century. You can change the time and place without much difficulty, if your saga involves a different sort of world. Almost everyone here understands French and Flemish, while many also know German or Dutch. The PCs should have no difficulty communicating with locals.

Summary of Plot

THE TOWN OF De Panne faces a peril like none in Christian memory. Centuries ago, this province was under the sway of Pan Caudarax, the Dragon of Flanders. This beast has spent centuries in the fiery mountains of Iceland. However, when he left, he promised to return.

The Order of Hermes has many friends in De Panne. Redcaps regularly stop in De Panne's harbors and magicians trade with the local merchants for supplies. Therefore, the party's Covenant decides to deliver De Panne from the dragon. It sends the PCs to prepare a defense of the town.

The wizards have even learned when to expect their foe. According to *The Secret Chronicles of De Panne*, Caudarax specified the day and the hour of his arrival. He swore to destroy "the thieves of De Panne," on the moment of the "Crescent Sun." The "Crescent Sun" is an eclipse, predicted by an ancient druid of Flanders. It takes place in three days. The magi have that long to prepare De Panne.

With some investigation, the magi may learn the motive for Caudarax's return. The dragon's hoard contained a tool of the Roman oracles, the fabled Rosewood Crown. When he left Flanders, he left it behind. Deep within the dragon's abandoned lair, a thief works his way toward the crown. This thief is a mysterious sorcerer who styles himself the Warlock of De Panne. The dragon, however has known this for centuries, having looked into the future by using the Crown himself. Caudarax even knows that the magi will attempt to thwart him. He does not care. He plans to arrive just after the theft, and wreak his rightful vengeance on De Panne.

Theme

TRIAL BY FIRE explores the theme of forethought and its uses. The omen of a thief brings Pan Caudarax to De Panne. The dragon's own prophecy summons the characters to fight him. Both predictions are true. Yet they are a natural part of the real world, with their own place in the web of cause and effect. The clever use prophecies as a tool, to turn circumstances to their own advantage. If the magi simply accept matters as pre-ordained, they will miss real opportunities for victory in *Trial By Fire*.

Medieval Flanders

THE DARK AGES ended early in the county of Flanders. This area was one of the first European regions to generate a surplus of goods and therefore became the first to develop a trading economy. To sustain the profitable trade, noblemen granted merchants the necessary charters to found independent cities, governed by their own councils. These cities nurtured art, trade, and freedom which commoners could scarcely imagine under strictly feudal rule. In the **Ars Magica**™ game, some of these cities also take an uncommonly enlightened view toward wizards.

Flanders merchants export wool. In return, they import furs and timber from Norway, a variety of goods from Italy and spices from the Far East. These major businesses support a large number of smaller ones, and merchants from across Europe meet in Flanders to trade.

During the Thirteenth Century, Flanders belonged to the Duke of Hainault. Most of this region is now part of Belgium, although portions of Flanders extend into France and the Netherlands. The people of Flanders speak the Flemish language, although Dutch, French and German are also common.



Running *Trial By Fire*

FOR MOST OF *Trial By Fire*, you can let the players drive the story. The magi may investigate and organize people as they choose. Simply stay alert, and role-play the results of the characters' activity. Chapter One covers the politics and environment of De Panne. Chapter Two provides layouts for its important places and notes on its people. When three and then five days of game time have elapsed, turn to Chapter Three. This covers the coming of the dragon.

The map titled "Path of the Dragon" shows Caudarax's route to the town. Considering the vast areas involved, PCs have little chance of catching Caudarax far from De Panne. If they do, consult Chapter Three and reconstruct Pan Caudarax's tactics as best you can.

Players' Introduction

TRIAL BY FIRE begins when the party's Covenant orders a shipment of Venetian glass for their laboratories from the merchants of De Panne, paying in advance. Weeks pass, and their goods do not arrive. Concerned, the magi apprehend Arnulf Haussen, one of the merchants involved in the transaction. They escort him to the Covenant and question him. He gives them the following excuse:

"I am truly sorry that your goods did not arrive. If you seek an excuse, I can only lament that sailors

Adventure Timeline

THE FOLLOWING TIMELINE shows important events in this adventure. Alter it as the actions of the party demands.

Day 0. Arnulf Haussen tells the party about Caudarax.

Day 1. Characters arrive in De Panne. The Haussen family leaves town at 4:00 P.M.

Day 2. The Warlock of De Panne discovers the Dragon's lair and robs it. Afterward, he leaves town. (See Smoke Hill.)

Day 3. Eclipse of the sun. The dragon fails to appear.

Day 5. Dragon arrives.

12:00. Illusionary dragon flies over town. Possible riot, looting.

12:04. Illusion vanishes.

12:05. Real dragon attacks.

no longer dock in our fair town of De Panne. You see, our city is doomed. Perhaps you have heard of Pan Caudarax, the Worm of Flanders. Centuries ago, he dwelt where our ports now stand and it is now quite certain that he means to return.

"My esteemed family possesses certain documents, written by the late Chevalier De Vaast of De Panne, a nobleman by birth, but a wizard by devotion. In this book, the *Secret Chronicles*, he recalls a vow made by the dragon. On the day and hour of the Crescent Sun, Caudarax swears to return and lay our town waste. My family has taken the precaution of consulting the astrologers of Antwerp. We learned that the Crescent Sun is an eclipse, first predicted by the pagan Druid Oribagus. It shall fall three days hence, at one hour before noon.

"Rest assured that I would restore your money was it in my possession. Alas, coins are fleeting, and I no longer have your gold."

Spells such as Frosty Breath of the Spoken Lie reveal that Arnulf has told the truth. For more details on Arnulf, his family and his business dealings, see area 5 of Chapter 2.

The Covenant can afford the loss of some gold, so the magi might not be inclined to revenge themselves on Arnulf. However, they cannot afford the loss of De Panne. The wizards resolve to send a band of covenfolk to the town, where they must fend off Pan Caudarax with as little disturbance to the simple folk as possible. After any customary deliberations (e.g., a wizards' council that you might role-play), the magi assemble the characters to protect the town.

What the Magi Know

ANYONE WHO DOES background work at the Covenant may make an Area Lore, Legend Lore or Fantastic Beast Lore check to learn more about Pan Caudarax and De Panne. The following list shows generally available information, along with the Ease Factor of finding it.

3+ In De Panne, the Glassblower's Shop, Barber's Shop, Church, Red Lion Inn, and Smithy all warrant extra protection. Their owners are special friends of the magi.

4+ De Vaast, an old Chevalier of De Panne, had the Gift of magic. In year 1175, he awarded the town burghers a charter of Independence, thereby freeing himself to study sorcery. This won him great popularity among both magi and townsfolk. It also established the long friendship between wizards and De Panne. (*Storyguide Note*: If the troupe's covenant is in Summer or older, perhaps De Vaast studied there for a time; he may even have left a book in the library.)

5+ The Chevalier still has jurisdiction over a portion of De Panne. However, in the Fauborg, or merchants' quarter, law rests with the Town Council. A past expedition of magi offended the Chevalier rather badly, but escaped punishment by fleeing to the merchants.

6+ Father Galcher, De Panne's priest, is one of the few clergymen who truly likes magicians. He has visions relating to the Hermetic art. Galcher reportedly keeps a large library on the history of his town, and the principles of magic.

8+ Sir Ivain, a knight of De Panne, has great experience in the ways of fantastic beasts.

10+ Pan Caudarax left Flanders around 108 A.D., disdaining to fight with Flanders' growing population of humanity. He flew away North, toward "The Norsemen's Isle of Fire."

12+ Peribus' noted treatise, *De Re Serpentica*, mentions that Caudarax's armor contains a fatal flaw. However, it does not describe the location or nature of this weakness.

14+ When Pan Caudarax departed, he left behind a tool of the Roman prophets, a headpiece called the Rosewood Crown. Tales say that before he left, Pan Caudarax used this device himself, to predict the future safety of his hoard.

Options and Embellishments

THE STORYGUIDE MAY wish to use the abduction of the merchant as a prelude to this story. Magi sent on this mission should go to De Panne (see Chapter Two) and kidnap Arnulf Haussen from his father's shipping concern. The Covenant wants to question him, but has a history of friendship with his family. Therefore, his captors must treat Arnulf not just humanely but well. Needless to say, they must also conceal all evidence of the deed.

De Panne's fate has added urgency if some player's magus invested funds in the Venetian glassware. If this seems plausible, the Storyguide should rule that it is true. If time allows, the Storyguide may wish to use De Panne as a source of materials for several episodes prior to this one, thereby allowing players to develop an affinity for the town.

Chapter One • De Panne

De Panne proves to be a mid-sized town, set on the Flanders plain. Soot-stained buildings cluster around a church and the market square, roughly half a mile from the beach and the docks. The town smells of smoke and fish. Near the waterfront, the land breaks away in earthen banks. A smaller scattering of fishing huts runs along the shoreline, with a few docks stretching to the sea. Roughly 5,000 souls live in De Panne.

Note that the magi can trigger evacuations (or outright panic) in De Panne. Such events affect nearly every encounter in the city. The sections below give specific details. As Storyguide, remember to reflect such changes in your descriptions. If the characters evacuate De Panne, remind them of the eerie quiet in deserted streets. If the magi start a panicked flight, let them see toppled fish-stands and broken glass from then on.

Money in *Trial by Fire*

Flanders is a country of merchants, and though silver typically plays but a minor role in the **Ars Magica**™ saga, players cannot ignore money in De Panne. Innkeepers and craftsmen expect to be paid. Officials measure their power at least partly in funds. Therefore, the party may often find itself appealing to the rich for aid, or lavishly spending their reserves of cash.

Magi may certainly maintain their traditional disdain for petty finance. However, in this story they must face the consequences of such unworldliness. Those who spend money like water may make themselves quite popular. At the same time, people might come to consider them foolish — or worse. Magi who have no money at all find their resources limited. This may provide an opportunity for some companion or grog to save the day, by earning money or revealing a long-hidden cache of gold. Money has inspired countless temptations, intrigues and jealousies throughout time. These passions should not be absent from the **Ars Magica**™ game.

Rumors

The following gossip circulates in De Panne. Characters may learn some any time they role-play a conversation with a passing NPC. The Storyguide should pick the rumor most appropriate to a given line of discussion and work it into the conversation.

- One magus lives in De Panne. He's a strange man who calls himself only the "Warlock." Fellow's been here for three years, but nobody quite knows where he lives. He appears in the Church, Coffer Field and out at Smoke Hill.
- The Warlock never had a copper penny on him.
- The city's merchants would dearly love to lease new properties for their warehouses. However, the Chevalier won't comply. Says the land is his by right. The only person who can get a lease seems to be the Warlock, who practically owns parts of the town. Where? Oh, out at Smoke Hill and around. He doesn't do anything there, just owns them.
- Naturally, the merchants resent the Warlock bitterly.
- The Chevalier's Chamberlain is a wizard.
- A month ago, the Chevalier sent an expedition north of the Orkney Isles, with no trade mission I can imagine. Sir Ivain led the party, with some of Haussen's men as sailors. Supposedly, they saw a dragon. However, nobody says much about it.

Public Mood

The people of De Panne know that the dragon promised to return. Most, however, still refuse to realize how imminent his assault may be. People do not know whether Caudarax intends to come in a month or a century, and the typical citizen forces himself to assume the latter. Between fever, hunger, taxes and frost, folk have no time for apocalyptic fears. Life must go on.

However, people cannot cling to disbelief forever. At some point, something will snap De Panne from its complacency. Then, the weeks of denial only increase the shock. The people of this town may panic. If Caudarax descends on an unprepared town, mass hysteria ensues, as described in Chapter Three. The PCs may trigger an exodus from the city at any time.

Mass Flight

ONCE PEOPLE REALIZE that Caudarax is actually on his way, they flee the city. To decide when this occurs, the Storyguide should keep track of times when the magi divulge facts about the dragon. In this case, what they tell important NPCs makes little difference unless someone overhears. The major figures of the city already know the danger, and understand discretion (perhaps too well). Ordinary people spread rumors and fuel panics. This ties into the theme of forethought and preparation. Is it wise to warn the common folk about impending danger, or does that only prevent an adequate defense?

Once five common folk see evidence of the dragon's approach, word travels across the city. Then the exodus begins. After the Town Council or Chevalier authorizes a policy of precautions against Caudarax, news of the preparations no longer induce panic. Shocking new developments, of course, have the same effect as ever.

Obviously, the Storyguide must exercise a bit of judgement about exactly what constitutes "common folk" and "evidence." When in doubt, assume that an "ordinary person" is one who does not have individual game statistics listed in the text. Almost anything seems like "evidence" to the nervous folk of De Panne. The words of a supposed eyewitness or a known wizard certainly qualify, as does any tangible artifact such as De Vaast's book.

Once an exodus begins, the following things occur.

• Prices collapse as people sell their possessions. The Marketplace dissolves into clamor and shouting matches. On the streets, folk shout out offers of goods for sale. The prices of food, boats, carts and sturdy horses skyrocket. One simply cannot buy them.

Little of the material for sale would interest magi. People cannot sell their land, because most of them lease it from the Chevalier. Townsfolk do not offer weapons nor magical paraphernalia (such as laboratory glassware) for sale. However, if members of the party happen to want a goodwife's furniture, a smith's forge, a cooper's barrels or a child's beloved toys, they can have them practically for free.

Gerbodo the lapidary does not miss this opportunity. The magi see him everywhere, acquiring the tools of craftsmen and the personal treasures of families. If nobody stops him, and if the magi do, somehow, rescue the town, he sells everything back at extortionist's prices. He then becomes a rich man and in future stories, the magi may find that he holds much of De Panne in his debt.

• The Chevalier De Panne launches a frantic attempt to maintain order in his city. One hour after the exodus begins, he speaks from the balcony of his chateau. If the characters happen to be there, they hear the address. Otherwise, word of it reaches them as soon as they talk to any citizen of the town. The Chevalier declares Caudarax a myth, and the tale of his arrival a lie fabricated to incite riot within De Panne. Citizens of the town are freemen, with the right to leave if they choose. However, Chevalier De Panne promises, "A coin of gold for every man or woman who weathers this foolishness with me."

The Chevalier also made a more ominous promise. "As for those malcontents who publish this malice — I shall break them on the wheel. Let us hear no more talk of this dragon!"

If the magi have spoken of Caudarax in public, the Chevalier issues a warrant for their arrest. Otherwise, the characters remain safe for the moment, but must take care not to mention Caudarax to any official or in any open place. For details on the Chevalier's constables and jurisdiction, see "Rulers, Law and Order," below.

• Crowds cluster on the street, ready to panic. If the magi do anything unusual outdoors, including any visible form of spell-casting, a mob of townspeople surrounds them with shouts of "Ho there!" and "What's this?" Roll three ten-sided dice and add them to determine the number or people who arrive.

When a crowd forms, whichever character responds first must make a Social Skills stress roll. If the character actually attempts to talk to the crowd, use whichever Skill seems most appropriate. Otherwise, the PC should use Charisma. On a Botch, the crowd attacks. On a roll of up to six, they shout for the characters to leave, and may even chase PCs, if they can. However, by scoring from seven to ten, the character can get the strangers to leave. On a roll of 11 or higher, the character may recruit the strangers' to help.

• People flee. Shops close, peasants run and homeowners board up their houses. The magi should have several encounters with refugees, which take place at any convenient break in the story. Emphasize the misery of these people, and their unspeakable future. They must leave their belongings behind, and go they know not where. In the social system of the Middle Ages, one cannot simply move and get a new job. Guild-members, perhaps, can start their businesses anew, but the rest will certainly become beggars or worse.

The magi should have several encounters with the wretched fugitives. Possibilities include:

— The characters meet Richilda the Innkeeper's wife, her eyes crusted with dry tears. The woman begs for money, whispering about her four small children. Even if the wizards arrange to feed her family, Richilda cannot face the shame of poverty. She wants at least 100 silver pennies in silks, jewelry or portable valuables. If denied it, she attempts to prostitute herself, either with the grogs, or to some NPC that the characters find particularly repugnant. See Area 12, Chapter 2 for details on the Inn.

— Symon the Smith's five sons attempt to waylay the characters, armed with iron rods (treat as clubs). Since the boys range in age from 8 to 17, this encounter involves more pathos than physical danger. Nevertheless, the older youths could inflict some nasty wounds if driven to rage. The smith's sons hope to secure perhaps 30 silver pennies for their father, who is missing a leg. See Area 10, Chapter 2 for details on the Smithy.

— This encounter begins when some characters is on the streets. A scratching sound comes from one of the buildings, a bony scraping of fingernails on wood. Anyone who investigates finds an aged man, prostrate, nearly naked. Yellowing hair flows across his gray, grizzled back. The man wants water and food. His mind wanders, but he can give his name as Dirk. If anyone asks why he his here, he shrugs and replies "too old."

If the magi take care of Dirk, he suddenly grips the nearest object with all his strength and speaks. "Caudarax is robbed... The crown of wood... Taken, stolen from the vaults below."

The man comes from a poor family which abandoned him. He cannot fight but has the Visions special ability.

• The fifteen masterless warriors who dwell with the Chevalier rob refugees. These bandits cover their faces with black sackcloth on their errands. They avoid dangerous-seeming enemies like magi, but the magi may meet many of their beaten, stripped victims. Unless the magi stop this band, it pillages many mage-friends, including the Glassworker (area 14) and the Church (area 2).

• A spontaneous exodus from De Panne never completely empties the town. The Chevalier's promise holds some people to the city, while others simply cannot bear to leave their homes. Therefore, mass panic does not give the characters free reign in an empty city — it merely creates another complication.

Organizing De Panne

MAGI MAY WISH to evacuate De Panne in an orderly fashion, or to mobilize the town for some other purpose, such as a militia or fire brigade. This means that the magi must work within the institutions of De Panne to lead people without creating a panic. First the magi need to inform the appropriate people about the danger. Then, once PCs gain an audience, they must propose acceptable solutions.

If the magi discuss Caudarax in a controlled situation, such as over dinner or at a Guild meeting, the people characters talk to do not count toward the five necessary for mass panic. A speaker must perform a feat of persuasion to unite an audience behind some plan. The Storyguide should decide how compelling the characters' plan sounds. Storyguides may also request Social Skill rolls with an Ease Factor around 8, depending on the amount of sacrifice the magi demand.

Until the characters can promise a believable program for saving the populace from Caudarax, their news retains its potential for causing panic. If gossip leaks out, the critical mass of five people will surely hear it. To keep a secret within a group, the speaker must pass a Folk Ken, Charm or straight Charisma roll. The Ease Factor equals the number of townspeople listening.

The magi can try to recruit individual NPCs for their projects, but this takes time. To mobilize the whole town, characters must contend with the Town Council and Chevalier De Panne. The Chevalier likes the idea of a militia, but has strong reservations about any plan which involves either evacuations or a battle in his city. De Panne's Council shuns any confrontation with its lord. Furthermore, the Council likes to debate proposals for weeks before making a decision.

To overcome bureaucratic obstacles, the characters must obtain personal support from the Grand Burgher Bertin Haussen. Since he plans to flee town on the first day, they must get to him at once. Alternatively, the magi might circumvent politics by winning the support of Father Galcher. Neither the Chevalier nor the Council would be unpious enough to oppose the Church directly. Finding support is a challenge of role-playing, which the Storyguide should resolve by consulting the descriptions of the appropriate NPCs.

The town can provide up to 150 able-bodied citizens for a militia, fire brigade or similar force.

The advantages of organizing De Panne lie mainly in preserving the town. By evacuating De Panne in an orderly manner, with fixed ways for people to eat,

find shelter and, with luck, return, the characters can empty the town for a battle without causing mass desperation. A militia cannot do much against the dragon, but might suppress riots, provide early warning and even deliver a well-timed volley of slingstones. The magi can prevent a great deal of suffering by organizing the townsfolk, but ultimately this story is not about leadership, it is about fighting a dragon.

Rulers, Law and Order

NO FEWER THAN three institutions govern De Panne. The Chevalier De Panne owns this city by feudal right, and actually enforces the law within the region around his chateau. However, a Town Council passes city laws. Craft and Merchant guilds regulate commerce. It is illegal to do business without a license from the appropriate guild. Even those who merely wish to sell possessions must buy a Market License from the Town Council for one silver denier.

In day-to-day law enforcement, the Chevalier has jurisdiction in the region around his Chateau, while the Grand Burgher of the Town Council administers City Watches in the Fauborg (Merchant's Quarter). De Panne does not have much crime, and its rulers punish the exceptions swiftly. The Storyguide should resolve trials with as much role-playing as possible, using Social Skills rolls only when unavoidable.

The Chevalier holds suspects in his villa, while constables of the Council maintain a gaol in the Fauborg Hall (Area 5, Chapter 2). Once convicted, felons seldom stay in prison. De Panne punishes minor criminals in the stocks and wooden cage of its marketplace. Those who commit serious crimes hang. The Chevalier occasionally uses more grotesque punishments in order to make a special example of his enemies.

The Chevalier's 25 men-at-arms act as his constables. They pursue criminals in bands of six, wielding staves and swords. A description of these troops comes under area 1 of Chapter 3. The Grand Burgher recruits townspeople for his Watch. These folk travel in patrols of 10, armed with whatever weapons seem handy. These police have the statistics boxed under "City Watch."

City Watch

Enc 2

Characteristics
Stm +1

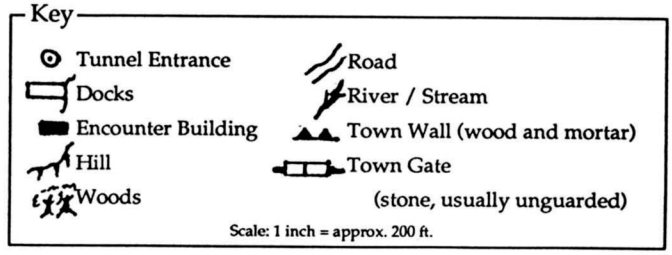
Combat
Attack/Staff: 1st +5—Atk +4—Dam +6
Defense: +7
Soak Total/Quilted Hauberk: +3
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: -1
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities
Staff +2
Staff Parry +1

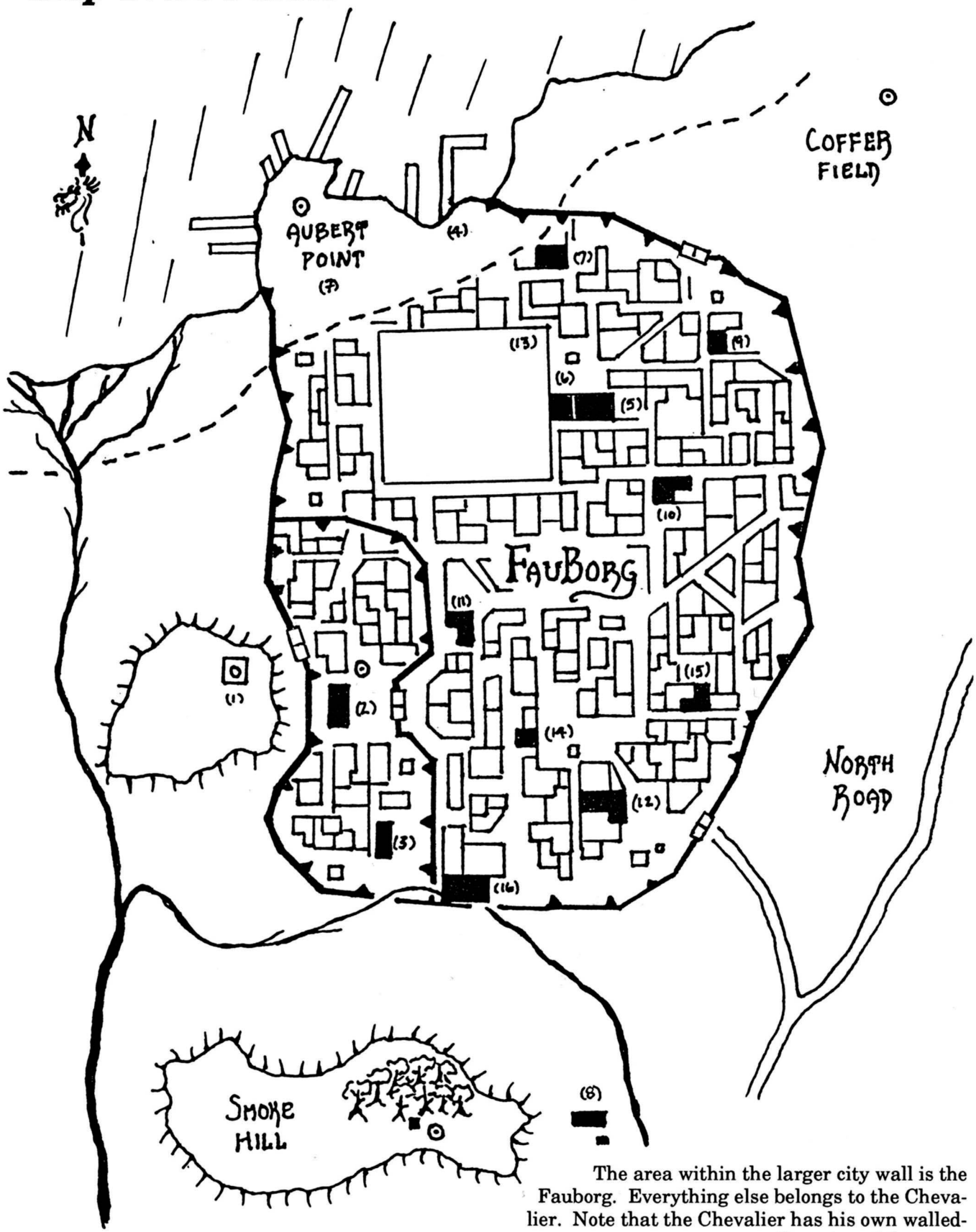
Magic

AS A GOOD-sized town, De Panne lies within the Dominion, but the magic of the dragon never left the land. De Panne has only one point of Divine Power. This aura subtracts one from all magic rolls and forces spell-casters to attempt an extra Botch roll. Remember this when both PCs and Pan Caudarax cast spells.

Although this town tolerates Hermetic wizards, the Council has no desire to see necromancy and diabolism within De Panne. All "adepts of the arts arcane" must receive the blessing of Father Galcher upon arrival in the town. The blessing involves lighting a sacred candle, and reciting a prayer for special courage to resist demons and their works. Before this ceremony, Father Galcher expects a devotional of 5 silver deniers. Furthermore, this blessing has no validity unless a member of the Town Council witnesses the rite. Council members expect 25 silver deniers for this service.



Map 1. De Panne



The area within the larger city wall is the Fauborg. Everything else belongs to the Chevalier. Note that the Chevalier has his own walled-off section of the town.

Chapter Two • Layouts

The Town

1. Chevalier's Villa

The Chevalier De Panne lives in a mansion overlooking the port. A granite wall surrounds his dwelling, and a tower of gray stone rises beside the more comfortable villa where the Chevalier lives. Folk of noble standing may expect full hospitality from the Chevalier. He is also wise enough not to offend magi. Anyone else who wishes to see the Chevalier can expect at least an hour's wait and contemptuous treatment by the servants.

The Chevalier enjoys the riches of his town, but finds free merchants and craftsmen far harder to govern than serfs. When the magi deal with him, they learn that his first concern lies in avoiding anything which might disrupt the harmony of his city. He adamantly opposes evacuations. However, the Chevalier finds the idea of a militia quite attractive, since it creates yet another system of regimentation with which to control De Panne.

If a general uproar develops over Caudarax, the Chevalier declares that no dragon exists and punishes those who assert the opposite. If approached discreetly, this lord might agree to aid the magi. His men-at-arms obey him. The Chevalier can also direct characters to "Doughty Sir Ivain." De Panne's ruler can give gifts up to two hundred deniers to those he favors, but for major financial backing, the magi must contact the Grand Burgher.

The Chevalier refers all issues of a magical nature to his Chamberlain, Gerard. He then listens in, trying to emphasize that he, not Gerard, makes final decisions. When the magi speak with Gerard about Caudarax, the Chamberlain merely nods, tries to seem helpful and implies that the matter is already resolved. This servitor is an agent of the Warlock of De Panne.

Gerard has done the Warlock two favors. First, the Chamberlain arranged to lease his master several of the Baron's properties, for a sum to be paid in antique Roman coins. These properties include Smoke Hill, Aubert Point and Coffer Field. The lease also gives the Warlock title to "such future orifices as shall be uncovered." Later, Gerard talked the Baron into financing a voyage of exploration north of the Orkney Isles, led by the knight Sir Ivain. This provided advance warning about the dragon.

Gerard keeps documents detailing both affairs on a desk in his chambers. Even the Chevalier has not seen all these papers. These writings record Sir Ivain's report of seeing a dragon and five smaller beasts like him, "advancing in a leisurely fashion due East." The dragon's course at that point would take it over Germany.

Unfortunately for spies, Gerard has the Visions ability, relating to past events. When he enters a room, he can often sense who was there before, and what they did in the region. If their activity seems innocent, he pays it no mind. However, if he sees strangers snooping through his papers, he immediately warns both the Chevalier and the Warlock. If the magi spy on Gerard, have him attempt a Visions Roll with an Ease Factor of 12. If a magus or other highly magical being was in the room, the Ease Factor is merely 9.

Unless the characters have seamless alibis, the Chevalier believes his Chamberlain. He wastes no time in ordering spies drawn and quartered. The magi might seek refuge in the Fauborg. City burghers frown upon the Warlock's influence in De Panne. If characters show them Gerard's documents, they agree to shield the "spies," and as long as the "spies" stay within the Fauborg, the Chevalier De Panne has no power to arrest them.

The Warlock, of course, has fewer legal scruples to restrain him. Gerard can inform this wizard of any threat within one hour. The Warlock then responds. See Smoke Hill, Chapter 2 for details.

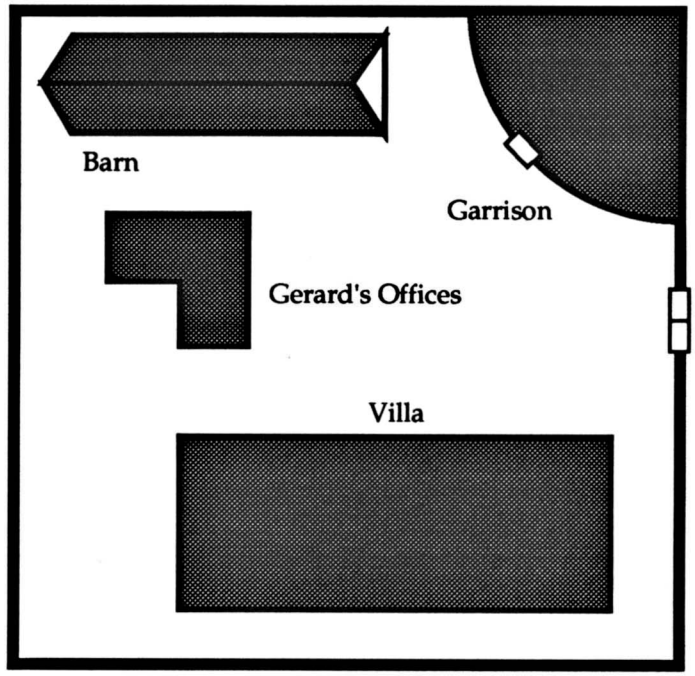
The Chevalier's wife, Arietta, lives here with him. They have 10 household servants. Five men-at-arms from the Garrison (see below) watch this villa at all times. The rest could come swiftly if called.

A stone tower and several surrounding shacks house the Chevalier's 25 men-at-arms. Another fifteen landless knights and soldiers-of-fortune dwell with them, seeking spots as caravan guards, town soldiers or grogs to visiting magicians. For pay and loot amounting to two or three silver deniers per day, they may join the party's cause. However, if left to themselves in times of trouble, the fifteen hangers-on may turn to robbery. Their companions in the Chevalier's forces make only cursory attempts to stop them.

Map 2. The Chevalier's Villa

Door

Scale: 1 inch = approx. 30 ft.



Chevalier De Panne

Description: A tall, thin gentleman who wears finely tailored clothes. The Chevalier lives the life of an urban aristocrat but still thinks of himself as a lord over serfs. In reality, he has little power. He collects taxes and represents De Panne to his own liege, the Baron of Nieupoort. When moved by anger, war or riot, he can deploy his men-at-arms. The rest of the time, he stays in his mansion and leaves the business of government to the Grand Burgher and Town Council.

The Chevalier's ancestor, De Vaast, had the Gift (though he began magical training late in his life and thus never reached his full potential). He gave De Panne's burghers their independence, largely in order to free himself from the hassles of governing them. In doing that, he won the love of his people and the gratitude of the Order of Hermes. Today's Chevalier knows that he is but a pale shadow of De Vaast. He cannot help but resent that. For this reason, magi sometimes find him a bit vindictive.

Role-Playing Tips: The Chevalier has charming manners and bears himself like a nobleman. Nevertheless, he thinks in terms of brutal, straightforward solutions to De Panne's problems. When trouble arises, he looks for the most convenient scapegoat to hang. The fear of inadequacy lies deep within his personality.

Cnf 2 Age 35 Enc 5

Characteristics
Dex +1

Combat
Attack/Broadsword: 1st +0—Atk +7—Dam +8
Defense/Broadsword: +5
Soak/Chain Hauberk: +12
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: -5
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities
Broadsword +2
Broadsword Parry +2
Diplomacy +1
Leadership +1

Personality Traits
Arrogant +2
Conservative +1
Dainty +1

Gerard, Chamberlain

Description: Balding, doughy and clean-shaven, Gerard resembles some hairless, fleshy denizen of the Faerie realm. Gerard came to De Panne as a wandering mystic, eager to work with the Redcaps who pass through the town. Three years ago, he met the Warlock of De Panne. That wizard helped to get Gerard the more lucrative position of Chamberlain to the Chevalier.

Role-Playing Tips: Be a little too courteous and a little too ready with polite suggestions. Smile and stroke your jaw. Grab people by the arm and tell them of the things that you have learned through your Visions. You consider this talent an asset, and want people to know you can use it on their behalf.

Cnf 3 Age 39 Enc 0

Characteristics
Int +1 Com +2

Combat
Attack/Dagger: 1st +3—Atk +6—Dam +4
Defense/Dagger: +3
Soak: +0
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities
Astrology +3
Dagger +2
Dagger Parry +2
Diplomacy +3
Hermes History +1
Intrigue +3
Scribe Latin +2
Speak Flemish +4
Speak French +2
Speak German +2
Speak Latin +3
Subterfuge +2
Visions +6

Personality Traits
Unctuous +1
Useful +2

Warriors

Enc 0

Characteristics
Str +3 Dex +1 Stm +1

Combat
Attack/Staff: 1st +6—Atk +5—Dam +9
Attack/Broadsword: 1st +4—Atk +7—Dam +11
Attack/Light Crossbow: Rate -8—Atk +3—Dam +10
Defense/Staff: +8
Defense/Broadsword: +5
Soak Total/Scale Cuirass: +6
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities:
Weapon +2

2. Church

The church of De Panne, with spire and vaulted roof, stands on a rocky hillock, one of the better sites in town. The ruins of older buildings lie around it. Stone edifices of one sort or another have stood here for longer than any human memory.

Wizards across the Low Countries know the Church of St. Michael in De Panne as one of the few outposts of the Church sympathetic to their kind. Father Galcher, the priest of this church, recognizes and lauds "white magic." Magi with religious leanings come here to receive Communion and make confessions. Others visit the church to use its library. Father Galcher keeps a collection of books on Hermetic lore.

When the magi visit this church, they find it less friendly than its reputation might suggest. Father Galcher scrutinizes magi carefully. He warns them about diabolism, betraying the qualms of more conventional clergymen. Galcher claims to have burned the "perilous tomes" of his library, keeping only those with "moral content."

Galcher tries to turn magi and their agents away. Those who persist in seeking his help must pass a stress Social Skills roll with an Ease Factor of 10 to win the priest's trust. In addition, the supplicants must demonstrate their sincere Christianity (role-play it!).

If the magi convince Galcher to confide in them, they learn what frightened the priest. First Sir Ivain

Father Galcher

Description: Father Galcher wears his 80 years well. Few wrinkles mar his face, and although the top of his head is devoid of hair, he has thick, healthy sideburns. This priest developed an interest in the Order of Hermes when he experienced several dreams on the subject of magic. Although he casts no spells, his visions give him regular insight into the workings of sorcery. Father Galcher once hoped that his visions would help him create understanding between the Order and the Church. His ambitions dwindle as he ages but he still tries to help magi.

People throughout the town respect Father Galcher. His anger would condemn any stranger to ostracism. If anyone actually attacks the priest, the Chevalier, Burgher and even the Warlock spare no effort to punish those responsible; burning at the stake would be too gentle for such villains.

Role-Playing Tips: You listen attentively to others, keeping your bright eyes on the speaker. Though careful with your own words, occasionally your enthusiasm causes you to talk in sudden, cheerful bursts.

Characteristics
Int +2 Stm +3 Prs +2 Per +3

Combat
Noncombatant

Abilities
Church Knowledge +2
Church Lore +3
Hermes Lore +1
Magic Theory +1
Scribe Latin +2
Speak Flemish +4
Speak French +4
Speak German +3
Speak Latin +2
Visions +5

Personality Traits
Helpful +1
Open-Minded +1
Worshipful +1

visited him, asking to see books on dragons. Then the Warlock took an unnatural interest in the Church, its books, and the catacombs beneath it. Shortly after his visits, Galcher began to hear a knocking underground.

In the midst of the Warlock's visits, a dream came to Galcher, not once, but three nights in a row. He saw Ivain in conversation with a dragon. Then he saw the dragon burst from the ground beneath his church. Galcher knows from experience that his dreams often foretell things to come. In Church lore, the Dragon symbolizes Satan. Galcher now wonders if Hermetic magic might be foul after all.

Actually, this church sits over an entrance to the dragon's lairs. One can enter this complex through a trap-door in the wine cellar. The Warlock hoped to find the dragon's treasure by exploring within. His explorations disturbed the Underknockers (see Tunnels Beneath De Panne, Chapter 2), and these beings created the noise which Galcher hears. The dream has nothing to do with Satan. When Galcher dreams about a dragon, he is actually dreaming about Pan Caudarax.

Despite his claim, Galcher did not really burn his books. He merely hid them in the entrance to the catacombs. His library has the following scores: Hermes Lore 6, Hermes History 7, Creo 5, Córporem 6, Vim 3, Alchemy 3, Magic Theory 3, Legend Lore 4, Humanities 4, Church Knowledge 5, Church Lore 5.

Magi may take a special interest in one tome, titled, *An Account of the Worm: Or, the Beast of De Panne*. This book describes how Pan Caudarax dwelt on the Flanders coast for almost a thousand years. Then, in 108 A.D., he departed for the "Ice Land of the Northmen, an isle of fire suitable for his kind." The dragon reportedly left a message with unnamed "allies in the land." "Let there be no mystery," the dragon said, "I leave because I do not choose to live among men, nor do I accept the task of exterminating their race. But let there be no doubt. I remember the treasures I left in this fair land. If any should think to plunder them, I shall return, and my vengeance shall be feared for centuries to come."

Of Caudarax's treasures, the chief seemed to be the "Rosewood Crown." The priests of Apollo and Hermes collaborated to carve this aromatic circlet, in the temples of ancient Rome. By using this Crown, pagan sorcerers gained powers of premonition. Anyone who studies this book and later finds the device itself gains a +2 on research rolls to unlock powers of the Crown.

Anyone who studies *Account of the Worm* may attempt a Per + Search roll with an Ease Factor of 15.



If this roll succeeds, the reader learns about the weak spot behind Pan Caudarax's left ear.

3. Sir Ivain's Villa

Sir Ivain, a distant cousin of the Chevalier, dwells in this small stone abode. His coat-of-arms, a brass helmet, hangs above the door. The knight has a reputation throughout De Panne for his courage and chivalry. People also know him for his studies of dragons and other beasts a knight may come to fight. He recently returned from a voyage to the northern seas, desired by the Warlock but financed by Gerard, Chamberlain to the Chevalier De Panne.

If characters ask for Sir Ivain, they find him unwilling to speak with them. His wife Henriette turns them away with a wide, unfriendly smile and the message that her husband is "indisposed." She does not know the knight's reasons, but as his devoted wife, she will not consider opposing his wishes. To see the knight, characters may have to force their way in. The Storyguide may allow particularly excellent role-playing to succeed as well. If, for example, a magus presents a truly moving description of De Panne's peril, Henriette may swoon, calling her husband as she falls.

Gerard, Chamberlain to the Chevalier, sent Sir Ivain to the northern seas with a charter to find and report on "strange beasts" of those parts. On this expedition, Ivain sighted the dragon. Having had a long interest in such banes, he recognized the old terror of Flanders. Ivain went to challenge the worm honorably and alone.

Caudarax and Ivain met like two chivalrous gentlemen. Ivain knew where the dragon had a gap in his scales, behind the left ear. The knight warned the beast before combat. Caudarax then explained his position, including the fact that the Warlock intended to rob him. Sir Ivain had no desire to fight a dragon in defense of a pilfering wizard. He honorably withdrew his offer of combat. Then, the dragon insisted that Ivain swear never to use or reveal what he knew of flaws in Caudarax's hide. A true knight holds such vows dearer than life.

However, Sir Ivain did not intend to betray Gerard. He gave a short, expurgated account of his travels. Afterward he returned to private life, unwilling to tell anything to anybody.

Obtaining aid from Sir Ivain is a supreme test of role-playing. The results depend on both the performance of the PCs and the needs of the story. If the magi cannot hope to face Caudarax alone, Sir Ivain cannot let them go to their slaughter, taking the

Sir Ivain

Description: A muscular, battle-worn warrior, slightly gray at the temples. Sir Ivain wears his hair short for the helmet but grows a neat beard. In battle, Sir Ivain wears chain armor with a breastplate of steel and wields either a broadsword or a long lance. At other times, this knight sees no reason to go about armed.

Sir Ivain has seen many battles. He no longer fears his own death. Therefore, he has no temptation to take commit cowardice or to take unfair advantage of a foe. Ivain fights when he feels he must, on behalf of his liege the Chevalier and the innocent people of this town but he takes no more joy in battle, nor does he dread defeat.

If Sir Ivain takes an active role in *Trial By Fire*, the Storyguide may consider giving his character to a First Mate.

Role-Playing Tips: Do not waste much time with people. Do what must be done, without consulting others, and without allowing anyone to change you mind. Think of chivalry first and duty second. Do not hesitate to upbraid your companions if they stray from the path of honor.

Age 32 Cnf 4 Enc 3

Characteristics
Str +2 Stm +3 Prs +1 Dex +2
Qik +2 Per +3

Combat
Attack/Broadsword: 1st +6—Atk +11—Dam +13
Attack/Lance: 1st +10—Atk +7—Dam +17
Defense/Kite Shield: +7
Soak/Plate Hauberk: +18
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities
Brawl +4
Broadsword +5
Fantastic Beast Lore +3
Lance +3
Ride +3
Shield Parry +3
Speak English +2
Speak Flemish +4
Speak French +3
Speak German +2
Speak Norwegian +2

Personality Traits
Determined +1
Honorable +3
Stubborn +2

innocent townsfolk in their fall. However, he does not break his oath if he believes that the magi have any chance to succeed without him. In the latter case, he may become an enemy of the wizards, especially if magi try to violate his secrets with mind-probing spells.

If Sir Ivain feels that he must help the magi, he may simply answer questions about the Warlock. For needier parties, he may fight on De Panne's behalf, meeting the dragon face-to-face, refusing to use or reveal the secret of the weakened scales. Only in the most extreme cases does he actually break his oath.

Sir Ivain and Henriette have three daughters, aged 6, 9 and 15. Five servants work within their house.

4. *Docks*

Long, weathered docks stretch for hundreds of yards into the shallow waters off De Panne. A few small vessels bob alongside them.

5. *Fauborg Hall*

This building of stout oak beams stands over the Fauborg. It contains apartments for the Grand Burgher and meeting-chambers for the Town Council. The Fauborg Gaol stands adjacent to the hall. One can also find the offices of Haussen & Company Traders' Combine here.

Henriette

Description: An attractive woman with sandy hair. Henriette admires her heroic husband and toils to keep anyone or anything from upsetting him. The party may find her quite annoying.

Role-Playing Tips: Henriette flutters in the background when the party tries to deal with Ivain, protecting his privacy and attending to him. Henriette is a model wife of her time — attentive, chaste and fussy.

Noncombatant

Ten members of the Town Watch defend this building at all times (see Rulers, Law and Order). Five hired warriors from the Baron's garrison lead them (see Area 1 for statistics). The guards live at the Garrison. They respond at once to calls from anywhere within the Hall.

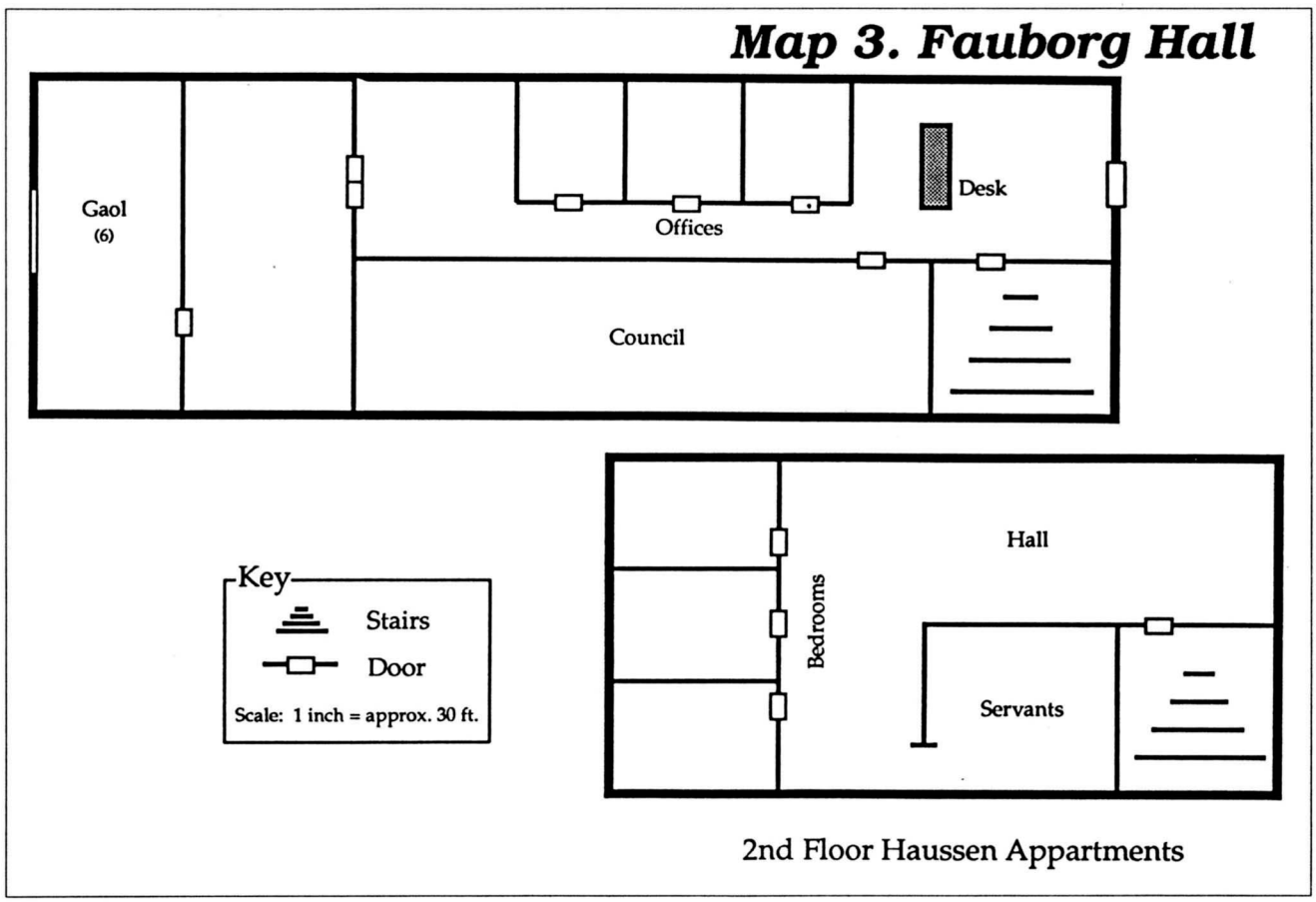
A City Clerk sits at a desk by the entrance to this hall, wearing a wide lace collar. He accepts taxes, issues licenses and performs other minor duties. If characters need to speak with the Council itself, they must apply to the clerk for admission to a Town Council meeting. The Council normally meets every 1-10 days, but might convene within hours to consider the threat of a dragon.

Actual meetings of the Council take place in a great meeting-room, at a long, polished table. The Council consists of 10 prominent tradesmen, headed by Bertin Haussen, Grand Burgher of De Panne. This body decides matters by popular vote. None of the council members wish to upset the smooth transaction of business with an angry debate, and this prevents it from making more weighty decisions. When the magi propose an important issue, fat councilmen eagerly debate peripheral points for hour after hour.

To bring the Council to a decision, the magi need help from the Grand Burgher. He exercises enough control over his body to make it vote. Naturally, he cannot tell the Council what to decide. The section on Organizing De Panne describes a method for determining how persuasive townspeople find the party's suggestions. The burghers of De Panne can buy even Expensive equipment for a town militia, if a supplier can be found. This council also has the power to pass curfews and any other regulations which the magi suggest.

Grand Burgher Bertin Haussen may interest magi even if they have no need for help from the Council. Haussen heads the Haussen & Company Traders Combine, which defaulted on a contract to the party's Covenant, setting off this whole story. Haussen's combine consists of the three Haussen boys and two other merchants, named Ruphus and Lietbert. These traders sell rare, but non-magical, spell components and also trade wool for timber in Norway. They have their offices in this building.

If the magi arrive after 4:00 P.M. on Day One, they find the Haussens gone. The merchants take their books and valuables with them. These merchants have no desire to remain in the path of a dragon. However, if offered a real chance to rescue his assets, Bertin Haussen agrees to stay for another day.



Bertin Haussen, Grand Burgher of De Panne

Description: Bertin is tall and lean, with the grim face one might expect on a monk. He favors silk shirts with ballooning sleeves. This merchant began his career trading Flemish wool for Norwegian furs and honey. He quickly learned that he could earn more money by importing things useful to sorcerers. Bertin's agents work throughout the marketplace, selling rare minerals, odd stones and mummified bits of flesh purportedly rich in *vis*.

Role-Playing Tips: Agree in principle to whatever people suggest. A simple nod or muttered assent can end tiresome conversations without committing you to anything. Bertin makes his decisions in private, considering such factors as profit and implications for the trade in magic. He has only a veneer of patience for matters which do not concern him.

Age 43 Cnf 2 Enc 1

Characteristics
Int +1 Str +3 Stm +1

Combat
Attack/Shortsword: 1st +3—Atk +6—Dam +9
Defense/Shortsword: +5
Soak/Chain Cuirass: +9
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities
Diplomacy +2
Intrigue +3
Leadership +1
Shortsword +2
Shortsword Parry +2

Personality Traits
Calculating +2
Impatient +2

The Haussens not only have the power to help the magi with local politics, they have books which might interest the PCs. These merchants own a collection of magical lore scribed by De Vaast, the old Chevalier of De Panne. (They purchased it from a later Chevalier, who had little interest in magic but a substantial need for silver.) This collection includes the astrological data which precipitated this story. It also includes the following note of Caudarax. "A great worm rich in deceits, this beast is hardly ignorant of the Arts Arcane. With such abilities he has managed to duplicate his own form. Thus, he seems many times the threat that he is, or, perhaps, is many times the threat he might seem."

The Haussens' collection also contains books having nothing to do with the dragon. They have a Vim score of 5.

When Sir Ivain went north, the Haussens provided his ship and crew. Therefore, when the ship returned, they immediately got word of Caudarax's flight toward Europe. This information, combined with that in their books, allowed them to see the inevitable. Consultation with astrologers in Antwerp confirmed their fears.

Haussen & Company, knowing no way to avert destruction of its headquarters, decided to send its ships out of De Panne and use the opportunity to default on as many debts as possible. They plan to flee De Panne before the dragon arrives, on Day One of this story. Bertin Haussen is quite callous about the fate of De Panne's other citizens.

6. *Gaol*

De Panne keeps its convicts in a bare wooden cell, with a door of iron bars. A foot-square barred window allows prisoners to contemplate the stocks and gallows in the market outside. Debtors beg through the bars. Assume that 1-10 (roll a die) ordinary townspeople witness anything which happens at this window.

A drawing in blood and charcoal adorns the walls of this cell. Executed in the lurid style of a madman, it depicts a death's head with wrinkled features and pointy ears. Beneath it are several lines, scribed in Provençal.

The writing appears to be a warning to other thieves, or some strange last testament. It reads, "Take no gift from wizards, friend! For a coin of gold I descended beneath this town to Hell. I walked the highways there, the dreadful tunnels, which open and shut themselves to strand the traveller. I have seen Devils, who shake the earth. And when I returned from my mission, this was the gratitude shown to me! I am delivered to be hanged. And though I am condemned for cutting a purse, I am killed for what I know. In the tunnels, I sought a R—" Here, some other prisoner has scrubbed the writing away.

The guards recognize the graffiti. They cannot read it and never bothered to scratch it away. A man,

whom they describe as a petty thief, wrote these lines shortly before his execution. They may recall that the Chevalier's Chamberlain, Gerard, first complained of the man, and asked the Fauborg authorities for his arrest. (In fact, the man was a down-on-his-luck companion of wizards, hired by the Warlock to explore the tunnels. After he served his purpose, the Warlock arranged through Gerard to have the man removed, lest knowledge of the Warlock's quest for the Rosewood Crown leak to parties who might look askance at such activity.)

7. Engleburt, Shaper of Shoes

This cobbler's shop caters to the upper class. Merchants, noblemen and the rich servants of magi can buy shoes of exotic leather with elaborate frescoes on the heels. Engleburt has little time for more plebian customers.

8. Tannery

This stinking complex stands some distance out of town. Its odors make Dirkhiem the tanner instantly recognizable. He himself constantly jokes about the smell. Curing hides hang from racks in the Tannery shops. Acid from the tanning vats can cause +5 damage on contact. Actual immersion in acid causes +15 damage per combat round.

9. Potter

Hernandez, the Spanish potter, considers himself a gallant man. He gladly volunteers to fight the dragon. His bravery flags, however, in actual danger. The potter prefers to guard peripheral areas alone, where nobody will notice if he happens to run and hide. Later, he tells stories of dramatic battles.

10. Smithy

A one-legged smith named Symon operates this blacksmith shop. Symon's three young sons help him in his trade. Symon can equip characters with any Inexpensive or Standard equipment. Expensive equipment would require a few weeks of work. If asked to equip a peasant militia, Symon can provide Inexpensive equipment for up to 100 people and Standard equipment for up to 30. If the magi ask Symon for equipment he does not have, he agrees to make it. However, the project lasts a minimum of two weeks, meaning that it is not available when Pan Caudarax arrives.

11. Lapidary

This stone building belongs to Gerbodo, the avaricious Lapidary of this town. Gerbodo has over 1,000 silver deniers worth of precious stones, many acquired in return for information from the Warlock of De Panne. The Warlock wanted information on quarrying and exploring underground.

When characters examine Gerbodo's wares, allow them to attempt Per + Legend Lore rolls with an Ease Factor of nine. Those who succeed realize that two of his cut pieces of garnet are the sort once used by Celtic peoples as offerings to dragons. If asked, Gerbodo explains that he got them from the Warlock of De Panne. (The Warlock, in turn, acquired them from Pan Caudarax's lair.)

Gerbodo is a short, mean man with a large nose and luxuriant sideburns.

12. Red Lion Inn

This cheerful inn consists of three connecting buildings. Redcaps often use it as a waystation and a place for hiding secret cargo, as the proprietor is especially friendly with the Order. A gray-bearded man named Pol manages this Inn, along with his buxom wife Richilda. Richilda pampers magi with subtle compliments and neither too much nor too little attention. However, she is extremely vain and conscious of her social status. Richilda always wears the most expensive silk dresses.

13. Market Square

Straw covers the cobblestones of this marketplace. Stocks and wooden cages stand by the gaol. Traders exchange Norwegian honey, fur and timber for Flanders wool. In addition, numerous stands sell odd sticks, animal teeth and painted tokens. Anyone who passes a Per + Folk Ken roll with an ease factor of 13 finds a vendor who will sell a willow rod holding three pawns of Herbam vis. He wants 100 silver pennies. Only one such rod exists.

14. Glassworker

A Venetian named Santino works in this shop. For delicate work, he must make orders from his homeland. Nevertheless, magi value his business.

15. Raoul, Barber

Raoul, like many barbers, practices surgery as well as cutting hair. He has a Chirurgy score of +5

and a Medicine score of +6. Raoul learned most of his art from Arabic texts translated by sympathetic magi. He returns the favor by aiding wizards in any way possible.

16. Mill

This wood-and-plaster building grinds grain for the city. It belongs to a pair of brothers named Baldwin and Theoduin. Several warehouses stand beside it. If the dragon destroys the Mill, there will be famine in De Panne.

The Tunnels Under De Panne

A HIDDEN WORLD exists beneath the streets of De Panne. Pan Caudarax dwelt in a network of caves carved beneath the Flanders Plain. In time of trouble, his network served as a refuge, and a way to pass from place to place beneath the ground. The maps show points of entry to this system and where these tunnels run. Layers of turf and stone cover most of these entrances.

The tunnels under De Panne have a Faerie Power aura of +2.

Several ways into the underworld remain partially open. Entrances exist at the Church of St. Michael, Aubert Point, Smoke Hill and Coffer Field. At the church, one can enter the tunnels through the Catacombs. Elsewhere, only holes in the dirt, concealed by shrubs, bushes, etc., indicate entrance points. These entries are about a yard wide. Those who do not know of their presence must pass a Per + Alertness roll with an Ease Factor of 10 to notice them.

The Warlock of De Panne spends much of his time exploring these tunnels. Each time the magi enter these passages, the Storyguide should randomly place a finger on the map, and assume that the characters can meet the Warlock there. Having spent three years on this project, the Warlock considers it worth extreme caution. He takes the time to cast his most potent defensive spells. He probes each wall for hidden secrets. He painstakingly maps each darkened tunnel to scale (a task requiring much more effort than most fantasy gamers acknowledge). When the characters finds him, he will probably be pacing off a chamber, step by step.

See Smoke Hill, below, for more details on the Warlock.

When the dragon left De Panne, he did not leave his lairs unguarded. He put them in the care of sixteen wicked faeries called the Underknockers. These Unseelies seized the opportunity to serve a dragon, expecting a handsome reward. The Warlock of De Panne has proven to be stronger than the Underknockers can resist. Nevertheless, they kept the caverns secure for centuries.

Two Knocker Doorwards watch each entrance to the Tunnels. They stand in alcoves by the pit mouth, invisible and nearly motionless, awaiting either their master or mortal intruders in his realm. These beings have the power to open and close passages beneath the earth. When the dragon wishes to enter his lairs, they can blast open the doors at the sound of his roar. They can also place and remove barriers within the caves.

The Underknockers have a haven at the spot indicated on the map. Eight of them rest here at all times, while the other eight do duty as Doorwards. The headquarters looks opulent enough to be a dragon's lair itself, with silk hangings, gem-crusted furniture and scattered coins of pure gold. Unfortunately, when anyone takes these items outside the tunnels, they revert to cobwebs and stone.

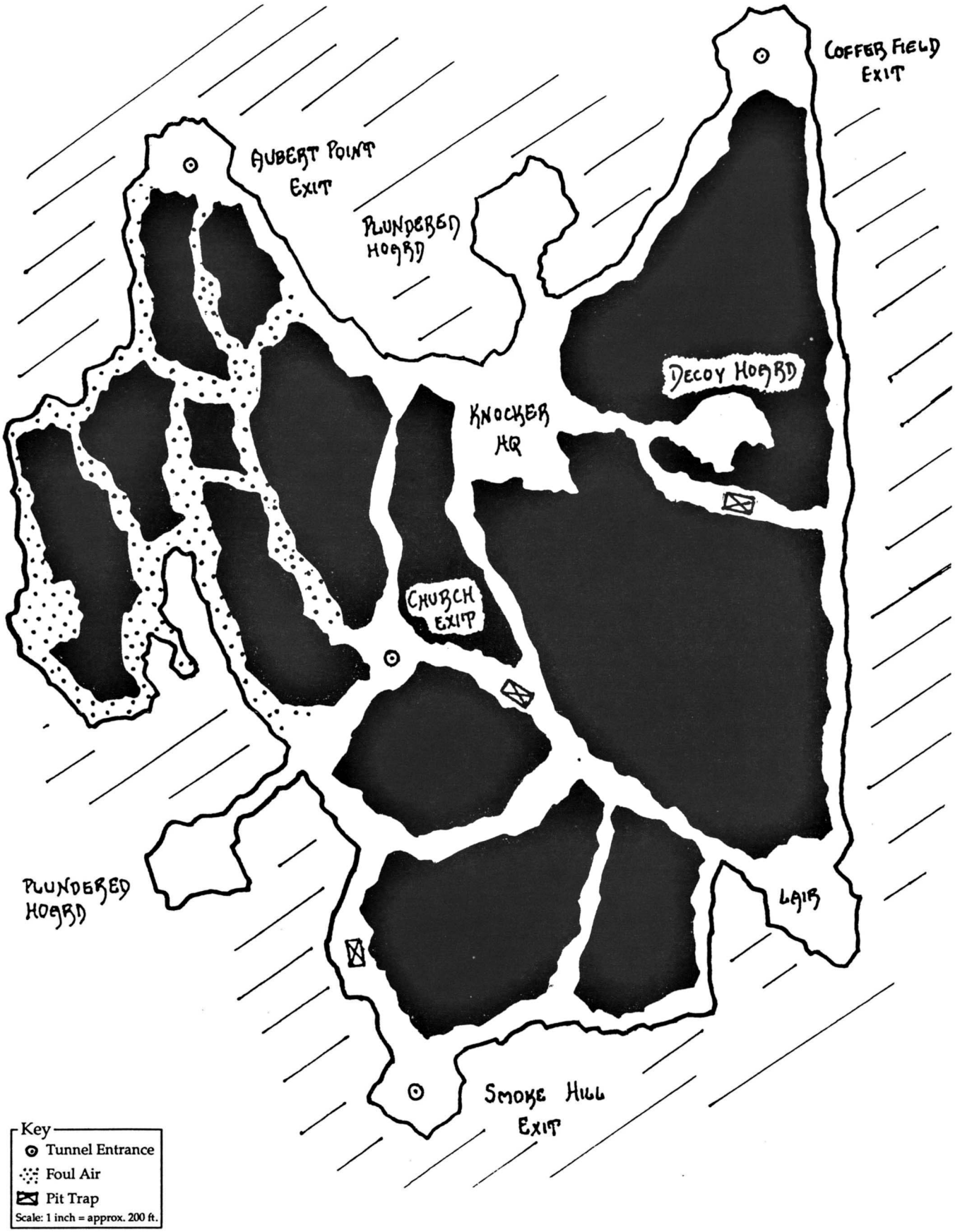
When intruders from the outside world enter these tunnels, one Doorward dashes back to the Knocker Lair to rouse his friends. The other uses his power to block off tunnels which lead deeper into the complex. Such barriers often lead casual explorers to leave, thinking they have seen the entire system. When faced with more persistent intruders, the Underknockers erect barriers in such a way as to route strangers into pit traps or areas of foul air. They drive victims on with sorcerous panic.

Pit traps are covered and 20' deep.

Foul air has the following effects: On the first turn of exposure, victims suffer no damage and must pass a Per + Alertness roll with an Ease Factor of 14 to tell that anything is awry. On the second turn, the Ease Factor becomes seven, but the gas still causes no damage. On Turn three and thereafter, characters in the gas suffer +5 damage from suffocation. Therefore, this foul air presents the greatest danger to the heedless, or those who panic and flee into the gasses.

Doorwards shy from combat until their eight companions can arrive. Even then, Underknockers remain invisible as long as possible, and try to divide or weaken their foes before battle. When combat finally begins, they attack with earth tremors. Only dire necessity can force them to fight hand-to-hand.

Pan Caudarax has several decoy treasure-rooms within this complex. Each one originally contained oaken chests holding gaudy gems and coins of Roman



Map 4. The Tunnels Under DePanne

gold, worth 500 silver deniers per room. Some hoards remain untouched, while others appear on the map as Plundered. The Plundered hoards contain only bootprints, smashed chests and a few bits of copper. The Warlock of De Panne and other robbers found these long ago.

Wealth beyond imagination lies in the actual lair of the dragon. When characters enter, they find themselves walking on a carpet of pale, misshapen lumps. These prove to be crudely cast coins of pure gold. Monetary treasure has less importance in Ars Magica™ than other games, but if the magi try to remove this treasure, they can gather wealth equal to 90,000 silver deniers.

Pan Caudarax owns many things more precious than coins. A mishmash of bones, stems of plants and bits of glassy stone lie among the treasure. The Storyguide should mention this in passing, as if it were background detail. If players think to investigate, they discover two rooks of each type of *vis*. This lair also holds four special magical items. They are:

• Two Viking byrnies, which look and feel like ordinary chain cuirasses. One of them has an Armor Protection value of +20 against melee attacks, but a value of +0 against missiles. The other has just the opposite values (+0 vs. melee, +20 vs. missiles). (30)

• An orb of green glass, with a bubble in the center. Those who go to sleep holding this stone may dictate the plotline of their dreams. Aside from its entertainment value, this orb allows a wizard to continue work on mental conundrums throughout the night. Anybody using the glass to aid in research may count all time sleeping as time spent in study. (20)

• The Rosewood Crown (35); see boxed insert.

By the time the magi find this treasure, some of it could be gone. Two days into this story, the Warlock discovers this hoard. He takes the Rosewood Crown, the enchanted orb, the vis and 30,000 silver deniers worth of monetary treasure. Then he leaves De Panne as quickly as he can.

Smoke Hill

Townsfolk avoid the little stone hut on Smoke Hill. This house belongs to the Warlock of De Panne. The Warlock arrived three years ago, alone, saying nothing about his history or intentions. People in De Panne have learned from experience that it's generally best not to press a magus with questions.

Those who visit this hut usually find it deserted.



Underknockers (16)

The Underknockers look like wizened, brown dwarfs, with white beards and bulging eyes. They wear baggy clothing with peaked hoods. An Underknocker corpse contains one point of Terram *vis*.

Faerie Might 5

Combat
Attack/Fingernails: 1st +1—Atk +3—Dam +3
Defense/Dodge +10
Soak Total: +0
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Powers

Invisibility: Underknockers are naturally invisible until detected. They appear when they disturb objects or when other people touch them. An Underknocker must reveal itself to use any magical powers. Once seen, an Underknocker remains visible as long as it stays within sight.

Panic: By spending one Faerie Point, an Underknocker can induce panic in one target. The victim must attempt a Stm roll with an Ease Factor of 10. People who fail the roll flee directly away from the Underknocker for a number of combat rounds equal to double the number of points by which they failed. For example, someone who rolls a 9 flees for two rounds.

Shake the Earth: Within their caves, these fey folk can rap the earth, dislodging stones at any point they desire. By making normal Attack rolls, they can hit victims with these falling rocks. Treat this ability as a missile weapon with the following statistics: Rate +7, Atk +3, Dam +12. The Underknocker must be able to see the target to use this power. Shaking the Earth has no cost in Faerie Points.

Walls of Stone: By spending one Faerie Point, an Underknocker can summon a 10' thick heap of rubble to plug any passage of the caves. Underknockers may use the same power to vaporize any barrier created by this ability. The Underknockers use this power to open entrances for the Dragon and close them to intruding explorers.

The Rosewood Crown

This item, carved by the wizards of ancient Rome, allows a foretaste of things to come. Once per day per point of Perception, the wearer may guess the outcome of an action. In game terms, the player may roll a Success Test early. The character may then decide whether to proceed with the action or not.

Magi can gain far greater powers from the Rosewood Crown. With laboratory research, (see page 108 of **ArM**), one can learn to use the following powers. The Ease Factor for discovering each power appears in parentheses.

— *Second Sight* (20). The user gains a Second Sight Exceptional Talent, at the level of his or her Magic Theory rating.

— *Visions* (20). The user gains the Visions Exceptional Talent, at the level of his or her Magic Theory rating.

— *Authority* (30). When pronouncing the revelations of the Crown, the user gains an automatic Aura of Rightful Authority, as per the spell.

— *Foretaste of the Time Foreseen* (40). To use this power, one must specify an exact place and astronomical event. The spot cannot exceed 100 square feet in area and the astronomical event must be precise. For example, "Midday in Barcelona" will not do. "Sun's zenith at Don Pedro 's villa" might.

This item provides a vision of events at the specified time. Whoever wears the Crown may see as if standing at the center of the appropriate spot. Furthermore, if thinking beings appear in the vision, the wearer may ask them questions. One may converse with such folk for a single minute per point of Perception. One night before the day of the prophecy actually arrives, the people questioned experience this discussion in their dreams. Common folk, of course, cannot guess the significance of such an event.

Foretaste of the Time Foreseen has two limitations. First, to use it, one must expend a point of raw *vis*. Second, the vision always comes on the earliest date allowed by the astronomical event specified. If one asks to see Barcelona at noon, it will always be the next noon. To see far into the future, one must base one's prediction on eclipses or rare conjunctions of the planets. This requires an Astrology roll. The Ease Factors equals 5 for choosing a month out of the same year and 16 for choosing a month in some future year. Specifying a particular day raises the difficulty by +5 and specifying a particular hour adds a +10.

The Rosewood Crown appears to be a hoop of polished wood, cracked by age, but still bearing a faint odor of flower petals.

The Storyguide may arbitrarily decide whether PCs find anyone home or roll a die, assuming that on any score below 8, the Warlock is not home. Those who prowl through the empty hut find nothing valuable. However, they do trigger a Waiting Spell which takes effect on anyone who enters without the Warlock's spoken permission. This magic includes a Twist of the Tongue spell and a bit of Level 10 spontaneous Intéllego sorcery which gives the Warlock a vision of the trespasser.

De Panne's Warlock spends his time exploring the dragon's underground lairs. The basement of his hut contains an entrance to the caves under De Panne. One must pass a Per + Alertness roll with an Ease Factor of 10 to notice it. See "Tunnels Under De Panne" for more details.

The Warlock has nearly finished his business in De Panne. He came to find the lairs of Pan Caudarax, and to take the fabled Rosewood Crown. On Day Two of this story, he finds and steals it. He slips out of De Panne at sundown, to explore the potential of his find. The Warlock takes the North Road out of town, walking alone, on a staff.

If the Warlock perceives any magus to be a rival, he treats that wizard as an enemy. This sorcerer can wield both spells and politics against his foes. Both the Chevalier and the Grand Burgher view the Warlock as someone whose word must never be ignored. Unless the magi have influence to counter this, those authorities go along with the Warlock's suggestions for the PCs' arrest. The details of the Warlock's attack depend on the party's reputation and friendships in the town. As Storyguide, pursue this vendetta as if the Warlock was a PC of your own.

Weaker parties may have a completely different experience with the Warlock. He has no desire to see Pan Caudarax re-conquer this town. Rare is the wizard that likes to leave an enemy alive, and if the magi want to destroy Pan Caudarax, they can do that with the Warlock's blessing. He may even help PCs with his knowledge and his spells.

Whether a friend or a foe, the Warlock has little time for distractions. He wants to obtain the Crown and depart. This wizard may indulge in a few spells, a whispered clue or a political intrigue, but he keeps his involvement to a minimum. He cares only for his own concerns.

The Warlock of De Panne

Description: The Warlock looks like a middle-aged man, with whiskers and a receding hairline. He carries a staff and dresses in black, hooded robes. Little-known potions have allowed him to reach the age of 140 with little change in capabilities or appearance. He makes his Aging rolls as if a 40 year old man.

The Warlock of De Panne studies magic out of a drive, not for simple power over others, but for mastery of his fate. He began his career with a Covenant in Moravia, where he belonged to House Flambeau. However, he soon left, judging that the traditions of Flambeau were both too immature and too specialized to offer real power. The company of other magicians did not interest him either. Therefore he chose to wander Europe alone.

The power of prophecy exerts a powerful lure on this Warlock. With it, he could properly prepare for the challenges which lie in his future. Therefore, the Warlock came to De Panne and began a single-minded quest to recover the Crown. As long as he escapes with this prize, he does not care what happens to the town.

The Warlock owns an iron ring inscribed with the words Faeries' Bane. It subtracts three points from the Faerie Might rating of all creatures within 10'. Furthermore, this ring causes +10 damage in burns to any Faerie that it touches. The Warlock also owns a tiny broom with fifteen straws. Each straw contains a point of Herbam vis.

The Warlock has used Waiting spells to give his staff the following properties: Panic of the Elephant's Mouse on any beast which molests him, Repel the Wooden Shafts whenever anybody discharges wooden missiles in his direction and one Pilum of Fire at his command.

Role-Playing Tips: Clasp your hands and stare at the person who speaks to you. When you have heard enough, give a terse answer in an ominous tone. The Warlock is older than he looks, and has seen many secrets of the oldest magi. As one would expect, mundane matters cannot hold his attention. Even the affairs of Hermes may fail to interest this sorcerer.

When role-playing the Warlock, remember that he is not automatically a friend nor an enemy for the PCs. Depending on how they approach this wizard, they can make him into either one. From your point of view as a Storyguide, this means that the Warlock can serve as a peril for powerful parties or a rescuer for weak ones, depending on the needs of the tale.

Cnf 4 Age 140 (appears 40)

Characteristics
Int +1 Per +2 Stm +1 Com -1

Combat
Attack/Quarterstaff: 1st +8—Atk +5—Dam +7
Defense/Quarterstaff: +10
Soak Total: +1
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities
Alchemy +1
Brawling +3
Certámen +1
Finesse +4
Magic Sensitivity +3
Magic Theory +10
Parma Magica +6
Penetration +3
Quarterstaff +3
Quarterstaff Parry +4
Concentration +2
Scribe Latin +6
Speak French +4
Speak German +8
Speak Latin +7

Magic Arts

Cr 8	An 5	Ig 10
In 8	Aq 5	Im 5
Mu 10	Au 5	Me 10
Pe 8	Co 5	Te 5
Re 15	He 5	Vi 15

Grimoire
†Arc of Fiery Ribbons (CrIg 25) +19
Ball of Abysmal Flame (CrIg 30) +19
†Circling Winds of Protection (ReAu 20) +21
†Confusion of the Insane Vibrations (ReIm 25) +21
†Flash of the Scarlet Flames (CrIg 15) +19
The Invisible Eye Revealed (InVi 15) +24
†Maintaining the Demanding Spell (ReVi) +31
Mastering the Unruly Beast (ReAn 25) +21
Opening the Intangible Tunnel (ReVi) +31
Panic of the Elephant's Mouse (ReAn 15) +21
†Pilum of Fire (CrIg 20) +19
†Repel the Wooden Shafts (ReHe 10) +21
Twist of the Tongue (PeCo 20) +14
Waiting Spell (ReVi) +31
Ward Against Heat and Flames (ReIg 25) +26
Ward Against the Beasts of Legend (ReAn 25) +21
†Winds of Mundane Silence (PeVi) +24
†Wizard's Sidestep (ReIm 20) +21

† *Indicates a spell which is Mastered.*

Personality Traits
Impatient +2
Ominous +1
Secretive +2

Chapter Three • The Coming of the Dragon

On day three of this story, the moon slices a black sliver from the sun. Fishermen see plumes of smoke in the northwest, and over 50 of them flee De Panne. Giesele and Mary Dussel, two cake-sellers in the Market Square, report sharing a hideous dream in which they met and spoke with the dragon. He forced all their deepest secrets from them. After all that, nothing happens. The day goes by in quiet.

Pan Caudarax promised to arrive during the eclipse. He knows better than to come when people expect him. A day and a half pass. On Day five of this story, the dragon descends upon De Panne. His illusionary image (see below) appears at noon. The coming of the dragon puts the party's plans to the test.

Advent of the Dragon

The dragon knows that his opponents will seek to ambush him, surround him and bombard him with spells. Therefore, he expends all his effort to avoid flying into a trap. Centuries ago, his use of the Rosewood Crown allowed him to question the two cake-sellers and learn about any plans which have become public knowledge. Even after that, he approaches the town with as much deception as he can muster. He approaches the town, not from the ocean, but by looping inland and flying from the east.

Twice each day, at dawn and sunset, the dragon uses a 40th level spell of Creo Animál to produce four drake newts. These beasts have little wit, but they recognize and obey the superior dragon. Caudarax uses them to guard his back in battle. They can also ambush unsuspecting foes.

One mile from De Panne, Caudarax tests the town's responses. He uses Image From the Wizard Torn, and sends an illusionary version of himself to pass over De Panne from the west (the opposite direction from the real dragon). Now, the Storyguide should describe the dragon, in all his terrible splendor. Discuss his sinuous body, whipping through the air. Mention the glow of fire on the gray sea. Let characters detect the faint smell of brimstone. Then, by surprise, cut loose with your most savage roar.

The image, of course, causes no actual harm. Nevertheless, it terrifies any common folk remaining in De Panne. Leaders may prevent a riot by passing Com + Leadership rolls with an Ease Factor of 20. Enchanting Music may add a bonus to such rolls. The presence of an organized militia and self-defense plan adds another +7. Any civilians not governed by such techniques panic, as described under "Panic," below.

Anyone who specifically asks to scan the skies in the East may attempt a Per + Scan roll with an Ease Factor of 6 to see the actual dragon. Members of a town militia might also point it out. If an active defense force exists, a member rushes up to the characters 1-10 minutes after the illusion appears, to point out the actual dragon. However, in all likelihood, Pan Caudarax will attack the town by surprise.

It takes Pan Caudarax five minutes to glide the mile into De Panne. When he comes within one minute of the city, his projected image "flies away" over the sea as he drops the spell. By this point, Caudarax probably knows where defenders are, and what tactics they intend to use.

Pan Caudarax can approach the town from above or below. He may sweep in by air from the West. However, if the prime defenders have their position near the entrances to his tunnels, Caudarax can plunge underground at Coffer Field and then burst from the earth beside his victims. As a variation on this plan, Caudarax may attack from one route, while one of his summoned Drakes uses another. This allows one attacker to strike from behind, or even cut off a portion of the magi's party. Remember that the Underknockers open and close passages instantly, as Caudarax desires.

In battle, Pan Caudarax tries to fight his enemies one at a time. If the party's disposition allows him to pounce on one set of defenders before another can arrive, he does so. In a straight fight, he relies on Drakes to protect his sides and rear, while he fights a single foe. In choosing targets, he tries to take as much firepower out of action as quickly as he can, whether this means breathing fire on a swarm of grogs or engaging one powerful wizard.

If wounded to the point of suffering a -3 penalty in combat, Pan Caudarax tries to heal himself with his amulet. If pressed, he may try to cure wounds in combat. However, he would prefer to retire into his tunnels. He fights as he goes, with drakes defending

his sides. Once he gets below ground, the Underknockers help him escape. Then he returns by another route to battle.

It is not essential for the magi and Caudarax to fight to the death. The dragon wishes to protect his hoard, not level the town. If the magi can offer him the return of his treasure and the Warlock in chains, he might consider sparing them. However, Trial By Fire is no story for those who shrink from battle. Pan Caudarax thunders into the town to kill, taking no time for conversation. To parley with the dragon, PCs must arrest his attack, and prove that he has more to gain by talking than by fighting. The PCs can scarcely accomplish this without force.

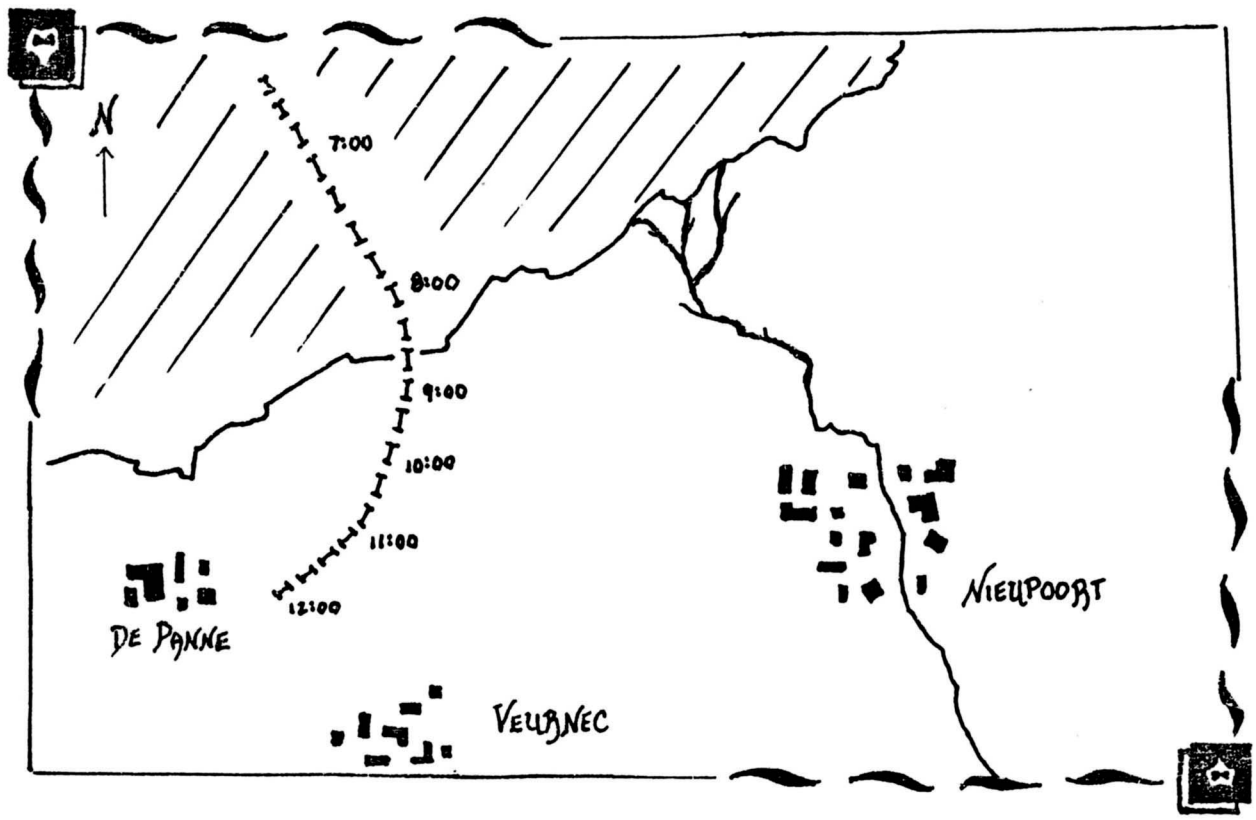
Panic

If the magi took the precaution of evacuating De Panne, the following events need not occur. The characters also get one final chance to prevent them with a Leadership roll, as described above. Otherwise, when the dragon's image appears overhead, bedlam erupts in De Panne. People pour into the streets, struggling to drag their prized possessions. A few leap from upper floors, then lie screaming on the cobblestones until the crowd tramples them.

Everyone on the streets must attempt a Str roll, with an Ease Factor of 10. A botch indicates +10 trampling damage. If a character rolls a failure of any sort, the mob sweeps him directly away from Caudarax. Mobs and bystanders caught within them move at five paces per turn. People caught in a crowd suffer a -5 on all rolls involving any sort of concentration or dexterity, including spellcasting. People within a mob may attempt a new Str roll every 100 paces to escape.

After the first combat turn, the area within 20 paces of the dragon empties. Beyond this distance, a continual flow of humanity teems through the streets. Anyone who wishes to move toward the dragon must pass a Str roll like the one above, with an Ease Factor of 12. Characters move at 1/10 normal movement through the riot, regardless of Str rolls.

Caudarax uses the crowd like a great broom, to sweep the streets of defenders. He hems them in with his projected image, herding them where he wills. By the time his actual self arrives, he hopes to have forced all active defenders into buildings, which he can set afire. At the same time, he has packed De Panne's people together in the narrow streets — ripe for slaughter.



Map 5. Course of the Dragon

Pan Caudarax, the Dragon of Flanders

Magic Might 50
Size +5

Characteristics
Int +6

Combat
Breath: 1st +12—Atk +8*—Dam +40
Bite: 1st +6—Atk +6—Dam +30
Claw: 1st +8—Atk +12—Dam +15
Defense: +0
Soak: +30
Body Levels: OK,0/0,-1/-1/-1,-3/-3,-5/-5,Incapacitated

* *Can be dodged but not parried.*

Abilities
Concentration +8
Parma Magica +5
Speak Latin +6
Speak Flemish (Archaic) +5

Powers
Fiery Breath, CrIg 50, 5 Magic Points: This gout of fire can blanket an area 10 paces wide by 30 paces long. Although intensely hot, the breath has little force, and cover of any sort can block it. Note that damage caused by this breath is fire damage, as described on pages 55-56 of **Ars Magica™**, Revised Edition.

Spellcasting Ability
Caudarax understands aspects of Hermetic magic. This dragon never troubled to gain the broad knowledge of a magus but he learned the arts he knows quite well.

Magic Arts: Cr 20, Re 5, An 20, Im 5.
Grimoire
Create Drake Newts (CrAn 40) +46
Image From The Wizard Torn (ReIm 15) +26
Balm of the Dragon (CrAn varies) +46 (This is a specialized spell, used with the Dragon's Amulet.)

Description: Pan Caudarax is an enormous beast, with scales a golden red in hue. The Dragon's vast wings practically obscure his serpentine body and thin, sinewy limbs. Although most lore of this beast comes from his time in Flanders, he has spent many centuries building lairs throughout the world. By avoiding ties to one particular area, he has escaped the foes of Dragons and grown old and strong.

Normally, Caudarax considers it beneath his dignity to do battle with mere mortals. He left Flanders to avoid competing with burgeoning humanity. However, this worm certainly has no intention of allowing robbers to plunder him. Having resolved to defend his hoard, he intends to teach a lesson to all humankind.

Caudarax has a weak spot in the scales beneath his left ear, where the scales never quite grew. Anyone who knows of this vulnerable spot may aim for it in combat. Caudarax may make a Dodge roll at +3 against attacks aimed for his weakness, but he has only a +5 Soak bonus against those which hit.

Caudarax's eyes each contain 13 points of Imágonem and his heart 40 points of Ignem vis.

Caudarax wears an amulet shaped like a white marble snake around his chest, held in place by a harness of finely-wrought golden chains. The chains are worth 200 silver deniers. The amulet, a Healing Serpent, serves as a focus for one spell of healing per day. By using it and casting a suitable spell of Creo Corporem (or Creo Animal for dragons), one can restore one lost Body Level per ten levels of the spell. The spell requires a base of one season to develop, with an Ease Factor of 9 for laboratory rolls.

Townsfolk Against the Dragon

The people of De Panne make poor soldiers against a dragon. Sir Ivain, the Warlock and five of the mercenaries who stay with Chevalier De Panne can fight with all expected courage. Other NPC soldiers scatter unless some PC leader succeds in the roll to keep assembled groups together (see above). Each turn that the magi wish to use citizen-soldiers in combat, some player character must attempt a stress Leadership + Com roll. Multiply the result by two to determine the number of NPCs that act. On a botch, the entire force disintegrates, stampeding through the characters as it goes. Crowds of 10 or more can sweep PCs with them, as described under Panic, above.

Trial By Fire

Any wooden building subjected to dragon breath catches fire. Those who stay in the houses can avoid the flames for a number of Combat Turns equal to a stress roll + Stm - simple roll. After this, the fire causes +15 damage per turn. See pages 55-56 of ArM for effects of fire on armor. One must pass a stress Qik roll with an Ease Factor of six to scramble out of a burning building, and this roll has a penalty of -2 for each round that the building has burned. Spontaneous Perdo Ignem magic of Level 30 can extinguish a house-fire.

When a house burns, fires spread through the city. The thatch roofs of a medieval town burn like kindling. To determine their extent, the Storyguide should roll a simple die. The result, multiplied by 100, indicates the percentage of De Panne which burns.

Whenever Caudarax incinerates an untouched part of the city, the Storyguide should roll the die to determine fire-extent again. However, these rolls are not cumulative. If the first roll comes up four and the second six, 60% of De Panne catches fire.

Modify extent-of-fire rolls as follows:

- Ongoing riot: +3.
- Spontaneous Firefighting Spell, Perdo Ignem: -1 per 15 levels
- Fire Brigade: -1 per 10 members (For a fire brigade to exist, two conditions must apply. First, the magi must have thought to organize one and gotten authorization from the Burghers of De Panne. Second, the magi must have successfully prevented Panic, as described above.)

Each time the magi wish to enter a building, the Storyguide rolls a simple die. If this roll scores equal to or greater than the "extent of fire" number, the building is in flames. The effects of house fires appear above.

After the battle is over, the Storyguide should check to see if certain key buildings burned. The Inn, Smithy, Glassworker's Shop and Barber's shop all belong to friends of the magi. The Mill provides food for De Panne. If the Fauborg Hall survives, the magi win great gratitude from Haussen family in particular, and the Merchant's Guild in general. The Guild has a hand in trade all across Europe. It is a powerful friend.

Newts (4)

Magic Might 10
Size +1

Characteristics
Int -3

Combat
Bite: 1st +4—Atk +10—Dam +10—Dodge +5
Defense/Dodge: +0
Soak +5
Body Levels: OK/0/-1/-3/-5/Incap.

Powers
Pounce: If a newt pounces from the sky on a foe, he has a +5 to 1st Strike, +10 to Atk and +10 to Dam with his Claw attack. An erect pike or other impediment can prevent this attack.

Looters

If an organized Town Militia still patrols the streets, it can keep the peace. Otherwise, when the dragon's image appears, the masterless knights at the Chevalier's Villa (Area 1) start to loot the shops of De Panne. They begin their activity as far from known authority figures as possible. As Storyguide, position them on the other side of town from the PCs, wherever that may be. (For the story's sake, have them attack some building of importance to the magi, such as the Inn or Church.) If the magi immediately dispatch a force which then defeats the looters, they can crush such activity. However, if PCs ignore the thieves, or attack them and suffer defeat, the spirit of plunder fills De Panne. Robbery becomes general, until nothing worth taking remains.

Aftermath

After the showdown with the dragon, the Storyguide should give an impressionistic description of the aftermath in De Panne. The details depend on events in the story, but at least some of the following things will apply. Families bury the dead, killed in riots if not by dragonfire. People who fled the city return. Homeowners rebuild from fires. Some authorities lose what credibility they had. Others become heroes. The businesses most crucial to magi, the Smithy, Inn, Cathedral, Glassworkers' and Barber may or may not have survived. The magi should feel a bit triumphant, but also exhausted, and the PCs should come to understand that despite their victory, damage inflicted on the town might last for decades to come. The Storyguide may describe the carnage in painful detail: homes destroyed, families shattered,... Besides the social and economic grief, it is likely that De Panne will suffer more than its fair share of disease in the coming months.

Dozens of possibilities for follow-up adventures remain. News of a dragon's hoard may attract robbers, mythical beasts and even armies, whom the magi must repel. Rumors of De Panne's weakness might inspire a nearby Baron to attack it, or a powerful merchant to buy it out. Furthermore, if the magi kill Pan Caudarax, his hoard in Iceland lies unguarded. The magi may race other treasure-seekers to the North —where, perhaps, they find the hoard better-defended than they expect.

The above, of course, assumes that the magi defeated Pan Caudarax. If they did not, he consolidates his hold on Flanders, laying waste to the country for twenty or thirty miles around De Panne. He seeks revenge on the magi who tried to destroy him. Afterward, Pan Caudarax decides to reassert his power over Flanders. He spends a brief while there, perhaps two or three centuries. The prospects for future adventures in all of this are obvious.



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The Ancient Wyrm Stirs...

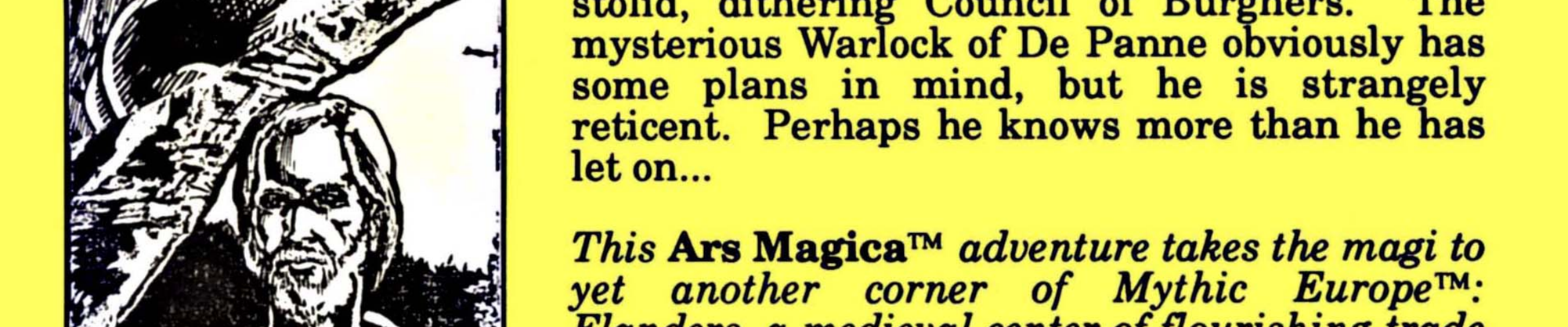


The town of De Panne faces a peril like none in Christian memory. Centuries ago, this province was under the sway of Pan Caudarax, the Dragon of Flanders. This beast has spent centuries in the fiery mountains of Iceland.

Now wizards learn that the dragon plans to return. He has condemned the people of his old town as robbers and threatened to devour every one. The Order of Hermes must act — not simply out of humanitarian concern, but because De Panne is friendly to magi, trading with them and permitting them use of the town's harbors.

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