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The Sorcerer's Slave

An **Ars Magica™**
Fantasy Roleplaying Adventure

by Thomas M. Kane

AG3020



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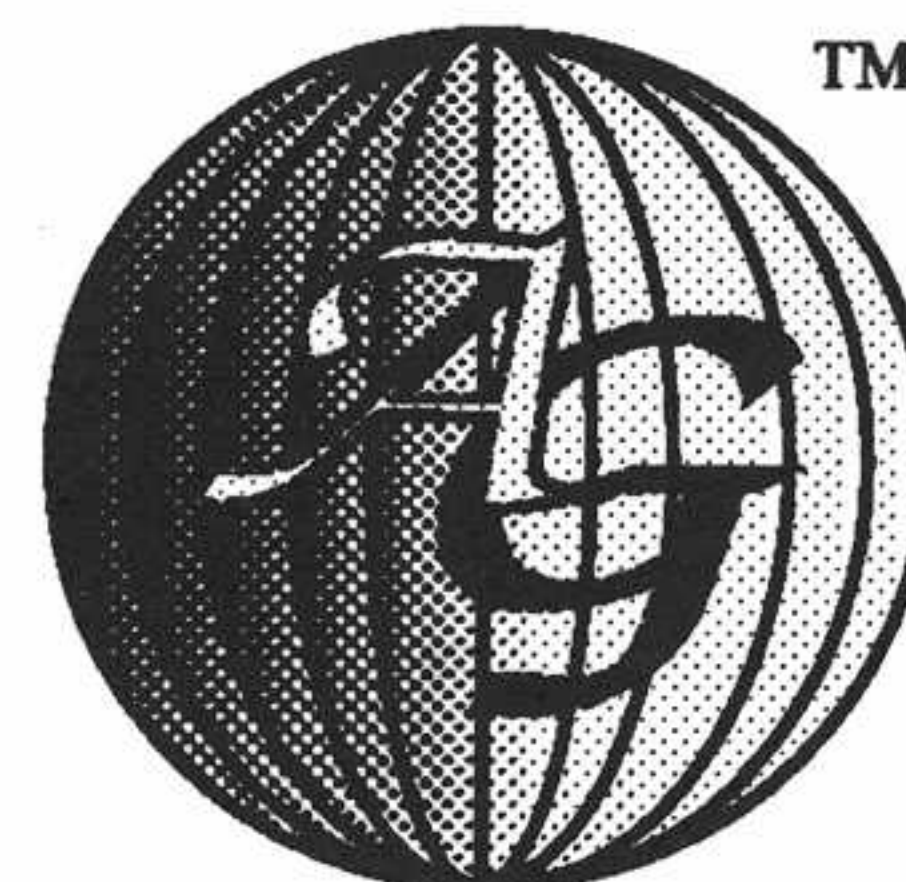
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Chapter 1

Introduction

A bastard ranked higher than an apprentice in the eyes of Master Blanc, and therefore, 'prentice Pierre found himself constantly dragooned to care for the covenant's strange new child. Pierre did not mind. He galloped across fields with little Andros on his back. He carved wooden swords and fenced. He rediscovered the delights of raiding pantries and instructed Andros in the technique. When Master Blanc started to teach his pupils about the spirits of the dead, Pierre told his charge all the most lurid tales. None of them ever scared his small companion. Nevertheless, when Andros began having his nightmares, everybody blamed Pierre.

The little boy started refusing to talk with people. Andros grew increasingly hysterical until he shrieked whenever a magus approached him. Soon, not even his own mother, the sorceress Cindiana, could get close. The enchantress previously seemed rather remote from her son, but when he ran from her, she stormed away weeping as profusely as the child.

Pierre looked for Andros and found him outside the kitchens, making a fortress out of firewood. The apprentice tried to tell his little friend that the ghost stories had not been true (although Master Blanc said they were). Andros did not seem especially interested. However, Andros happily let Pierre in and put him to work building a bastion, saying, "I knew you'd help." The little boy explained that if they built the fort strong enough, it would keep "that witch" away.

A servant overheard what Andros said and reported it. When Cindiana heard about the fortress, she hunted Pierre down, her face pale and her eyes afire with injured rage. She glared at him and spat, "So, you've taught my son to hate me. Very well, but if I'm a witch, how he'd loathe the one who sired him!" It was the first time Cindiana had ever mentioned Andros' father.

At that point though, Pierre could not reflect on Andros' paternity. The enchantress flew into a rage. It went on and on, with pauses but no conclusion. The sun began to sink west. Cindiana railed at the apprentice in

low tones one moment and piercing shrieks the next, occasionally stopping to pound his ears with her fists, which were bony and inhumanly strong. Over and over, Pierre pleaded that he had never taught Andros to hate Cindiana. Finally, she dragged him toward her and demanded, "If so, then bring me my son."

Pierre hustled back to the log stockade. It now had five towers, and looked quite impressive. The apprentice scarcely looked at them. "Andros—come out."

"Don't want to." The voice quavered from somewhere beneath the wall.

Pierre drew a breath. "Now, Andros!" Getting no response, he pushed into the woodpile, knocking over castle walls, and grabbed Andros around the ribcage. He hoisted the kicking little boy over one shoulder and carried him inside. Andros suddenly stopped struggling. When they reached Cindiana, he had become quite docile. He went home with his mother and dutifully prattled about some flowers she pointed out.

Andros seemed to have completely forgotten the incident. Nobody mentioned the nightmares again. Cindiana spent much more time with her son, which meant Pierre did not have to take care of Andros as often, but when they saw each other, the little boy still wanted to wrestle in the loft. One night he asked to hear another ghost story.

In early autumn, Master Blanc sent Pierre to split wood. When he walked in with his wedge and hammer, he almost tripped over Andros, who was lying flat among the logs.

The little boy immediately spoke, slowly articulating each word. "It's no good."

"What's no good?"

Andros laughed and hid his face. "Not telling." But Pierre did not feel at all surprised a week later day when Andros vanished without a trace, and neither his mother nor the elder wizards of the covenant could guess what had happened to him.

TIME AND LOCATION

This adventure spans a mythic version of Europe and Asia, beginning in the Player Characters' home covenant in France, proceeding to the fading grandeur of Byzantine Constantinople and ending up in the mountains of the Caucasus. Naturally, Storyguides may adapt these settings to places in their own campaign worlds. Byzantium

could become any exotic, fading empire. If there is no suitable wilderness nearby, you may add an extra voyage to the adventure's storyline, to get the party from the city to the lonely stronghold where this adventure reaches its climax.

You may also enjoy using the same locations but altering the circumstances under which the adventurers

view them. For example, this adventure assumes that the party comes from a covenant in France, modelled on the Mistrudge Saga of other **Ars Magica™** books. Byzantium seems exotic, almost mythical to these people. Instead, you might have a companion from Italy, where merchants know the Emperor of Constantinople well, and usually hate him. This variant opens up two more sub-possibilities—do you

simply substitute Italy for France in the introduction, or do the adventurers simply hear of strange activities in France and undertake a preliminary adventure to investigate them?

The story also assumes that your campaign takes place in the late 13th Century. However, although Byzantium changes drastically during the 1200s, you can still set this adventure in whatever era your campaign requires. The wizards of this story live somewhat isolated lives, insulated from great historical change. You should still add flavor by referring to recent historical events. The following timeline shows some significant events in medieval Byzantium.

- **11th Century:** Byzantine strength is at high tide, but Western traders (mainly Italians) now compete with Constantinople's merchants. Moslems make their presence known in the East, but Roman Catholics currently present the most dangerous threat to the Empire. The emperors allow gold to "flow like a river" as they vie with their predecessors to build monuments of their reign.

- **12th Century:** Norman Crusaders covet Byzantine lands. In 1147, the French conquer the Greek (Byzantine) territories of Thebes and Corinth.

- **13th Century:** The West clearly dominates Europe's economy, and temporarily conquers Byzantium. Constantinople's decor remains ostentatious and expensive.

- **1203-1204:** Incited by Enrico Dandolo, Doge of Venice, the Fourth Crusade sacks Constantinople. Survivors of the Byzantine court establish semi-independent kingdoms in Nicaea, Anatolia and Epirus. Victorious Westerners attempt to impose a Belgian as Emperor (Baldwin of Flanders) and forcibly establish the Roman church in Byzantium. The Venetians win complete control over trade and maritime activity.

- **1261:** Michael Palaeologus, King of Nicaea, re-captures Constantinople for the Byzantines. He receives aid from Venice's trading rival, Genoa. Palaeologus founds the longest-lived Byzantine dynasty—and the last.

- **14th Century:** Civil wars and dynastic quarrels wrack the impoverished empire. Art and philosophy flourish, but the Empire is clearly doomed.

- **1301:** The Ottoman (Turkish) Emirate wins its first victory over the Byzantines.

- **1347:** The Black Death kills two-thirds of Constantinople's population.

- **1362:** Ottomans conquer parts of Greece.

- **1391:** The Ottomans cancel a planned assault on Constantinople in order to fight the Mongols.

- **15th Century:** The Turks become Byzantium's nemesis and eventually destroy the empire.

- **1422:** The Ottomans besiege Constantinople once more, but this time, a revolt in the Sultan's own lands distracts him.

- **1453:** The Turks finally capture Constantinople and extinguish the Byzantine Empire. The Ottoman Empire renames Constantinople, Istanbul, and survives until the twentieth century.

The party must cope with a variety of languages in this adventure. Unless otherwise mentioned, all NPCs speak Greek as their native tongue. Numerous local languages appear in the steppes of Georgia and beyond. The Genjii in this story speak Greek. At least some of these languages should seem strange to the adventurers. Nevertheless, someone who can speak Latin can talk with all the wizards and educated people here. Greek and Turkish allow the party to converse wherever they go.

Make sure the multiple languages add to the adventure, not detract from it. The party should have to develop inventive ways of communicating, such as gestures, or the use of Animal magic to let two wizards speak in the common tongue of animalkind. At the same time, try not to let translation interfere with plot. Both magi and grogs should spend most of their time looking for friendship and information among the non-player characters. Do not let language rolls stop them.

SUMMARY OF PLOT

Almost thirty years ago, Cindiana, a female wizard in the party's covenant (or perhaps of the covenant in which a player magus was apprenticed), bore a son and named him Andros. Nobody knew the father. For some time, the mother kept her son away from the other wizards, but as he grew, she could not restrain him, and the magi realized that Andros understood magic at a level the scholars of Hermes could not comprehend. He knew the future and the past. He could see and speak with spirits. He had the potential to become a legendary wizard. Then, suddenly, he developed an intense fear of magic. Shortly thereafter, he ran away.

Now, the covenant has a chance to get its precocious child back. When the story begins, a mysterious messenger arrives from Byzantium. According to him, Andros lives as a slave of Farad Sahda, the Old Physician. The author of the message enjoins the covenant to rescue the child of its sorceress. Farad owns the famous Baths of Zeuxippius in Constantinople, and adventurers can expect to find both him and his slave there.

In Constantinople, the adventurers discover Farad's bathhouse sanctum. The adventure opens with a raid. Furthermore, the presence of other magi and city police means that the party must rely on stealth and subterfuge as well as grogs' brawn. As they probe the bathhouse, they make another discovery: Andros is not there. He and his owner fled, just before the adventurers arrived. To find more information, the party must cross the Black Sea and travel in the perilous Caucasus Mountains.

There, where the steppes meet the foothills of the Caucasus, adventurers discover Covenant Urania, the local community of wizards. The Consul, or ruler of Urania recently lost his sanity, perhaps in an encounter with spirits beyond mortal control. Nobody expects him to recover. The other wizards must choose his successor, using the ancient rituals of their covenant. To rule Covenant Urania, a wizard must obtain the servitude of one of the spirits called *genjii* (genies).

Farad appears likely to claim the service and rule the covenant. He

INTRODUCTION

owes his triumphs to the advice of Andros, his slave. Andros requested permission to work in Covenant Urania's salt mines and quickly found his master an artifact known as the Mirror of Broken Salt, an artifact which allows contact with the genjii realms. He then led Farad to a mountain sacred to the genjii and advised him on the construction of a vast stronghold there, the Sanctum Saturnalia. Soon, Farad will demand the servitude of the genjii Vizier himself.

Andros assists his master with more than magic. He has neutralized Farad's political enemies too, by exploiting the personal rifts within Covenant Urania. That explains the mystery of who invited the party to Byzantium, and why: Farad's few enemies within the Order of Hermes know that to stop the Old Physician from becoming Consul, they must deprive him of his brilliant slave.

The adventurers find themselves in the middle of Urania's disputes. They must keep themselves out of these fights and gather enough information to find Farad's new sanctum, which stands at the source of the Kura river, beneath a permanent veil of thunderclouds. When they arrive there, they do indeed find Andros. They may consider their rescue almost complete.

But a slave does not think of freedom. A slave thinks of revenge. Andros knows exactly the revenge he wants, and to attain it, he must make his owner's plots succeed. When Farad confronts the Vizier Genjii to demand his service, he will learn that he has already had one—in the form of his slave. The Vizier Genjii is Andros' father, and he conceived him specifically for the purpose of becoming Farad's servant.

Now that Farad has enslaved the Vizier's son, the contract of Vatutin (one of Urania's founders) specifically forbids him to trouble the genjii again. If the Vizier chooses, he could drive Farad insane. Instead, he will demand Farad's servitude, and the wizard will have no choice but to submit and become a slave himself. The genjii will ride Farad into the world like a horse, intent on punishing humanity for daring to make demands on their Prince.

And as for the adventurers? They can choose how to respond. They may

try to prevent Andros' revenge. However, the slave bitterly resists any plan which leaves his servitude unavenged and if forced to abandon his plot, he becomes the party's bitter, secret enemy. Other parties may let Andros succeed, and then flee with the slave, racing to escape the Genjii's holocaust. The Vizier Genjii now has no more use for his son, and would gladly kill him unless the party intervenes. And of course, many of the best players will create new plot lines, completely different from the summary above. This section merely describes the most likely way for the story to proceed.

URANIA'S PAST

The current affairs in Covenant Urania have their roots in the early years of this covenant. Centuries ago, as wizards first gathered in Caucasia, the Vizier Genjii launched a determined campaign to destroy Urania with lightning storms and Auram magic. Eventually, the magus Ere Rok Vatutin learned the secret names of the strongest genjii, and, in an epic duel of sorcery, entombed the dreaded genie warriors known as the "Armored Six" beneath the steppes along the Don.

Vatutin then forced the other genies to sign a pact which remains in effect to day. This treaty reads as follows:

Genjii of this clan may not enter the world except through the agency of a mortal.

Each time the Covenant Urania requires a new Consul, the genjii must perform one service for the first magus of Urania to contact them. (With this clause, Vatutin hoped to give the genies a vested interest in Urania's stability.)

In return for these agreements, the magi of Urania agree not to search for the secret soul-names of genjii, nor to demand more services than the treaty provides for. If a magus breaks the agreement, his mind is forfeit. A genjii need only invoke the Pact to drive such a presumptuous wizard insane.

THEME

The Sorcerer's Slave addresses the theme of slavery, and the true motives of a slave. Adventurers begin the story intending to liberate the thrall Andros, and the task seems as unambiguously charitable as any rescue. However, Andros does not cooperate. He gladly lures rescuers to their death. He has absorbed the lessons of slavery to the point where life and liberty mean nothing to him.

The typical medieval person believes, as Aristotle taught, that some people are born "slaves by nature." (This is a social and psychological matter, not a racial one.) With Andros, the party seems to have found a true natural slave, who has fully accepted his role as unfree and whose father created him specifically for the purpose of servitude. Yet his ultimate ambition belies this conclusion. In this adventure, the more philosophical magi must consider whether they want freedom for one slave in particular, or all slaves in general. And if they choose the latter, how do they react when they learn that Andros intends to avenge himself by enslaving Farad?

Another contradiction appears as the party considers Andros' role in the adventure. He advises Farad on magic and politics, meaning that most of the time, his master must obey him. Nor is Andros oppressed. If he chose, he could enjoy luxuries and power like those of the elite, yet Andros remains a thrall, and that fact renders all his trappings of rank irrelevant to him. What does this mean for the theory of natural slavery?

In the final encounter with the genjii, many questions concerning slavery materialize. Do the ethics of servitude change when wizards enslave spiritual beings such as the genjii, and if they do, what about the reverse, when spirits demand service from people? These are the deeper issues of *The Sorcerer's Slave*.

RUNNING

THE SORCERER'S SLAVE

For most of this adventure, the party must find and follow the clues which lead them to Andros. Hostile wizards guard most of this information, and

the party must often resort to trickery or force. Nevertheless, they cannot simply attack the magi of another covenant without risking Wizard Wars and Wizard Marches. They need subtler forms of intimidation and influence-trading.

The Storyguide must be prepared to resolve encounters through pure role-playing, based on his perception of how the NPCs would react. Remember that the magi of Covenant Urania all know the general background of their covenant and do not consider it especially secret. If adventurers ask

about the ritual for becoming Consul, the pact with the genjii, etc., give them a quick, uncomplicated explanation. As often as possible, adventurers should know what is going on.

A typical adventure takes roughly the following course. The party ar-

INTRODUCTION

BASIL

Description: An erect, balding man with a long beard, Basil first learned magic from his father, a village herbalist who grew rather wealthy selling enchantments to the common folk. The old man attributed his powers to "blessed herbs," not spells, and thereby avoided unwelcome attention from the Church. Basil's father sent his son around Europe to study from wizards. In his journeying, the young man became outgoing, superficially worldly and slightly overconfident. He learned less magic than his father hoped.

About two years ago, Basil returned from his travels and joined Covenant Urania. Both he and Farad had an interest in marketable healing enchantments and the two became rivals. When Boniface went mad and Farad seemed likely to take his position, Basil tried to rally the other magicians against the Old Physician, but Andros easily foiled his attempts. The other magicians had no desire to become

involved in the schemes of Basil, who still seemed like an outsider in Urania. Andros, who had spent his life as Farad's slave, easily exploited their xenophobia.

Basil quickly realized the slave's crucial role in Farad's successes. After a little research, Basil discovered Andros' past, and developed his plan to lure the party into freeing the slave. Experience at Urania taught Basil not to ask wizards for help against other wizards. Therefore, he approaches the party disguised as a merchant and maintains this facade as long as he can. However, he wants the party to succeed and does not conceal information the adventurers might need. He does tell the party about covenant, claiming to have traded there, and if the party runs out of clues, he reluctantly suggests seeking information in Krasnodar.

Role-Playing Tips: Basil gladly talks with anyone, on any topic, in the fashion of a salesman. He smiles broadly and often. This magician wishes to conceal his identity, and does not cast spells if he can avoid it. Few of his spells would help the party much in any event.

Cnf 4 Age 33 Enc 0

Characteristics

Int +1 Prs +2
Stm +1 Com +1

Combat

Attack/Quarterstaff: 1st +9—Atk +6—
Dam +8
Defense/Quarterstaff: +11
Soak Total: +1
Body Levels: OK/0/-1/-3/-5/Incap
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities

Acting—2

Certámen—1
Concentration—1
Folk Ken—2
Finesse—2
Guile—1
Hermes Lore—3
Hermes History—1
Intrigue—1
Magic Theory—3
Parma Magica—2
Pretend—3
Scribe Latin—3
Staff Attack—4
Staff Parry—5
Speak French—2
Speak German—2
Speak Greek—4
Speak Latin—4
Subterfuge—3

Magic Arts

Cr 5	An 8	Ig 5
In 7	Aq 5	Im 0
Mu 5	Au 5	Me 0
Pe 7	Co 5	Te 7
Re 8	He 15	Vi 5

Grimoire

Agony of the Beast (PeAn 10) +16
Alleviate the Serpent's Bite (PeAn 10) +16
Dance of the Staves (MuHe 10) +21
Hunt for the Wild Herb (InHe 15) +21
Soothe the Pains of the Beast (CrAn 15) +14
Tongue of the Beasts (InAn 15) +16
Trap of the Entwining Vines (CrHe 15) +21
Plants' Withering Bane (PeHe 20) +23
Probe Nature's Hidden Lore (InHe 5) +21

Personality Traits

Brave +1
Deceitful +1
Impulsive +1



INTRODUCTION

rives at Constantinople and investigates the Baths. From there, they probably go to the covenant at Krasnodar, either voluntarily, seeking clues, or to defend themselves before the wizards against charges that they pillaged the Bathhouse. Alternatively the party may meet a slave at Constantinople who offers to take them to Andros at Sukhumi, a port on the Black Sea.

The party has a few brief encounters between Constantinople and the Caucasus. Then, if they go to Urania, they learn what they can from the wizards. Among other discoveries, they find that the man who told them about Andros is actually a wizard, with more motives than he originally revealed. Eventually, they find the location of Farad's new Sanctum.

If the party follows the helpful slave, they find themselves in a trap. Andros has arranged for some genies to kidnap the adventurers and send them to the genjii realm. He wants them there because of his negotiations with Farad, which are described in chapter five. Furthermore, he needs them standing by to help him escape the genjii once his revenge is complete.

The adventure reaches its climax either in the genjii realm or at Farad's new Sanctum, as adventurers try to get Andros away and simultaneously discover the true nature of the slave's plan.

THE MESSAGE ARRIVES

The story begins when a stranger arrives from the distant east. If the adventurers happen to visit a port, have them meet the visitor there, as he searches for a magician in this unfamiliar land. Otherwise, he knocks on the doors of the covenant, demanding entry. The stranger wears the embroidered jacket in the style favored by traders in the Byzantine empire. He identifies himself as Basil, merchant of Constantinople, friend of wizards.

Without much ado, Basil asks the magi if they remember Andros, "the honored child of this covenant."

The magi do. One of the older wizards explains to the adventurers that about thirty years ago, a sorceress named Cindiana bore a child by an

unknown father, whom she named Andros. By age five, the child exhibited an amazing grasp of magic and of prophecy. Shortly after these talents developed, he suffered an inexplicable fit of terror. Then he vanished.

Basil then continues, "I have found Andros. He is now a slave, living in Constantinople, but he remembers you well. I have spoken with this Andros, and am stunned by the amount of lore within his head. Now as a companion of wizards, it struck me that you could gain a wealth of knowledge by recovering your long-lost child. Furthermore, I cannot imagine that you be so dishonorable as to leave the son of your sorceress in servitude."

The stranger then explains that Andros belongs to Farad Sahda, a sorcerer known as the Old Physician. Adventurers can find the two at Constantinople's famed Baths of Zeuxippius. Basil adds that he has finished his business in France and plans to return east within the week. He does not wish to actually confront Farad but would be glad to serve the

party as a guide.

After normal formalities, the covenant dispatches the adventurers to bring back Andros. Basil can give them passage to Byzantium and show them to the Baths once they arrive.

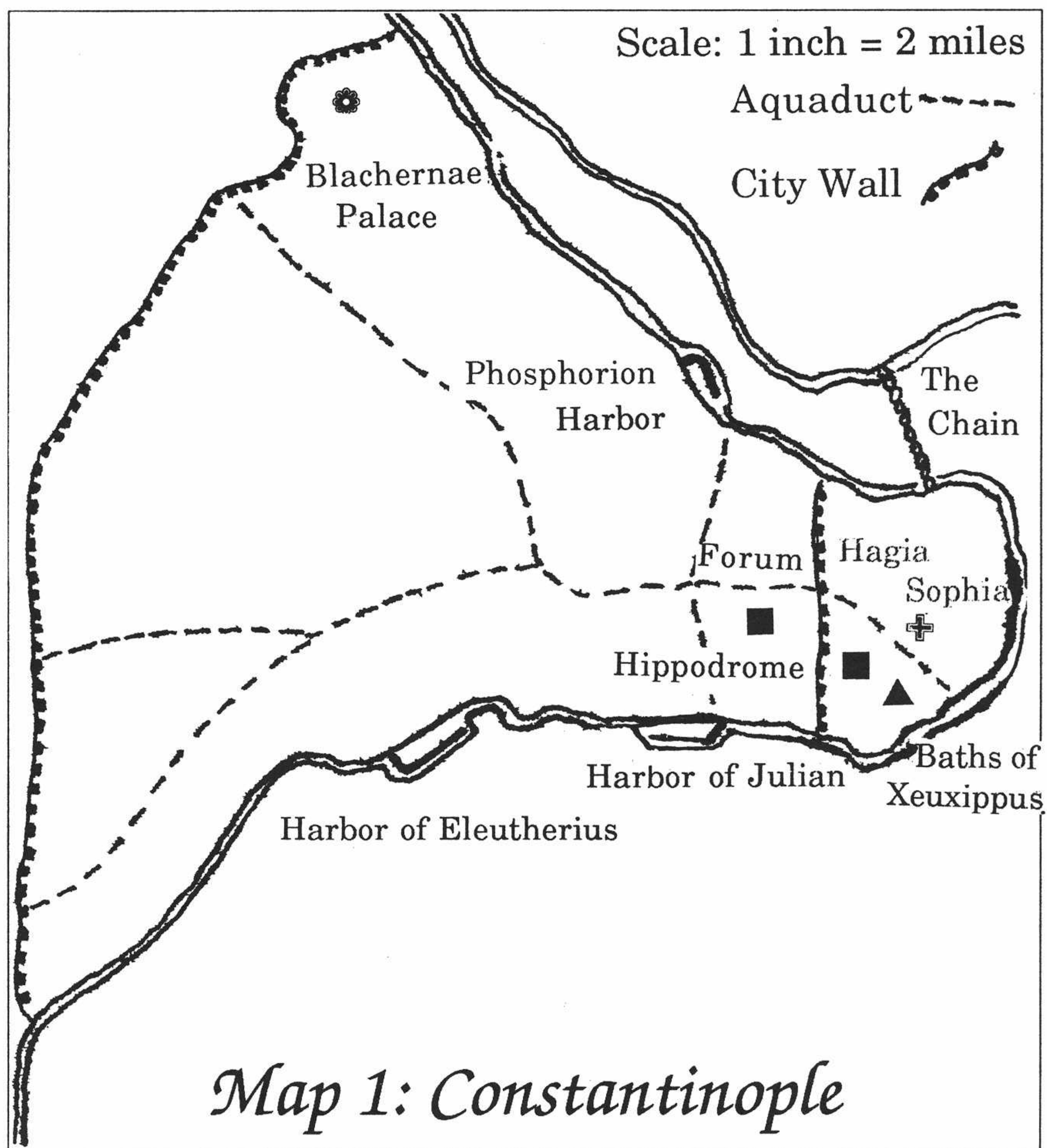
WHAT THE MAGI KNOW

- Magi throughout Europe know the Baths of Zeuxippus as a meeting-ground for fortune-tellers and hedge-wizards.

- Adventurers who use the covenant library or other sources to research Farad or other wizards around the Black Sea learn the name of Covenant Urania.

- Anyone who reads about Urania learns that ever since an ancient battle with genjii, the Consul, or leader, of this covenant has won his office by proving that he can compel a service from genji-kind.

- According to the party's sources, a wizard named Boniface currently rules Urania.



Chapter 2

Constantinople

Unless you wish to make up a separate adventure, the journeys to and from Byzantium proceed uneventfully and take about a month. In Constantinople, the adventurers find a teeming city, made elegant by the stone monuments of a vanished age. The city firmly belongs to the Christian West, yet it possesses an exotic air, enhanced by the ornate ikons of the Byzantine church. Ships of every sort pass between the chain barriers and towers of the Golden Horn, from Venetian galleys to tiny Arab feluccas with red triangular sails.

Byzantium has a highly developed mercantile economy, and wizards who normally ignore the mundane concerns of finance can expect a rude shock. Each time adventurers enter or leave Constantinople, they must pay a 10% tax on all possessions they wish to carry. Within the city, when adventurers want lodging, food or supplies, they have to pay. People conduct minor transactions in silver, but the official currency is the golden *nomisma*, or *bezant*, renowned throughout the world for its value. Each bezant contains 65 grains of pure gold. For exchange purposes, treat it as about forty silver deniers.

Constantinople bristles with walls, towers and patrols. Adventurers should strive to avoid any entanglement with the law. The Byzantine constables have enough strength to capture almost any wrongdoer, and although the death penalty applies only to murder and treason, the law punishes even minor offenses with mutilation. When the party meets city watchmen, assume they encounter a group of four with the statistics shown in the boxed text.

As a Holy City (due to the great number of churches, relics, and holy sites, plus the fact that this is the center of the Eastern Orthodox faith), Constantinople has a Divine aura of four; be sure to take penalties into account if magi engage in spellcasting.

BYZANTINE CITY WATCH

Enc: 2

Characteristics

Str +1

Combat

Attack/Spear: 1st +9—Atk +6—
Dam +10

Defense/Round Shield: +7

Soak Total (Leather Hauberk): +5

Body Levels: OK/0/-1/-3/-5/Incap.

Fatigue Total: 2

Fatigue Levels: OK/0/-1/-3/-5/
Unc.

Abilities

Spear +3

Shield Parry +4

Personality Traits

Brave +1

THE BATHS OF ZEUXIPPUS

Basil brings the adventurers to these Baths the moment they arrive in Constantinople. He leads them through teeming streets to an elegant district which surrounds the Hippodrome. There, the party sees a marble building supported by fluted columns, encircled by a low wall. Painted statues of Greek gods adorn the wall, some broken, but all of unsurpassed loveliness. Basil can explain that these are the famous Baths of Zeuxippus. The name comes from the painter Zeuxes, who did much of the interior artwork. Farad and his slave have apartments within.

Anyone who examines the artwork may attempt a Per + Legend Lore roll with an Ease Factor of 6. Characters without Legend Lore may make this roll at a -2 penalty. Anyone who passes the roll finds partially obscured writing identifying the Baths as a temple of Zeus. They also advise patrons to leave an oil offering to the nymph who dwells within. Christian artists have

painted over parts of this message, but the original writing shows through.

Bathers go in and out of the Baths all day, with women admitted between morning and noon and males admitted from noon to sundown. The party may enter as patrons if they like, or attempt to sneak in some other way. When in the Baths, adventurers must remember that everyone but servants walks about stark naked. One simply cannot smuggle weapons in. Furthermore, despite the pagan artwork, the morality of the Eastern Church prevails. Visitors who wish to avoid an uproar must exercise special discretion, because everyone feels wet, vulnerable and slightly embarrassed.

Be sure to compute soak totals *without* armor bonuses for naked combatants in these steamy rooms.

WITHIN THE BATHHOUSE

As Basil says, these Baths are a sanctum of Farad. Yet though the Baths have power, they lack the energy needed for Andros' grand ambitions. The slave encouraged Farad to build a new sanctum, high in the Caucasus. The approach of the adventurers, foretold by Andros, finally gave Farad the impetus to leave comfortable Byzantium, enter the stronger fortress and begin his formal bid for a Consul's role. Farad's retainer Peron now manages the Baths.

The Baths of Zeuxippus contain a sacred spring of the ancient gods. These waters make the building a magic area, with an aura of 1, as described on page 71 of the *Ars Magica* rules. Compared to the rest of Constantinople, this spot is a wizard's paradise, and numerous diviners and hedge wizards practice here. The Church forbids these practices. However, the people of Constantinople take pride in the Baths as one of the city's great landmarks. If the adventurers denounce these Baths as a haven of paganism, nobody believes them.

These Baths draw their power from

CONSTANTINOPLE

a water-nymph in the wells below. Born of the ancient springs and bound to servitude by incantations, she serves whatever magician chooses to rule her. Farad, and now his henchman Peron, use this being to spy on Bathhouse guests and to prepare enemies for destruction, softening their bodies and dulling their minds. She casts similar spells on ordinary guests, making this Bathhouse supernaturally relaxing.

The nymph forestalls many battles simply by making the two sides lose interest. Adventurers may find their carefully planned raid disintegrating as key attackers suddenly decide not

to fight. However, if the party does manage to attack the Baths, or if the nymph's mind-probing spells reveal them to be a continuing threat, Peron and all his employees fight to defend their Sanctum. The nymph helps too, usually by casting "Scent of Peaceful Slumber." In the course of the battles, remember the slippery floors, boiling tubs and floating clouds of steam. These not only liven up Botches, they open up new tactics, such as Tackling enemies into pools and holding them under.

When Peron finds himself directly confronting a wizard, he calls for

certámen. He chooses Rego as his Technique and freely uses the *vis* in his sword and the pool of area 9. If defeated, Peron submits to any reasonable demand. He may answer questions, but refuses to give up any items from the Bathhouse, since they belong to Farad, not him.

If Peron wins, he expects his opponent to surrender, apologize and voluntarily pay some restitution chosen by a meeting of Covenant Urania. He then has Alshenka (see area 3) escort the adventurers to Urania with a written account of their behavior at the Baths. Alshenka uses her Entrancement and Hex abilities to keep the captives docile. She takes them to Ipyreia, the interim mistress of the Covenant. The prisoners must finance the journey across the Black Sea.

If the Bathhouse staff captures adventurers who are not wizards, Peron does not disguise his inclination to kill them. He keeps them bound within his wizardly chambers (room 9 of the map key). However, the nymph undermines his resolve, buying the prisoners three days. During this period, the slave Grigory attempts to free them, on the condition that they go with him to Bovoro Vlad. See room 6 on the map key for more details.

SPRING NYMPH

Magic Might 30

Characteristics

Int +2

Combat

Special—see description below

Personality Traits

Yielding +2

Willful -2

Abilities

Notes of a Delightful Sound, MuIm 15, as per spell

Peering into the Mortal Mind, InMe 30, as per spell

Trust of Childlike Faith, PeMe 10, as per spell

Calm the Motion of the Heart, PerMe 15, as per spell

Passion's Lost Feeling, PeMe 20, as per spell

Confusion of the Numbed Will, ReMe 15, as per spell

Scent of Peaceful Slumber, ReMe 20, as per spell

Induce calm and lack of ambition: no tangible effects, except as affects role-playing, perhaps to include appropriate personality rolls, and long-term plans.

This spirit draws her power from the soothing, fluid properties of warm water. She can dissolve the will of mortals, and like her element, will flow wherever stronger forces direct it. The nymph makes no attempt to resist spells of control. A spontaneous spell (ReAq) to

command her is only fifth level. However, no matter how carefully enchanted, this nymph bemuses her master with spells of calm and lassitude.

The Spring Spirit has no physical form. She manifests herself only in the water of the Baths, and certain enchanted foci such as statues and fountains. The nymph can see, hear and speak, but is absolutely invisible and intangible, except through her actions. The adventurers cannot physically destroy her except by tearing down the whole Bathhouse and polluting the springs underneath, but they can keep her from appearing in a given area by destroying the focus. The spirit cannot leave the Bathhouse grounds, even if adventurers carry one of her foci elsewhere.

Nobody has sacrificed to the nymph in centuries. If the adventurers make an offering of olive oil in one of her pools, she feels deeply honored. Whoever made the offering senses a warm aura of gratitude, and may hear a murmuring thanks from the water. After this, the Spring Spirit will do anything the party asks unless it involves direct confrontation with an enemy. However, she will also still obey Peron. When her masters give contradictory orders, she tries to cast "Passion's Lost Feeling" on them both.

The Spring Spirit can cast her spells on anyone who is wet. She suffers no fatigue for using magic.

MAP KEY

1. Lobby

Upon entering this spacious chamber, adventurers feel the humid air of the Bathhouse. Artwork covers the walls and pillars of this room, but one scarcely notices it among the milling crowds. Patrons linger before or after entering the Baths, servants wait for masters, vendors offer their wares. Assume that 15 people are here when the party arrives.

At the center of the room, one sees an effigy of Homer. This startlingly realistic statue shows the poet with his hands folded and his beard hanging askew, undoubtedly composing an epic. It is not a flattering depiction. Homer's hair grows thin in front, wrinkles score his face, and he stares ahead aimlessly, for tradition holds that Homer was blind.

Tradesmen sell olive oil, grapes and figs around the statue. They do not

SERVANTS AND BYSTANDERS

The following statistics apply to servants and bystanders throughout the Bathhouse.

Bystanders: Although unarmed and not specially trained for combat, one-third of the ordinary Bathhouse patrons in any room will assist the Bathhouse Servants in a fracas. They have no unusual statistics. The rest of the bystanders run. The fugitives alert the city guards, who arrive in 3-30 minutes (roll the ten-sided die three times). See Byzantine Notes for details on the guards.

Bathhouse Servants (12): The Bathhouse servants look lithe and capable. They dress in loose tunics with cloaks and remain clothed, even in the bathing rooms. Each servant has a staff nearby, intended for walking but equally useful in a fight. The Baths employ six maidservants and six manservants. During the morning, only female servants work in the Baths themselves. In the afternoon, the opposite applies.

The workers in the bathing rooms are paid servants, not slaves. They whisk about performing their duties, and do not waste time talking

with guests. If accosted and asked about Farad or Andros, they curtly explain that Farad owns the Bathhouse, and Andros was one of his slaves but both of them are travelling now. They left, "rather abruptly, some months ago." The servants pride themselves on knowing as little as possible about the magic and pagan rituals of this facility.

Enc 0

Characteristics

Str +1 [Manservants only]
Dex +1 [Maidservants only]

Combat

Attack/Staff: 1st +9—Atk +6 [+7 for Maidservants]—Dam +8 [+7 for Maidservants]
Defense/Staff Parry: +10
Soak Total: +0
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: +0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities

Staff Attack—4
Staff Parry—3

Personality Traits

Brave +1
Cowardly -1

These servants can explain several regimens of bathing in steam, hot water and frigid pools. None of them involve entering any rooms but the Caudarium, Tepidarium and Frigidarium.

Anyone who searches other people's clothing must attempt a Stealth + Quickness roll with an Ease Factor of 6. If it fails, someone notices, and runs over sputtering with indignation. Then all the patrons in the room turn on the thief. They intend to beat him severely and then turn him over to the city guard. Stealthier pickpockets find one of the items from the list below. Adventurers must pass a separate roll to get each item.

- Purse of 15 silvers.
- Tiny brass statuette of Zeus, wielding a thunderbolt.
- Pouch of worthless "magical" herbs and figurines.

3. Caudarium

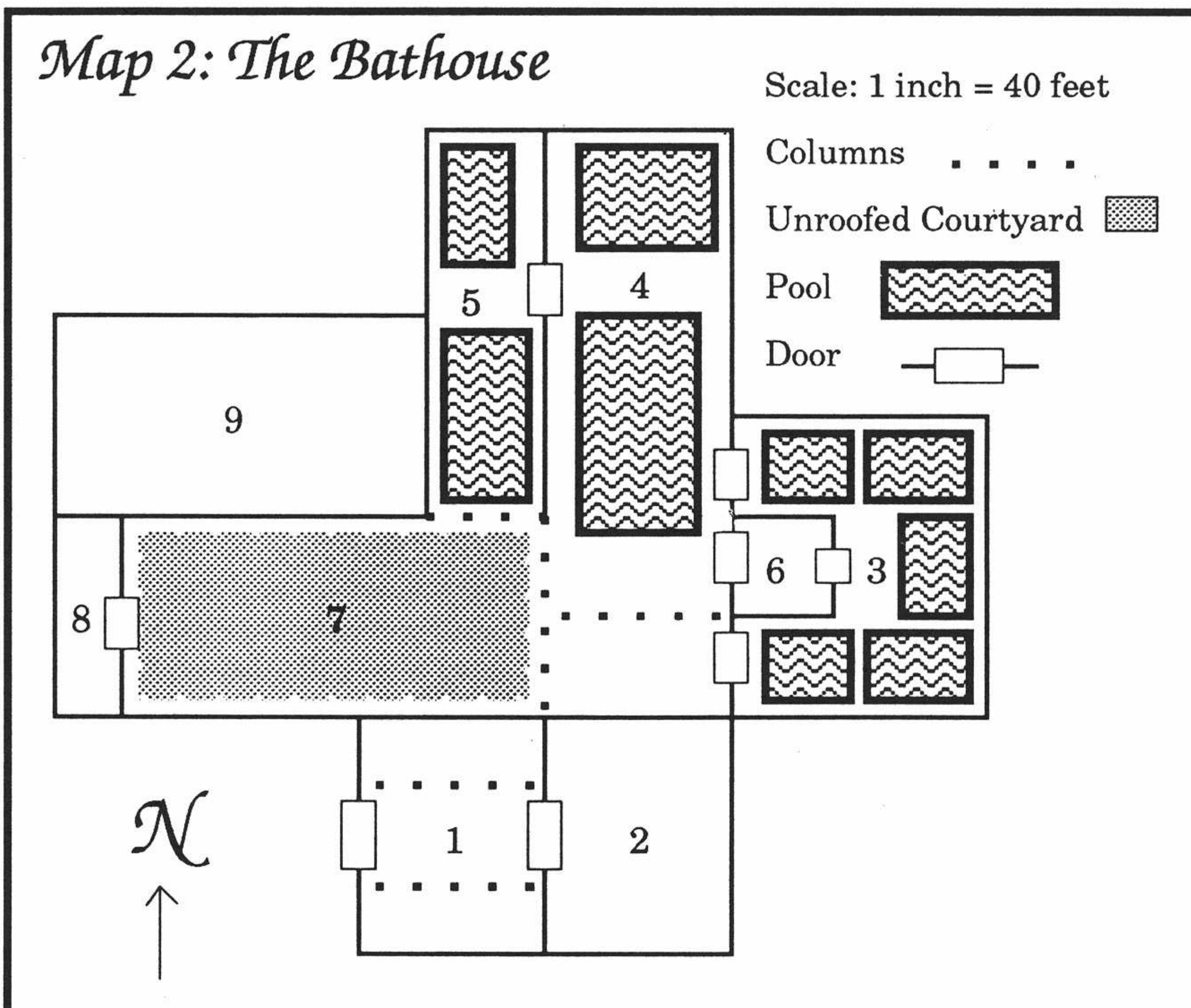
Steam billows through this room. Pink, sweating forms move about in the steam, occasionally descending into one of the pools, which are hot. Those not accustomed to the stifling heat must pass a Stm roll with an Ease factor of six or drop a fatigue level (Short-Term fatigue). Furthermore, anyone who walks through the steam of this room becomes wet enough for

shout and wave the way they might outdoors, but adventurers cannot avoid passing their tables. Figs cost half a silver per bunch. Grapes cost one-quarter silver per bunch. Olive oil comes in either clay flasks, worth half a silver, or small kegs, costing one silver each. The patrons use this oil as a substitute for soap, and on food. It does not burn well.

Five Bathhouse servants sit at a desk by the dressing room, collecting a fee of one silver from each guest. A coinbox is anchored to the floor and holds 500 pieces of silver.

2. Dressing Room

This room branches into a myriad of alcoves, each one containing a damp stone bench and rack for clothing. Adventurers find six patrons here. Two bathhouse servants move about, to protect people's possessions and conduct guests to the bathing rooms.



ALSHENKA

Description: An immensely obese peasant girl, Alshenka suffers from flashes of pain in her joints. Her grandmother paid for her to visit the Baths of Zeuxippus, hoping for a cure. Alshenka still has the disease, but after an encounter with the spring nymph, she became convinced that her ailment is not a sickness, but a call from the god Zeus to become an oracle. Fortunately, she told Farad and not a priest. He asked to keep Alshenka as a servant, and her family, having no use for a sickly, unmarried child, agreed.

In order to defend the sacred Baths, Alshenka has become a proficient wrestler.

Role-Playing Tips: Alshenka speaks in a thick-tongued voice, with the poor grammar of a peasant. This girl speaks with quiet fervor about the pagan gods, although she retains enough common sense not to mention them before anyone who might denounce her to the Church. The adventurers should worry that she really does have powers as a heat priestess—and indeed, maybe she does.

Cnf 2 Age 17

Characteristics

Int +1 Str +1 Prs +3
Per +2 Stm +3

Combat

Unarmed: 1st +3—Atk +3
Defense: +0
Soak Total: +2
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities

Brawling—3
Entrancement—4
Hex—3
Speak Greek—3
Visions—3

Personality Traits

Obsessed (with role as priestess)
+1

EPIRUS

Description: A bearded man with a mangled nose, Epirus formerly worked as a dealer in relics. He was no charlatan—although his artifacts were worthless, Epirus actually possessed a magical talent. However, he had to abandon that career after an accusation of simony (the crime of attempting to sell divine power). Stripped of his livelihood, he considered becoming a monk, but then discovered that even without his ikons and artifacts, he could still perform minor feats of magic. Epirus then began his practice as an enchanter. He blends Christian mysticism with pagan rituals to awe his clients.

Role-Playing Tips: Mumble mystical benedictions in a hollow, fervent voice. Then ask to be paid. Epirus is genuinely religious, but he honestly does not understand the contradiction between spirituality and hucksterism.

Characteristics

Per +1 Str +1 Qik +1
Per +2 Stm +3

Combat

Unarmed
Defense: 0
Soak Total: +2
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities

Brawling +3
Healer +2
Entrancement +2
Speak Greek +3
Visions +3

Personality Traits

Avaricious +1
Mystical +1

the Spring Spirit to cast spells on him.

Most bathers pant for a few minutes in the steamy room, then move into the more pleasant Tepidarium. However, one of the two Bathhouse seers are always here, oblivious to the heat. During the morning, the witch Alshenka reclines in a pool, kicking the water with her feet, oblivious to its near-boiling temperature. In the afternoon, a medium named Epirus sits unmoving against a cool stone wall, beads of condensation pouring over his body like some parody of sweat.

These hedge wizards do nothing to solicit customers for their services. However, people throughout Byzantium know them as fortune-tellers. The hedge wizards charge four silvers for their services. They drop the money into a near-boiling pool, which causes +5 damage per second to anyone who dips his hand in. Long practice enables one to resist the heat, and the mediums can fish their coins out unharmed. The pool currently contains 28 silvers.

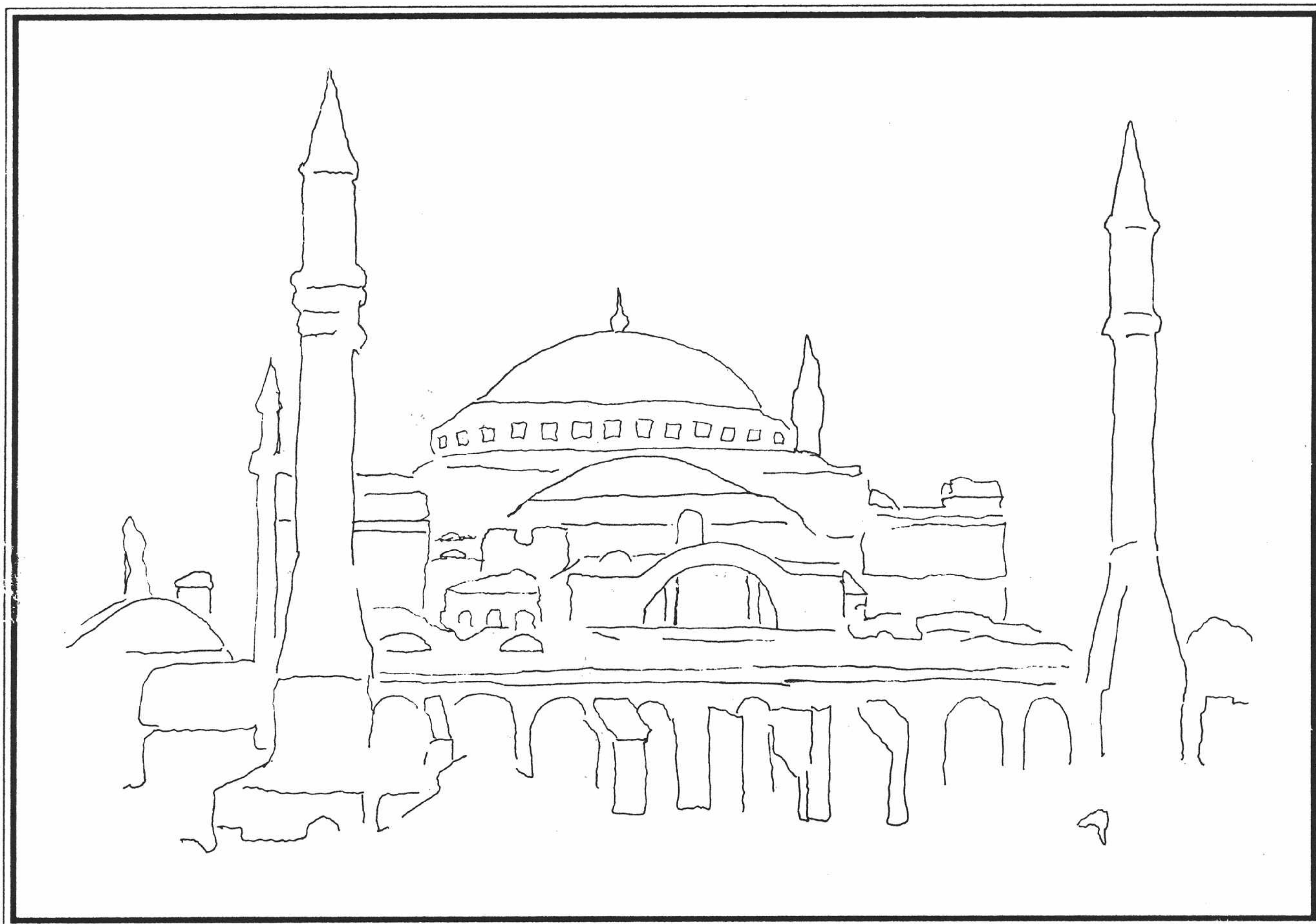
4. Tepidarium

Graceful statues overlook the lukewarm pools of the Tepidarium. Through a row of marble columns, one

can see the open courtyard, with its grazing bulls. (See area 7.) A bas-relief on the walls depicts an enormous marble face, its curling hair tossed by the wind, and its blank eyes staring at occupants. Bathers like to linger in this pleasant room, discussing matters of local interest or wandering out to the gardens and courtyard.

The Bathhouse spirit inhabits the bas-relief face. She uses her spells to lull the bathers, and spy on them for the Bathhouse owners. Not only can she see and hear through the statue's eyes and ears, this being can cast "Peering into the Mortal Mind" on anyone who is wet. Normally, the spirit reports her discoveries to Peron (see area 11) at the end of each day. If she discovers that the adventurers intend to free Andros, this being leaves to warn her master at once. People in the room may observe a sudden deadening of the statue's features—without the spirit, it no longer looks quite as animate. One must pass a Per + Int roll with an Ease Factor of 8 to notice. Then the inhabitants of the Baths begin their defense, as described above.

This room contains ten patrons when the adventurers arrive. Anyone who mingles with them hears a flood of Constantinople gossip. Much of it



deals with the guilds or the Church Fathers, but the topic of conversation always drifts back to the supernatural. The Bathhouse attracts superstitious folk, and all patrons know the rumors of its pagan heritage. All know that Alshenka and Epirus (see room 3) have supernatural gifts, and sell their powers for silver.

5. *Frigidarium*

The marble pools of this room contain clear, chilly water. An artificial waterfall cascades down the room's southwest corner. The fountain conceals a gap between the wall and ceiling which allows one to crawl through a secret passage into area 9. All who pass through must undergo the scrutiny of the Baths' nymph. If the adventurers seem to have business within, the nymph admits them but she tries

to keep her master's enemies out. No sacrificial offering can convince her to let openly hostile adventurers past, but she will yield to magical control as usual. Anyone who plunges into the icy water against the nymph's will must pass a Stm roll with an Ease Factor of 8 or suffer paralysis for 1-10 minutes. Victims tumble into area 7, limp and helpless.

6. *Furnaces*

Slaves must continually stoke these stone fireplaces, to heat the water for this Bathhouse's Caudaria. Two bondsmen labor here. One hired Bathhouse servant supervises them, and fights off any attempt to free the slaves. The slaves do not participate in battle. In battle here, the Bathhouse servants attempt to tackle their foes into the copper cauldrons of boiling water. If

they win any Tackle attacks, the victim suffers +10 Dam from being pressed against the metal pans or actually toppled into the water.

One of the slaves, a man named Grigory, surveys rescuers with wide eyes of awe. Andros prophesied to him that the adventurers would come, and now, his prediction has come true. He even named how many adventurers there would be, and what possessions they would carry. (The Storyguide should fill in exact details to match the party.) If asked about Andros or Farad, Grigory replies, "Gone...gone, good master. 'Twas months ago, that Andros warned his master to go East. And why did he warn them? Oh, masters, Andros foresaw your coming, and wanted his master gone before you arrived. He predicted it almost to the day!"

GRIGORY

Description: A downcast man with cleanshaven cheeks and grayish skin, Grigory feels that he owes his life to Andros. The reason comes from an episode many years ago, when all the slaves had the fever and Grigory lay on the verge of death. Andros assured him that he would not die. Grigory murmured some word of delight, but Andros simply shook his head. "Thank me not. You shall recover, but your brother will die." The next day, Grigory felt far better. But even as Andros predicted, his brother expired.

Role-playing Tips: Mumble in a resigned voice, and look away whenever someone meets your eye. Grigory has completely acquired the ways of a slave. Even if freed, he

tries to embarrass the adventurers with his show of servility. It is, perhaps, his unconscious way of taking revenge.

Cnf 0 Age 32

Characteristics

Stm +1

Combat

Unarmed

Defense: +0

Soak Total: +1

Body Levels: OK/0/-1/-3/-5/Incap.

Fatigue Total: 0

Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities

Servant Skills—1

Personality Traits

Resentfully Servile +2

Andros gave not only a prophecy but a command. He instructed Grigory to bring the visitors to Sukhumi, where they must avoid all contact with people and proceed directly to the tower of a wizard named Bovoro Vlad. Grigory shivers as he explains this order. He senses something sinister about Andros. Nevertheless, he nearly worships his fellow-slave and wishes to obey him. If the adventurers refuse, Grigory insists on going before Bovoro Vlad alone unless physically restrained.

The other slave, an indentured servant named Barbarus, tries only to avoid the adventurers. His term of servitude ends in three months and he does not want to do anything which might endanger his release.

7. Courtyard

No roof covers this green sward. Four coal-black bulls graze among the marble columns and shrubs, in full view of the bathers. Each one is tethered to a pillar, but the animals' presence discourages bathhouse patrons from walking in the courtyard. Anyone who examines the grass and passes a Per + Scan roll with an Ease Factor of 8 finds traces of blood. The Bathhouse keeps these animals for rituals to invoke Zeus. Many of their sacrifices bring no discernible results, but

when the ritual attains a certain level of passion, the horns of the dying bull can accumulate Rego or Auram vis.

BULL

Size +4 Cun -2

Stm +10

Brave +3

Attack/Horns: 1st +8* Atk +7 Dam +24

Body Levels: OK, 0/0, -1/-1, -2, -5, Incapacitated

* Make one roll for both horns.

8. Servants' Quarters

This barracks contains beds and provisions for the 12 Bathhouse servants. When the adventurers arrive, they find five present.

9. Chambers of the Vis

The painted statues of these rooms seem both finer and more bizarre than any the party has yet seen. Stained-glass skylights provide the only illumination. Soft, multicolored lights fall on limpid pools, garish ikons and statues depicting Apollo, Zeus and He-

cate, the goddess of black magic. When the party arrives, it finds Peron here, collecting items from the shelves, wrapping them in tissue paper and then sealing the packages with wax. He will have either Epirus or Alshenka assisting him, depending on which one is currently in the Caudarium. (See area 3.)

Farad and his followers use these chambers as bedrooms, kitchens, libraries, conjuration chambers and temples all at once. One can find pantries and sleeping-pallets among the collection of artwork and occult devices. The pool contains four points of Aquam vis. It can produce another point of vis every month. As for money, the portable artwork would be worth 40 nomisma but it takes a Per + Evaluate roll with an Ease Factor of 6 to identify the valuable ones and a Com + Merchant roll to find a buyer. Apply a -5 penalty to these rolls if characters lack the needed skills.

Peron has already sent most of the truly valuable materials to Farad's new dwelling. He is currently wrapping the last ones. The packages contain few actual books, but their paintings and frescoed panels contain the same information as tomes with the following knowledge values: Creo 7, Rego 5, Aquam 10, Auram 10, Area Lore (Caucasus) 3. The Caucasian lore deals exclusively with certain spirits of Earth, Air, Fire and Water, who dress in Eastern clothing. They depict ways of imprisoning these beings in lamps, rings or bottles, but hint that the beings can take terrible revenge for their servitude.

Each package bears a colorful seal which reads as follows, in Latin: "Let the Officer of Customs know that these items have been duly taxed and examined. I charge you to ship them intact unto the port of Tmutorokan, where my master will receive them through his servant, Boniface. These parcels require no further examination. Woe to him who breaks the seals." Peron has not yet hired the sailors to ship these packages.

If the party finds some way to question Peron, either by force, subterfuge or friendship, he can tell them the following:

- If magi cordially request an audience with Farad, Peron can only suggest that they look for more informa-

tion at Covenant Urania.

- Farad has studied Arabic texts diligently for the past several years, and applied what he read to building a new tower, the Sanctum Saturnalia, somewhere nearer to the main Covenant in Krasnodar. He constantly consulted Andros about his project.

- Andros urged his master to move into his new laboratories, but Farad resisted until three months ago when they both abruptly left.

- Ipyreia acts as caretaker for the Covenant.

- Boniface, the old Consul now lives in a monastic cell of the main Cove-

nant. Farad and Andros allow him to feel useful by relaying goods and messages to them. (See chapter four.)

PERON

Description: Tall and painfully thin, even Peron's flowing robe cannot disguise his skeleton-like frame. He recently completed an apprenticeship under Boniface Magnifico, Consul of the Covenant. When his master showed his first signs of madness, the sorceress Ipyreia volunteered to take over Peron's training, but her patronizing offer only infuriated the apprentice. In private, he nursed his crazed master while in public, he bitterly defended the Consul's sanity.

Six months ago, Covenant Urania finally held a council to remove Boniface from office. As the Consul's apprentice, Peron had the duty of providing the most condemning testimony. Ipyreia, a Quaesitor, questioned him mercilessly, forcing him to reveal all the most humiliating episodes of Boniface's recent months. Despite his love for his master, Peron did not consider lying to the council. After Peron's testimony, Boniface abdicated.

Once the council ended, Andros quietly arranged for Farad to complete Peron's training, not Ipyreia. Peron feels deep gratitude to Farad and the slave. Since nobody tells him anything about the ongoing affairs of the covenant, he bases all his opinions on personal prejudice. Nevertheless, he understands Hermetic traditions and remains true to them.

In the grip of a paranoid dread of attackers, Boniface insisted that his apprentice learn the use of a broadsword. Peron never became skilled with this weapon, but he still wears one at his waist. Its pommel contains something more useful: five

studs of polished iron which each contain two points of Rego *vis*.

Role-playing Tips: Peron does not speak much, knowing that nobody will give him the respect he feels every magus deserves. When he does talk, he usually speaks under the pretense of representing his master. Peron feels an exaggerated loyalty to Andros, Boniface and Farad. He seldom mentions their names without mentioning that they are wise, learned and very good at chess.

Peron's respect for Hermetic councils, Tribunals, *certámen* and other obligations borders on the naïve. He has honed his skills at *certámen*, as the only legitimate way to defend his pride against elder wizards. If this sorcerer feels that adventurers have broken the Code of Hermes, he threatens to denounce them before a Tribunal. The Storyguide may decide whether the Tribunal listens to him, depending on whether this would help or hurt the campaign.

Age 31 Cnf 3

Characteristics

Int +2 Str -3
Per +1 Stm -2 Com -1

Combat

Attack/Broadsword: 1st +4 Atk +5
Dam +7
Defense/Broadsword: +4
Soak Total: -2
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities

Finesse—1
Concentration—1

Certámen—5

Magic Theory—1

Broadsword Attack—1

Broadsword Parry—1

Scribe Greek—2

Scribe Latin—3

Speak Latin—5

Speak Greek—3

Speak Italian—1

Hermes Lore—1

Parma Magica—2

Sailing—1

Magic Arts

Cr—0	An—0	Ig—0
In—1	Aq—10	Im—0
Mu—0	Au—3	Me—3
Pe—3	Co—0	Te—0
Re—9	He—0	Vi—0

Grimoire

Broom of the Winds (ReAu 15) +14

Control Nymph (ReMe 5) +14

Jupiter's Resounding Blow (ReAu 10) +14

Subtle Tongue of Poison and Purity (InAq 10) +13

The Call to Slumber (ReMe 15) +14

Thief of the Stolen Breath (PeAu 10) +8

Touch of the Pearls (InAq 5) +13

Wave of Drowning and Smashing (ReAq 25) +21. This is a specialized version of the spell which can heat water and send it flowing across dry ground. The boiling liquid inflicts +20 damage on anyone it touches. The water may spread over an area of dry land 15 paces by 15 paces.

Personality Traits

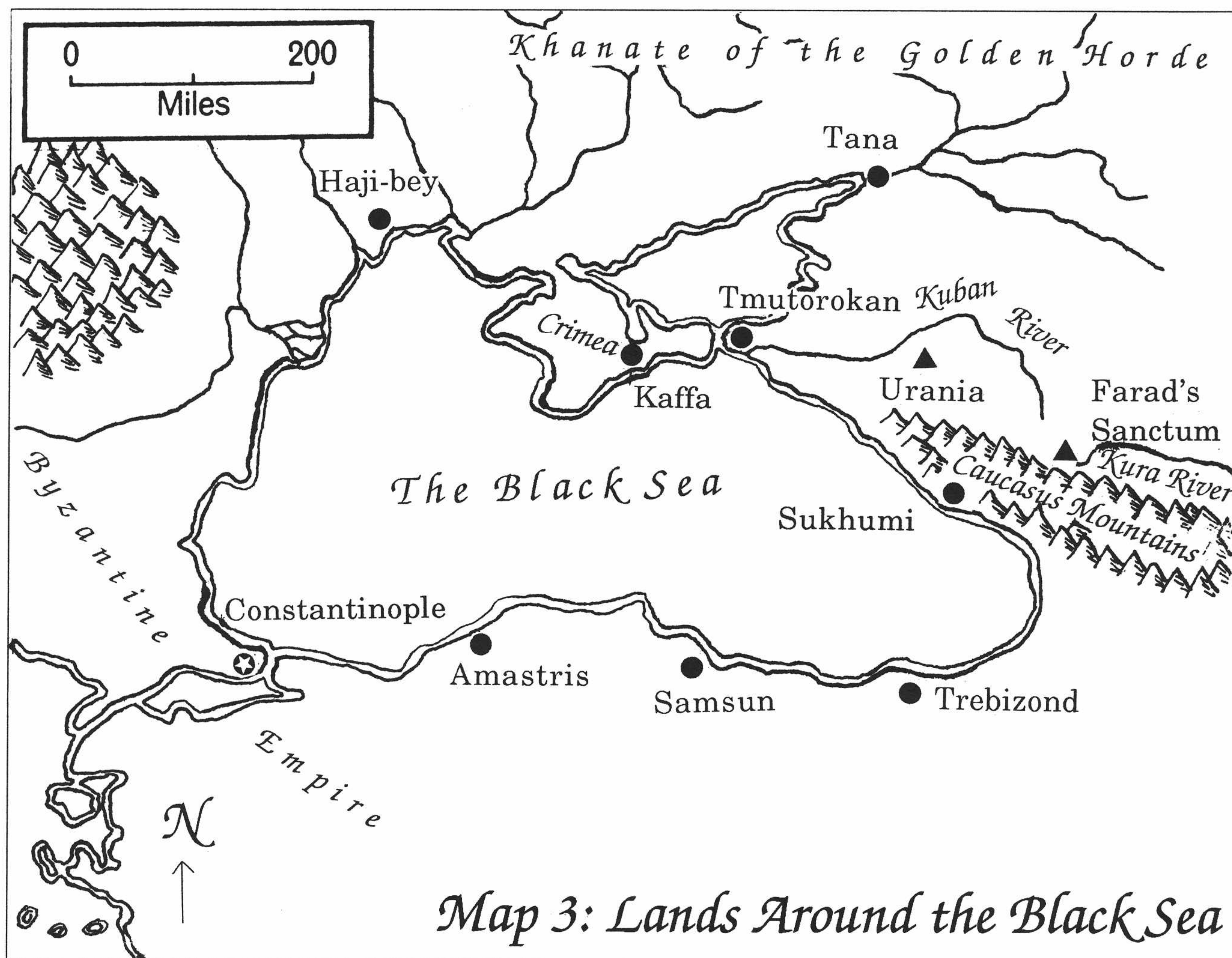
Proud +2

Loyal +2

Naive +1

Chapter 3

Travelling



After their encounters at the Baths, adventurers may pursue any of several clues, but all the possibilities lead across the Black Sea. Anyone investigating the covenant of Urania will wish to land at Tmutorokan, although if necessary they could walk to the covenant from another harbor, such as Tana. To find Bovoro Vlad, and, eventually, Farad, the party must go to Sukhumi. Eventually, they may also have to travel deep into the mountains, searching for Farad's fasting at the mouth of the Kura. This chapter covers the logistics and potential hazards of these journeys.

JOURNEY BY SEA

The sailors of Constantinople gladly talk to potential passengers. Vessels of every description traverse the Black Sea, to buy grain and salt from the Crimea and Tana, or cottons, silks and fine leather from Trebizond, a waystation on the Silk Road. Sailors live well on their trade, and the ports have a prosperous, businesslike atmosphere. Salt, spices and exotic fabrics are traded here, not to mention slaves. The typical ship-master owns a tiny caique, felucca or bark with a large sail and about 15 crewmen. Huge Genoan galleys with about 200 men also ply the trade routes.

Passage on the normal trade routes costs three nomisma per person, or nothing for strong men willing to row in a galley. However, merchants do not usually stop at the places adventurers need to go. It costs an extra 15 nomisma to stop in Novorissk, and an extra 25 to land at Tmutorokan. Alternatively, sailors are superstitious, and if the party offers a magical blessing for their ships, few ship-masters can resist. The Storyguide, of course, must decide how much the spell adventurers offer seems worth. These sailors are crafty enough to insist that the magi work their magic before the journey begins.

As the map shows, the party may have to travel for hundreds of miles across the water. For purposes of this trip, assume that a ship can cover 150 miles per day. Therefore, a trip from Constantinople to Sukhumi or Tmutorokan lasts about one week, and a trip between Tmutorokan and Sukhumi requires about 36 hours of travel. The following list includes some maritime events which the Storyguide may flesh out to keep the adventurers alert while at sea.

- This encounter happens to adventurers who row in a galley.

One of the adventurers finds himself rowing next to the coughing victim of a lung infection. The second day of the voyage, the adventurer finds himself barely able to draw breath. Every hour he rows, he must attempt a Stm roll with an Ease Factor of 10 to avoid losing a fatigue level. Victims require a day of complete rest and a Stm roll with an Ease Factor of 8 to recover each level lost. The galley-master, meanwhile, accuses the victim of malingering. "You're sick all right—sick in the *head* if you think that fools *me*." If the adventurer wishes to stop rowing, he must immediately pay full fare.

- This encounter occurs in the middle of the Black Sea, after the party leaves Constantinople for the East.

A tempest sweeps the sea. Waves buffet the ship and the dark sky turns the sea as black as its name. The storm is natural, and wizards can control it with "Quiet the Raging Winds" or similar magic. However, a turban-wearing steersman named Hafez pronounces that the genjii are angry, and some wizard must be at fault. Unless the party can calm the storm, panicked sailors attempt to throw any known magi into the sea.

A magician who has never mentioned magic before may attempt a Prs + Subterfuge roll with an Ease Factor of 9 to conceal his or her profession.

If nobody stops the storm, it ends after three hours, causing severe damage to the ship and delaying the voyage by two days. The crew sullenly abandons its attempts to kill magicians. However, the ship-master expects his wizardly passengers to pay

10 nomisma to cover repairs. He no longer considers magic a substitute for money.

Anyone who talks to Hafez in a calmer moment discovers that he is a Levantine Christian of Arab blood. His people have many tales about wizards, and Hafez seems uncannily informed about magic. He has heard of Covenant Urania, and knows that the genjii have performed great services for it in the past. The magi seem to expect such gifts again. Hafez spits and mutters, "Wizards can be fools. Don't they know what happens when you go to the well once too often?"

Hafez has the statistics of any other sailor (see below) but knows Occult Lore at +3, Hermes Lore at +0 and Direction Sense at +4.

- This encounter occurs about two miles from shore as the ship sails along the coast of the Black Sea between Sukhumi and Tmutorokan.

Fog blankets the sea. The sailors laugh about it, asking adventurers if they enjoy the view, but despite their jokes, the mariners know that the mists conceal a nest of perilous underwater rocks. A magician may dispel the fog with a spontaneous Perdo Auram spell of 15th level. Wizards may devise other systems of avoiding danger, such as using magical senses to find rocks (a 10th level spontaneous Intéllego Terram spell). Anyone with Premonitions should get a roll to detect them with an Ease Factor of 14. Unless somebody does something the Storyguide considers effective, the ship grinds to a halt among hidden stones. Its hull buckles and cracks.

There is a remote chance that someone can repair the hull while a magus frees the ship with "Stone to Falling Dust," "Creeping Chasm," or some other powerful Terram spell (at least 30th level). If adventurers suggest this, the sailors accept eagerly, hoping to save their ship, but whoever supervises the repairs must pass a Per + Carpentry stress roll with an Ease Factor of 12 to fix the hull. Supervisors who lack carpentry have a penalty of -6. If this roll fails, the ship rolls over and sinks the moment it reaches open sea.

People on the ship will probably need to build a raft. This requires a

Dex + Carpentry stress roll with an Ease Factor of 10 + 1 per passenger + 1 per day's rations carried. The ship has three days' rations for its passengers and crew. Multiple workers may combine their scores for a single roll. If nobody has carpentry, modify the roll by -4. The Storyguide should make this roll secretly because if it fails, the raft looks normal but breaks up a mile from the ship. For purposes of this adventure, these rafts travel about one mile every two hours.

TYPICAL SAILORS

Whether Constantinople merchants or Black Sea fishermen, these swarthy mariners know the sea. They also know the ways of business and welcome paying passengers with the broad smiles of accomplished traders, although they reserve their real friendship for old shipmates. Most of them feel particularly conscious of magic, and do not wish to pass up any spell which might help them survive on the dangerous sea. However, their fear of black magic outweighs their interest in charms.

Enc 0

Characteristics

Str +2

Stm +2

Combat

Attack/Shortsword: 1st +6 Atk +8

Dam +10

Defense/Shortsword: +6

Soak Total: +2

Body Levels: OK/0/-1/-3/-5/Incap.

Fatigue Total: 0.

Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities

Area Lore +3

Boating +4

Brawl +4

Carpentry +1

Shortsword +4

Shortsword Parry +4

TOWNS

The adventurers may stop at several Black Sea towns on their travels, notably Tmutorokan, Tana, and Sukhumi. All are dusty communities with an atmosphere mixing the Central Asian and Middle Eastern; the ancient influences on these regions range from the Greek to Muslim and Mongol. No major encounters occur here, but the Storyguide may play through some meetings at docks or inns. Consult chapter four for more notes on Sukhumi.

The population of Tmutorokan and the others is never large. However, the towns contain a bewildering mix of inhabitants which includes Moslem shopkeepers, Christian merchants, local fishermen, sword-bearing nomads in tribal dress and bandits selling their booty. A veneer of cosmopolitanism covers nearly universal suspicion. All transactions take place at a strictly mercantile level. Use the Typical Sailor statistics, above, if the adventurers get in a fight with anybody.

Adventurers may wish to replenish

supplies or look for information in these towns. Provisions cost five silvers per person per day. A pack mule costs 100 silver. Adventurers may hire fishing boats at the same rates mentioned for sailors in Constantinople. Adventurers who ask questions about Covenant Urania should attempt Com + Folk Ken rolls with a Target Number of 7. If they succeed, they learn something from the following list.

- Anyone the party meets knows that the wizards congregate at the hermitages in the desolate Caucasian foothills and can direct the party there.

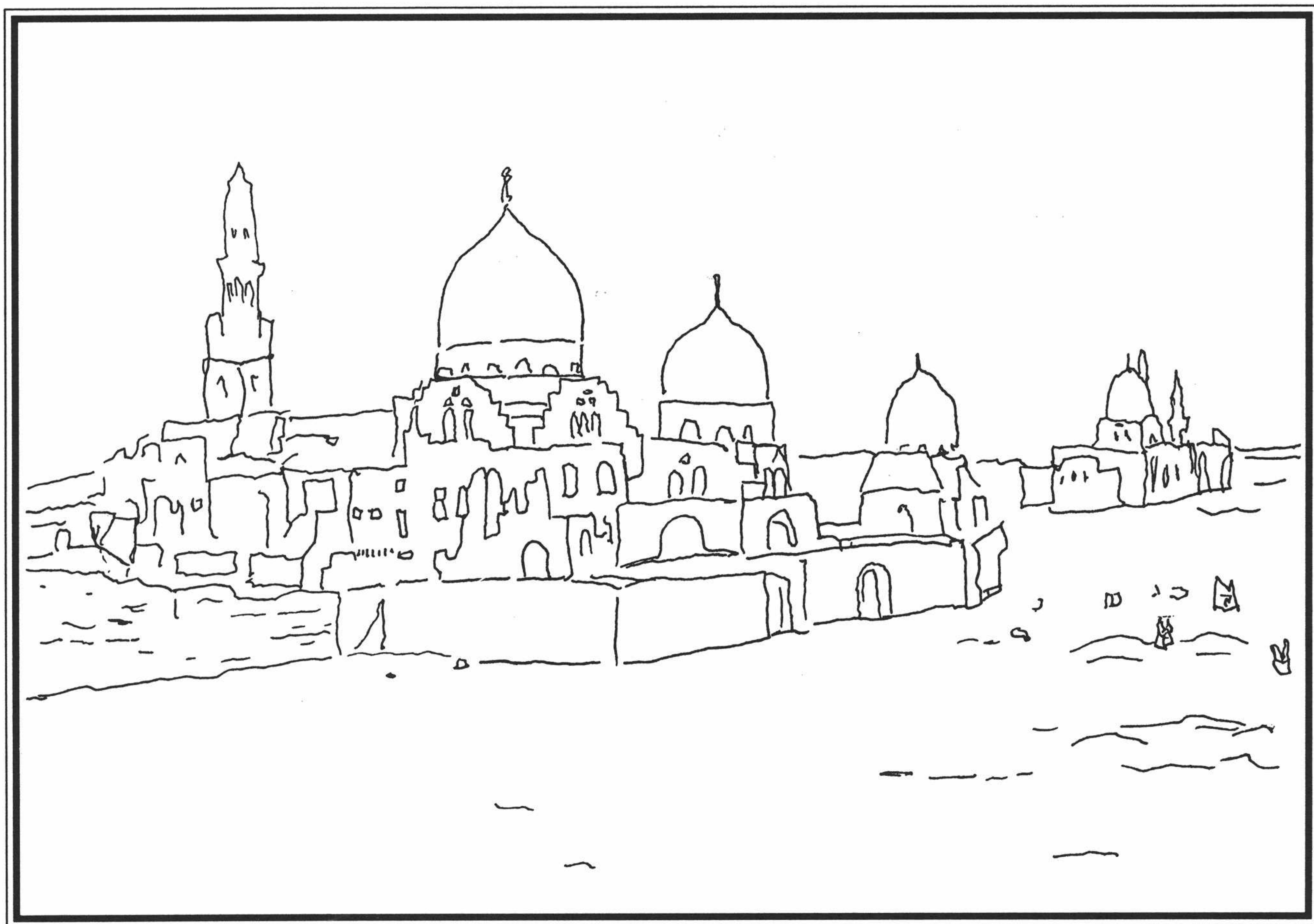
- People in Tmutorokan know that a wizard named Boniface often collects shipments from Constantinople at the port. Boniface lives in the hermitages mentioned above.

- The party meets a pair of brothers from Sukhumi. They grow very agitated if anyone mentions wizards and finally dart off. Somebody nearby explains that there's a magus named Bovero Vlad there, "whom the simple folk durst not mention."

- The party meets a red-faced peas-

ant woman of about 30, who appraises them with an icy gaze. She tells the party that, "The wizards are all mad, if you ask me." If asked for more details, she can add that "Their king lost his wit, and the Abbey had to take him in like any poor idiot." She also knows that the wizard in Sukhumi is named Bovero Vlad and that he goes around "Mumbling about penance and conjuring hellfire." The woman concludes, "Every one of them is in the grip of something stronger, like sheep going to slaughter."

- A long-haired horseman with Tartar features grunts that he has seen wizards "busy as bees" building a stronghold in the mountains. He could not guide the party there, but he knows folk who might. If the adventurers announce their intentions to find these people, the horseman gives a long, coarse laugh, which he refuses to explain. The people he mentions are brigands, who rob all travellers, but they may indeed help the party. By following this man's directions, adventurers can find the bandits mentioned under "Journey By Land," below.



JOURNEY BY LAND

Adventurers must cross several tracts of Caucasian wilderness. The map shows what sort of landscapes they must contend with. Clear areas are steppes. They constitute Light terrain for travelling purposes (page 152, **ArM** rules). They represent expanses of brown, flat grassland. In Rough terrain, the steppe gives way to rocky crests and dense copses which are Hard to travel through. Mountain and marsh terrain are Very Hard, and represent craggy peaks and broad, flooded plains, respectively.

The Storyguide may introduce the following events into travels as desired.

- Adventurers come upon a herdsman village. The ambience seems almost the reverse of that in the coastal towns. People here have not seen strangers in decades, and the arrival of travellers excites everyone. Peasant wives, children and bearded young men press forward, admiring the party's possessions and asking about their journey.

Assuming the adventurers respond politely and perhaps give some minor gifts, everyone welcomes them. The burly village "tamada," or toastmaster, invites them and most of the neighbors to his house for the evening and butchers a goat in the visitors' honor. He then spends the evening telling stories and engaging guests in drinking contests with the sweet, barely alcoholic Caucasian wine. Adventurers must pass a stress roll of Stm + Drinking with an Ease Factor of 18 to beat him. (He's had practice.) When the adventurers leave next morning, people bring them two days' worth of provisions in goat cheese and dried fruits.

Village storytellers know the tale of Covenant Urania's founding and know that the genjii have sworn an oath to give the next Consul a mighty gift.

- The adventurers lose their way and walk in a random direction. Roll a die and assume that on a 1-2, they go north; on a 3-4 they go south; on a 5-6 they go east, on a 7-8 they go west and on a 9-10 they go in the opposite direction of where they wanted, whatever

that might be. Travellers may not notice this error until they arrive somewhere completely unexpected. Direction Sense, Premonitions and other special skills may help adventurers extricate themselves.

- The adventurers pass a few withered corpses, strategically propped where travellers cannot avoid them. Shortly thereafter, a rider approaches at a gallop, his padded jacket flapping against the horse's flanks. He shouts a demand for the party to yield. If the party resists, he offers to engage an adventurer in single combat. In case the whole party attacks him, he has ten mounted companions behind a crest 200 yards away. If the party surrenders, these raiders take valuables, and some, but not all of the adventurers' food. These bandits consider themselves not criminals, but gallant warriors, and they do not behave wantonly. All are devout Muslims, who carry copies of the Koran on their saddles.

If the adventurers reveal that one of them is a wizard, these bandits kneel to do homage. They still rob the party, but one long-bearded bandit assures the magus, "Today I come as your misfortune. But if Allah wills our paths to cross again, you may call on me as your friend." Magic is one of the few things these men really fear, and therefore, they respect it.

The bandits know of a "Golden Wizard" who is currently building a tower in the mountains. They hate him, because they have heard a rumor that he is neither a Christian nor Muslim nor Jew, but a follower of the accursed heathen gods. If the party describes its errand, the bandits shout their support. Their tribal tradition holds that one may kill a man but never enslave him. With some clever role-playing and whatever Social Skills rolls the Storyguide considers appropriate, these lusty horsemen may become the party's close allies. They can get adventurers into Farad's domain...and help the party escape.

These bandits cannot actually find Sanctum Saturnalia but can lead the party to "the Wizard's servant," Bovoro Vlad, near Sukhumi. See chapter four for details.

TRAVELLING

The bandits have three days' worth of food. They keep their booty wrapped in black woolen cloth, and it includes three lustrous golden rings worth five nomismas each, a box of rare peppers worth 100 silvers, and a filigreed dagger worth 20 silvers. They also have eight extra horses, with standard statistics, but an excellent blend of courage and training. At the command of the bandits, they would carry even a wizard. This may prove invaluable in an escape from the genjii.

BANDITS

Enc 0 (Gear on horse)

Characteristics

Str +1 Dex +1

Stm +1 Qik +3

Combat

Attack/Scimitar (Broadsword): 1st
+10—Atk +9—Dam +11

Self Bow: Rate +6—Atk +3—Dam
+8

Defense/Scimitar: +6

Soak Total (Hard Leather Hauberk): +6

Body Levels: OK/0/-1/-3/-5/Incap.

Fatigue Total: 0

Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities

Area Lore (Caucasus)—3

Intimidation—3

Ride—5

Scimitar—4

Scimitar Parry—4

Survival—2

Self Bow—3

Chapter 4

Covenant Urania

This chapter covers what happens when the adventurers finally start meeting wizards, either at Tmutorokan or Sukhumi. The party may gather more information and react as it chooses to the power struggles within Urania. Furthermore, whether the adventurers intend it or not, events in this chapter determine the manner in which they actually meet Andros and Farad. By joining the plots of certain wizards, adventurers can approach Farad's tower with an idea of what to expect. Bovorov Vlad, conversely, intends to cast them unprepared into the land of the genjii.

Urania is a covenant of the Order of Hermes, in the Tribunal of the Levant (see *The Order of Hermes*, from *Lion Rampant*, p. 48). It has extensive connections with the Theban Tribunal, which covers the Byzantine Empire, and sporadic communication with the Novgorod Tribunal to the north; but otherwise it is quite isolated from European matters.

THE HERMITAGE

The shadowy windows of Covenant Urania peek from limestone bluffs, where the magi live in tunnels which burrow through the stone. Monks have similar dwellings throughout the area, and Urania's wizards encourage common people to think of them as religious hermits. The entire cavern complex has a magic Aura of +2. Grogs survey the surrounding region from upper windows, giving Urania a Watch score of +2. (See *Covenants*, from *Lion Rampant*, for more details on Watch.)

When the party arrives, five grogs dressed in gray monkish cowls greet them and ask their business, using voices which sound far too soldierly for meek men of God. Once the guards recognize Basil, or ascertain that the strangers have some affiliation with the Order of Hermes, they call for a ladder to allow visitors in. Ipyreia formally welcomes guests to the cove-

nant. She announces that since Basil invited them, they should expect to stay in his chambers.

At Urania, the party may arrange meetings with wizards, to spy, converse or conspire. Currently, they can find the magi Ipyreia, Katerina and Boniface the ex-Consul here. Several more magi belong to this Covenant, but dwell in Sanctums elsewhere, glad to avoid petty politics like the ones which dominate this adventure. The Storyguide should use the boxed text to role-play the members of the covenant, keeping in mind that these magicians are not necessarily either allies nor adversaries for the party. Everything depends on the way adventurers choose to approach them.

Needless to say, the wizards and grogs of Urania ruthlessly defend themselves against overt violence, temporarily discarding all personal grievances to support one another.

BASIL'S RETURN

When the party reaches Urania, Basil becomes embroiled in an affair which the adventurers may misinterpret completely. The sorceress Katerina begins trying to arrange a private rendezvous with him. Since the adventurers stay in Basil's room, they witness several of her visits, and if they ask about it, Basil evades the subject with insincere smiles. Basil hates and dreads Katerina. The sorceress wants information and knows she can intimidate him.

Unless the adventurers maintain a guard on Basil, Katerina catches him in a library within a day of his arrival at Urania. He cowers before her. As the sorceress snaps out questions, Basil tells her all about his plan to free Andros, and the course of events thus far. Katerina has no intention of letting her rival obtain Andros or any other tool for controlling genjii. Therefore, she informs Ipyreia of the attempts to free Andros, portraying the quest as an attempt to usurp the seat of Con-

sul.

At this point, the party may avoid much trouble by quietly making accommodations with Katerina and possibly Ipyreia. See the boxed text for descriptions of their motives and interests. If the party fails to intervene, Ipyreia bans any expedition to free Andros. She formally requests that the members of outside covenants desist from such exploits here. If the adventurers defy her ban, she, Katerina, and Boniface use spells to harass them now and eventually request restitution from a Tribunal. The Storyguide may develop this into a future adventure.

THE PARTY ON TRIAL

If the adventurers come here to report for judgment after invading the Baths, Ipyreia calls a covenant meeting to take place in three days. During that period, she and Katerina approach party members privately to ask what the adventurers had in mind at Zeuxippus. The Storyguide should role-play them using the guidelines in the boxed text. If the adventurers can convince these women that the quest to free Andros dovetails with the two sorceresses' own plans, then they speak on the party's behalf.

Basil automatically supports the adventurers, while Boniface, who owes a debt of gratitude to Farad and Peron, automatically opposes them. Ipyreia and Katerina vote against them unless the adventurers give them a reason not to. Bovorov, Farad and Peron, who are not present, cannot vote. If the majority supports the adventurers, this council moves to excuse the adventurers of wrongdoing. In a tie, it requires the party to compensate Peron and Farad for any damage to the Baths, plus an extra five points of *vis*. If the majority opposes the party, the magi of Urania command adventurers to pay compensation, ten points of *vis* to Peron and twenty points to the covenant and then and return west as

Map 4:
Covenant Urania



KEY

Scale: 1 inch = 40 feet

Door 

Cliff Face 

COVENANT URANIA

quickly as possible. If the adventurers defy covenant judgments, the magi of Urania call for a Wizards' March.

COVENANT LAYOUT

Entry

Covenant Urania sits at the junction of two bleached precipices. Built 50 feet above ground, the Covenant gate may appear unguarded, but is actually a deathtrap for invaders. The covenant's grogs can pour arrows from windows in the cliffs on either side. Ten stand guard positioned within each cliff, while five wait at the foot of the cliffs to greet strangers. A final warrior waits at the gate, ready to lower a ladder for guests.

Anyone trying to reach Urania's gate without a ladder must pass a Dex + Climbing roll with an Ease Factor of 12. It takes a minimum of five minutes to scale this cliff.

GROGS (36)

These warriors conceal their gear with what appear to be monks' robes. They can easily cast off these garments in combat. The five who receive guests carry only broadswords, but the others have self bows too.

Enc 4

Characteristics

Dex +1
Per +2

Combat

Attack/Broadsword: 1st +4—Atk +10—Dam +11
Attack/Self Bow: Rate -1—Atk +4—Dam +8
Defense/Broadsword: +5
Soak Total (Chain Curiass): +8
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: -4.
Fatigue Level: OK/0/-1/-3/-5/Unc.

Abilities

Broadsword—5
Broadsword Parry—4
Self Bow—2

Grog Armory

These cool burrows house the grogs. Ten off-duty warriors appear here at any given time.

Libraries

The narrow windows of this room admit slits of light which fall on the polished brass bindings of neatly organized books. Other rooms contain alchemical equipment and carved wands. Ipyreia keeps a final chamber as an office, with scribing-table and chairs. Nobody may examine the books without her permission.

Urania's library describes the history and treaties of Urania, as mentioned in the Introduction. This collection also contains tomes with the following scores: Cr 2, In 10, Mu 7, Pe 10, Re 15, An 8, Aq 12, Au 10, Co 13, He 6, Ig 3, Im 5, Me 7, Te 2, Vi 10, Legend Lore 3, Magic Theory 6, Hermes History 3, Humanities 6.

Katerina's Chambers

One feels a distinct chill in Katerina's chambers, compared to the outdoor sun. She blocks her windows with heavy tapestries and keeps all internal doors locked. One must pass a Dex + Pick Locks roll with an Ease Factor of 14 to pick these locks. Anyone who fails takes +3 damage from a claw of magic energy which appears out of thin air to pinch a thief. Illusionary venom drips from the claw, but has no effect.

Piles of boxes, bags and leather cases lean against all Katerina's walls. She collects twigs, chips of stone and other artifacts from throughout Byzantium and the Caucasus, for use in casting Summoning the Distant Images. One golden coffer even holds bits of a tile roof from Cathay. Katerina's chambers also contain a private library with the following scores: In 4, Re 9, Im 8, Vi 12, Area Lore (genjii and local myths) 3.

Basil's Chambers

Basil owns a series of well-lighted cells, containing wooden furniture and a few Persian tapestries. He has a standard collection of laboratory glassware and other supplies.

Boniface's Cell

A long, dank tunnel leads down to Boniface's cell. Visitors receive the impression that they are descending into a tomb. The cell itself has several woolen hangings on the walls. Due to his madness, Boniface spends almost all his time here, apart from the other wizards.

Private Chambers

These tunnels lead to the locked chambers of various wizards and companions who play no part in this adventure. Anyone who peeks in sees a lizard scurry by. The passage contains a series of doors marked with wizardly runes requesting privacy. In the rooms, one finds beds, a few ikon paintings of the Virgin, and some odd stone instruments. None of these rooms has occupants unless the Storyguide wishes to invent some.

Salt Mines

The magi support their covenant by selling salt from these holes. Inside, angular cubes of rock salt blend with the filthy walls. One hundred well-treated slaves labor here. Most of these men worked on Sanctum Saturnalia, Farad's new tower, but although they know it lies in the mountains to the southeast, they could not find their way there again. The older thralls remember laboring alongside Andros, and either admire or despise him for his incredible luck. He is not a laborer but the personal servant of a magus, who has spent only days in the mines, and those by choice. Seven years ago, he voluntarily requested to labor underground. He quickly opened a new shaft, and found a magical artifact which delighted all the magi. The wizards called his discovery "The Mirror of Broken Salt." They claim it allows one to see the spirit realms.

LABORERS

Enc 0

Characteristics

Str +1 Stm +1

Unarmed but can fight

Abilities

Mining +2

BONIFACE

Description: Boniface has the flashing eyes, cropped beard and imposing presence of the lord he once was. However, he shuffles about with his head down in shame, well aware that he no longer rules this covenant. Boniface has no illusions about his condition. Even at the height of his insanity, he knows his own madness.

Boniface once served as the chief of this covenant. He was a wizard of dynamic personality but only average talent. Although he never admitted it, he always felt slightly ashamed to rule wizards while possessing such mediocre wizardry himself. Therefore, when Farad acquired Andros, Boniface could not resist discussing sorcery with the young genius. Since Boniface was Consul of the covenant, Farad could hardly prevent their conversations.

Eventually, Boniface put Andros' lore to use. He went to the Kura river, and ventured into the land of the genjii. Scarcely had he arrived before the genjii accused him of seeking their true names and blasted his mind. He returned with his personality shattered, and his magic twisted to a new form. He suffers the following two effects:

- Boniface has only a shaky grip on his self. In the presence of others, he must pass an Stm roll every day, or begin to acquire their personality. If the roll fails, he gains the Personality Traits of all people present, even if contradictory. The Ease Factor equals 8, plus the

combined Presence of all people whom he may begin to copy. Through a variant of Second Sight, he can absorb traits and goals which his companions have not actually revealed.

Making matters worse, Boniface has a compulsion to separate himself from the people he so slavishly copies. Once he borrows a trait, he grows angry if its original owner exhibits it too. If not humored, he becomes grim, depressed and even murderous. In his madness, he fears that to allow himself to have a double would mean to part with his soul.

An hour alone restores Boniface to his normal self, such as it is.

- Boniface no longer knows spells or magic arts. However, if any of the people he bonds to are wizards, he gains the highest Technique and the highest Form in the group. He may use these arts to create spontaneous magic.

Andros, Farad and Peron befriended Boniface in his madness. In return, he serves as their messenger, relaying items from the port of Tmutorokan to Farad's new Sanctum at the mouth of the Kura River. If the party asks, Boniface may take them to the Sanctum. However, if he suspects the adventurers of trying to harm Farad, he begins a pathological quest to bring disaster upon them. This takes the form of an overt attack only if he has no time for anything more subtle.

Role-Playing Tips: Boniface seldom dares speak, knowing that when

he does, he only confirms his insanity. When he talks, he uses a deep, ringing voice, forcing out each word deliberately, trying to keep the madness from slipping in. He often begins his sentences by begging forgiveness for the things he cannot control.

Cnf 0 Age 64 Enc 0

Characteristics

Int +2 Prs +2 Dex +2
Per +3

Combat

Attack/Dagger: 1st +4—Atk +9—
Dam +5

Defense/Dagger: +5

Soak Total: 0

Body Levels: OK/0/-1/-3/-5/Incap.

Fatigue Total: 0

Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities

Concentration—2

Dagger Attack—3

Dagger Parry—3

Finesse—3

Hermes Lore—3

Hermes History—2

Magic Theory—3

Parma Magica—2

Scribe Latin—2

Speak Latin—4

Personality Traits

Ashamed +1

Attached to Farad, Andros and
Peron +2

IPYREIA

Description: A tall woman with a wide frame, Ipyreia wears gray robes and a coarse veil over her hair. Peasants call her the Abbess, and she behaves like an old nun, preaching about order and moralistically supervising the other covenant folk. As one of Urania's elder members and a Quaesitor, she leads the covenant in the absence of a Consul. Anyone who visits Urania must contend with her.

The Abbess supervises Urania's research. She maintains superbly

organized archives and laboratories. Although Ipyreia has not cultivated an extensive grimoire of personal spells, magi throughout Europe admire her theoretical discoveries. She would like to organize people in the same way she organizes books, and has made a scrupulous Quaesitor, if not a lovable one.

Ipyreia would now be Consul, if only she was popular. The library of Urania describes several safe, certain means for contacting genjii, in which a group of three wizards acting

in concert can demand trivial services from genies. Most leaders of the covenant, including Boniface, won their title by convincing the rest of the magi to help cast these spells. Ipyreia expected to claim the office the same way but when Boniface went mad, Basil, Peron, Bovoro and Katerina refused to help her.

The Abbess took this rejection as a personal insult (which, to be honest, it was). She has decided that if her wizards do not want her

as Consul, she does not want any of them, either. Ipyreia uses her authority to dampen everyone else's plans. Making matters worse for the adventurers, Ipyreia feels no special animosity toward Farad. He was not present when Boniface fell, and therefore could not possibly have joined the ritual. Since then, Andros has sent an offer of his master's help, although Ipyreia had to reject it because two wizards are not enough to cast the spell. This brew of resentments makes the "Abbess" a certain opponent for the party.

Adventurers may try to placate Ipyreia by recognizing her legitimate authority. In fact, in the event that they can produce two trained wizards to assist in a Lvl 40 ritual ReMe spell, they can make her Consul and win her permanent gratitude. (Needless to say, Farad's offer was not sincere.) Even without giving Ipyreia this rank, adventurers can win her tolerance by sympathizing with her and acknowledging her prerogative by submitting all their plans for her approval. This behavior disgusts Katerina and Basil if they find out about it.

Ipyreia knows the location of Farad's new Sanctum at the mouth of the Kura River. She can advise friendly adventurers on travelling there.

Role-Playing Tips: Ipyreia loves to moralize and find fault, speaking in an aggrieved tone of prim indignation. She constantly worries about the Code of Hermes and the internal discipline of Urania. When anybody resists her ideas, she complains about the "conspiracies and back-stabbing" within her covenant. Ipyreia considers the adventurers guests from another covenant, and therefore both entitled to hospitality but obliged to conform to local rules.

As long as they respect her authority, the Abbess tries to help unfortunates such as inferior wizards and guests from strange lands. She considers herself benevolent, even self-sacrificing. Recipients of her aid find it only patronizing.

Cnf 2 Age 56 Enc 0

Characteristics

Int +2
Per +1 Stm +1

Noncombatant

Abilities

Church Knowledge—2
Concentration—2
Finesse—3
Hermes Lore—2
Hermes History—3
Humanities—5
Legend Lore—5
Magic Theory—8
Parma Magica—2
Scribe Latin—5
Speak Latin—4

Magic Arts

Cr 5	An 0	Ig 5
In 16	Aq 0	Im 5
Mu 5	Au 0	Me 15
Pe 2	Co 7	Te 2
Re 7	He 7	Vi 19

Grimoire

Flash of the Scarlet Flames (CrIg 15) +12
The Invisible Eye Revealed (InVi 15) +37
Peering into the Mortal Mind (InMe 30) +33
Posing the Silent Question (InMe 25) +33
Revealed Flaws of Mortal Flesh (InCo 10) +25
Scales of the Magical Weight (InVi 15) +37
Wizards' Communion (MuVi 35) +26

Personality Traits

Sensitive +2
Severe +1
Patronizing +1

KATERINA

Description: Katerina's hair turned gray at an early age, giving her youthful face an aura of mystery. She wears this hair in a careless ponytail, which hangs distinctly left of center. Her skin has the olive shade of this climate but is otherwise devoid of color, and combined with her slenderness and unruffled expression, it gives her the look of one who has meddled in magic better left alone. Katerina never explains her magical pursuits, but she smiles at the compliment if anyone presses her to.

Katerina feels no burning drive to become Consul, but she considers herself fully capable of the role, and certainly does not leave opportunities for power untried. This sorceress supports the adventurers if she feels sure that they will work for her. She wants to speak with Andros and after that, she would gladly let the adventurers take him far away. However, Katerina has no intention of allowing Basil or Ipyreia learn from the brilliant slave.

If Katerina cannot be Consul, she would rather have Farad than any other chief, because he is too lazy to impose covenant duties and regulations. Furthermore, Katerina does not consider him capable of becoming Consul. Andros has told her some of Farad's plans to control the gen-jii, and although they contain solid principles of magic, Katerina knows that they will not succeed. Her own studies indicate that genies have grown experienced in the techniques of wizards. They have spent the past few decades plotting revenge on the wizards who entrap them, and Boniface's fate indicates that their plans have begun to succeed.

Katerina carries an Arabic dagger with a grooved hilt of pure gold. She wields it with amazing confidence and skill. The sorceress also carries a brass ring of five keys, which open the doors of her rooms. The handle of each one holds two points of Rego *vis*.

Note that if Katerina wishes to impede the party, she can use "Opening the Intangible Tunnel" and "Summoning the Distant Images" to cast spells on them from afar. By the same token, if they are her allies, she can Summon the Distant Images to aid them.

If the party makes friends with Katerina, she can show them the results of her own research on the genjii. Adventurers must treat her respectfully and second her political moves to win this confidence. She knows the following facts. For more details, consult both chapter five and "Sukhumi," below.

- The genjii live in thunderclouds over Sukhumi. Anyone who could reach the clouds would be able to enter their realm.
- Farad owns the Mirror of Broken Salt. If he has set it up, anyone who speaks the word "Sirena" on the genjii realm could immediately step out of the genjii realm and through the mirror, back into the ordinary world. Such a person would emerge in whatever spot Farad has placed his mirror. (See Sanctum Saturnalia Layout for this location). One could also get to the genjii realm by finding the Mirror and entering it, once again using the password.
- Currently, the Vizier Genjii does not believe that he owes the Cove-

nant anything. Therefore, under the terms of Vatutin's treaty, any wizard of Urania who demands his service risks insanity.

Role-Playing Tips: Katerina's glances often contain as much meaning as her words. She is quiet by nature, but not at all shy, and can be ruthlessly direct when she chooses. Katerina behaves graciously with peers, but does not hesitate to manipulate the weak. As a sorceress, she feels superior to any human authority, and makes her forays into wizardly politics largely to prevent any superior from meddling in her designs.

Cnf 2 Age 34 Enc 0

Characteristics

Int +3 Prs +2
Per +2 Com +1

Combat

Dagger: 1st +4—Atk +7—Dam +5
Defense: +6
Soak Total: 0
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Incap.

Abilities

Certámen—1
Concentration—3
Dagger—3
Dagger Parry—5

Finesse—3
Hermes Lore—4
Hermes History—2
Hex—5
Intimidation—3
Intrigue—3
Magic Theory—7
Parma Magica—4
Scribe Latin—3
Speak Latin—5

Magic Arts

Cr 5	An 5	Ig 5
In 14	Aq 5	Im 10
Mu 5	Au 5	Me 5
Pe 7	Co 5	Te 5
Re 12	He 5	Vi 10

Grimoire

Confusion of the Insane Vibrations
(ReIm 25) +25
Confusion of the Numbed Will
(ReMe 15) +20
Frosty Breath of the Spoken Lie
(InMe 20) +22
Opening the Intangible Tunnel
(ReVi Gen) +25
Pilum of Fire (CrIg 20) +13
Summoning the Distant Images
(InIm 35) +27
Whispers Through The Black Gate
(InCo 15) +22
Wizard's Sidestep (ReIm 20) +25

Personality Traits

Enigmatic +1
Domineering +1
Rebellious +1

SUKHUMI

A thundercloud hovers over Sukhumi, golden when viewed from the sea, but pitch black once overhead. After coming ashore, the slave from Zeuxippus wishes to proceed straight out of town, to the endless fields of sunflowers which surround many Caucasus towns. If the party refuses, they find that Sukhumi resembles the other Caucasus ports described in Chapter 3. People have a special fear of wizards. They tell tales of "Fiery Men," who descend from the omnipresent clouds, slaying shepherds. If anyone inquires about Bovoro Vlad, people hastily direct that person to the sunflowers. After that nobody wishes to talk with the questioners.

A few paths lead through the gaudy flowers outside Sukhumi. Shortly after the party enters, Bovoro Vlad meets

them, pushing through the jungle of stems. With him come four shirtless beings which resemble perfectly-featured men, with turbans, bare chests and scarlet skin. Their skin glows, and exudes a faint haze. Andros has ordered this group to get the adventurers into the genjii realm without delay.

Bovoro mutters that these beings are red genjii, who will take the party to Andros. If the party accepts, the genjii carry adventurers away one by one. To transport a person, each genie takes the passenger's arm. Then they soar away together, into the thundercloud, and upon entering the mist, all three pass into the genjii realm. These beings then return for the next passenger. The clouds are 2,500 feet above ground, meaning that it takes the genjii three rounds to get there. See Chapter

5 for details on what happens in the genjii realm.

If the party refuses to go, these beings attempt to carry them away by force. The genjii take turns fighting and carrying away victims. Bovoro Vlad protects himself with a "Circle of Encompassing Flame" and "Maintaining the Demanding Spell." Then he casts spells to incapacitate party members. The genjii and wizard kill when they must, but would take adventurers alive if given the choice. Genjii may use their smoky fists to subdue adventurers, and although the victims may recover moments later, by then they will be hundreds of feet above ground and well-advised not to struggle.

Bovoro Vlad's hut contains only a bag of parched grain, a wooden ikon of the Cross, and a bloody penance-whip.

BOVORO VLAD

Description: Bovoro Vlad walks bent nearly double, cursed to "carry" four genjii upon his back. He has an enormous, warty nose and wears a hair shirt. This magus once enjoyed a sinister air, and fancied himself a diabolist until Farad's slave Andros introduced him to the control of genjii. Eager for power, he followed Andros' advice to enter the Mirror of Broken Salt, and travel in the genjii realm. There, the four genies promptly ambushed him and rode on his back into the world.

Bovoro Vlad attributes everything to his own sin. Far from blaming Andros, he thinks that the slave saved his soul by showing him the evil of his life. Now he serves Andros diligently as a sort of penance. The weight of the genjii never leaves his back, although the beings themselves may travel about the world without him.

Andros ordered Bovoro and the genjii to get the party into the genie realm as quickly as possible. He tries to obey without unnecessary talk. However, if the party captures him or otherwise upsets the entire plan, they find him eager to tell his life story, as a lesson to other magi. He also knows the location of Farad's new Sanctum, at the mouth

of the Kura river.

Role-Playing Guide: Bovoro mutters when he speaks, and frequently howls about his sins. He refuses all material wealth and makes great shows of respect to clergymen and "Christ's Poor."

Cnf 2 Age 63 Enc 8

Characteristics

Int +2 Dex +2
Per +2

Combat

Dagger: 1st -4—Atk +9—Dam +5
Defense: +5
Soak Total: 0
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Incap.

Abilities

Certámen—3
Church Lore—1
Concentration—2
Dagger—3
Dagger Parry—4
Diabolic Lore—4
Finesse—3
Hermes Lore—2
Hermes History—2
Magic Theory—4
Parma Magica—6

Scribe Latin—2

Speak Latin—1

Magic Arts

Cr 15	An 5	Ig 17
In 0	Aq 0	Im 0
Mu 0	Au 0	Me 10
Pe 13	Co 5	Te 0
Re 15	He 0	Vi 5

Grimoire

Arc of Fiery Ribbons (CrIg 25) +34
Agony of the Beast (PeAn 10) +20
Ball of Abyssmal Flame (CrIg 30) +34
Circle of Encompassing Flames (CrIg 30) +34 (Mastered)
Circular Ward Against Demons (ReVi 30) +22
Confusion of the Numbed Will (ReMe 15) +27 (Mastered)
Cripple the Howling Wolf (PeAn 15) +20
Grip of the Choking Hand (PeCo 10) +20
Heat of the Searing Forge (CrIg 10) +34
Incantation of the Milky Eyes (PeCo 20) +20
Maintaining the Demanding Spell (ReVi 30) +22

Personality Traits

Obedient (to Andros) +2
Self-Abasing +2
Pious +3

GENJII (4)

These genjii have the skills of warriors, not wizards, and use no magic except for flight and their smoky fists. They consider the normal world an alien place, and keep themselves aloof from it, remaining expressionless and silent even in combat.

The corpses of these genjii contain one point of Ignem *vis* each.

Faerie Might 13

Characteristics

Str +2 Dex +2 Qik +2
Stm +5

Combat

Attack/Scimitar (Broadsword): 1st +9—Atk +10—Dam +12
Defense/Scimitar: +7
Soak Total: +5

Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Powers

Flight, at 30 paces per combat round, or 300 paces if rocketing straight up. No cost.

Ride: ReMe, no cost. To use this power, a genjii must force some mortal to voluntarily become a "horse." The genie may use any form of violence or magic to demand surrender, but the victim has to acknowledge his or her submission. Once someone gives in, the genjii immediately gains the power to speak into the victim's mind and read any thoughts he wishes to keep secret. This mental contact works no matter how much distance separates the genjii and slave. Furthermore, when the "horse" leaves Faerieland, any number of

genjii may "ride" out on his or her back. This "riding" is metaphorical only, and the genjii need not actually sit on their "horse." However, a "horse" accumulates two points of Load for each "passenger." A "horse" need not obey his genjii master. Nevertheless, since a genjii can read his "horse's" thoughts, he can usually punish rebellion.

Smoky Burst, CrAu, 1 point. If the genjii wish, they may punch with their fists and create clouds of blinding smoke with each hit. The victim must pass a Stm roll with an Ease Factor of 12 or choke helplessly for three combat rounds. This costs the genjii one Faerie Point per blow.

Abilities

Scimitar Attack—4
Scimitar Parry—4

Chapter 5

Sanctum Saturnalia

In this chapter, the party finally meets Andros and Farad, either at the Sanctum Tower, or in the genjii realm. The adventurers arrive in the middle of Farad's most fateful choice. Andros wants the wizard to go through the Mirror of Broken Salt and demand the servitude of the genjii's Vizier. Farad still lacks the resolve. At this climax to the adventure, the party must either intervene at the brink of disaster or give Farad enough false courage to confront the Vizier of Genjii.

To spur his master into action, Andros must portray himself as absolutely trustworthy, while simultaneously pressuring Farad with the fear that time is running out. Andros exploits the adventurers fully in his attempts to manipulate Farad. If strange mortals appear in the genjii realm, or if wizards from another cove-

nant try to "kidnap" Andros, Farad must conclude that hostile wizards plan to beat him to the genjii.

Use role-playing and the following guidelines to resolve the culmination of this adventure.

- If the party enters the cloud over Sukhumi, Andros shows his master the foreign wizards on the genjii realm, using the Mirror of Broken Salt. Then Farad agrees to travel there at once, before the strangers can capture the Vizier Genjii for themselves.

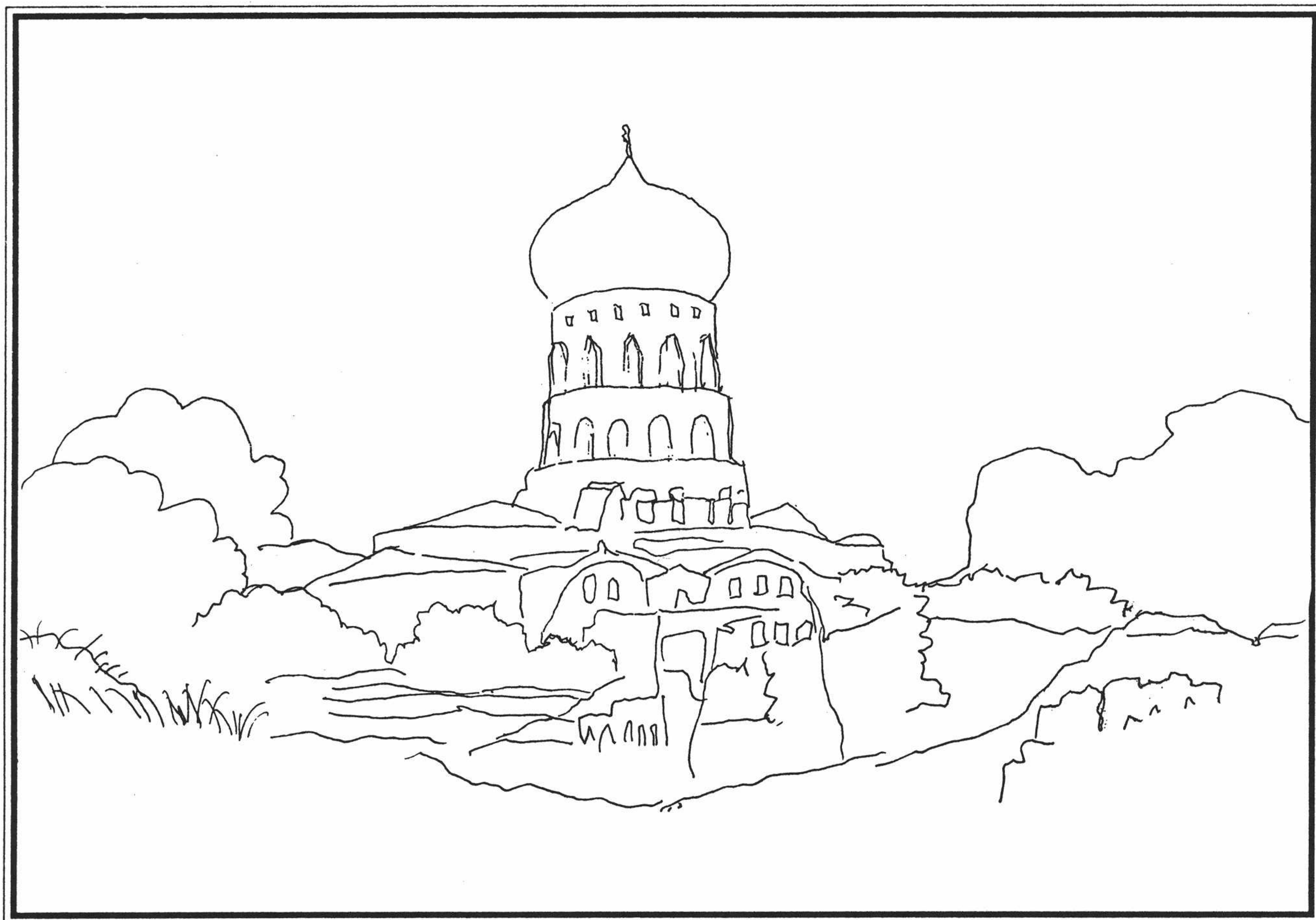
- After the party makes an unmistakable rescue attempt or attack on the Sanctum, Farad agrees to depart for the genjii realm at once. If the adventurers approach Andros, he feigns delight at the chance for escape but asks for time before-hand, claiming that if he can steal his master's "Iron Wand," he will be able to control

the Sanctum's enchanted guards. Actually, Andros intends to betray the party to Farad.

- Farad cannot summon the Vizier Genjii without Andros' help. If the party's rescue attempt somehow succeeds, Andros tries to escape his rescuers and return.

- Under normal circumstances, Farad would not consider selling Andros.

- If the party meets Farad amiably and discusses magic with him, they can try to convince him that his attempts to control genjii will only lead to disaster. To make him abandon his ambitions, adventurers must attempt Com + Social Skills rolls with an Ease Factor of 10. Party members must make rolls at a rate of one per day until they accumulate 20 points. If the party tells him about Katerina's dis-



coveries, they gain a +3 on these rolls. These are stress rolls, and on any Botch, Farad decides that the party merely has a plot to keep him from becoming Consul. Then he has his guards attack the party and departs for the genjii realm at once. Furthermore, Andros tries to either Entrance or assassinate anyone who raises Farad's doubts.

If the party evades all hazards and convinces Farad not to go to the genjii realms, then they can buy Andros for ten points of *vis* or any potent enchanted item.

- If, for whatever reason, the adventurers advise Farad to go to the genjii realm, he agrees at once on the condition that they accompany him.

LAYOUT OF FARAD'S TOWER

The jagged black tower of Sanctum Saturnalia rises from a forested hillside, surrounded by the springs and rivulets which feed the Kura River. Billowing clouds drift overhead. This region has a Faerie aura of +4 (which translates to a Magic aura of +2). Anyone who climbs the twisted peak loses three levels of long-term fatigue. Farad can call for help from his automatons anywhere in the tower. See *Gates of Saturnalia* for details.

Gates of Saturnalia

Two enchanted guards protect the Sanctum Saturnalia. They resemble upright logs, roughly hewn into the shape of men, with leaves for hair, branches for arms and knots in the wood for eyes. Anyone who passes an Int + Legend Lore or Magic Theory roll with an Ease Factor of 6 knows that these beings are highly enchanted and powerful (see p. 29 for boxed statistics). Each automaton contains an elemental spirit which cannot speak, but obeys its master's orders with the intelligence of a human child. Currently, Farad has told them to call him if strangers arrive. They also alert their master to anything else which seems extraordinary, such as an attempt to carry large bundles out of the tower.

To alert Farad, these automatons beat their hollow bodies like drums.

He arrives within about a minute. If anyone tries to go farther into the tower, or to turn and flee, these beings block the way with their bodies. They only fight if unable to restrain guests any other way.

Farad feels in no mood for guests. He fixes visitors with a piercing gaze and informs them that they have come to a wizard's tower, in the middle of an important work. He asks, "What do you have which deserves my time?" This usually frightens common folk away. If fellow members of Hermes insist on staying, Farad does not fight them without provocation, but gives them only a corner near the guardpost to sleep in. This is a gross breach of the local customs of hospitality.

Storerooms

Farad keeps a month's supply of grain, olive oil and vegetables here. A pen just outside holds chickens and a few pigs.

Andros' Chambers

When not advising Farad, Andros lives on a straw bed in this bare room. He visits the Mirror of Broken Salt every few hours, to see if his agents at Sukhumi have captured anyone, and to consult with the genjii. Anyone who secretly watches the slave there may see him call the image of an enormous blue genjii to the salt's surface. Andros kneels before the salt and whispers, "I will not fail you, Father."

Farad's Chambers

Farad fills his level of the tower with gleanings from the baths of Zeuxippus. He sleeps on a silk couch and adorns the walls with classical Greek painting. A mosaic of Poseidon covers the floor, and ten of the tiles contain one point each of Aquam *vis*. Many more tiles are missing. The books in these rooms have the following values: Cr 4, In 8, Mu 3, Pe 6, Re 9, Aq 8, Au 7, Ig 7, Vi 9, Fantastic Beast Lore 3. When not engaged elsewhere, Farad sits on his couch, examining books and weighing Andros' arguments for haste against his own trepidation.

Mirror of Broken Salt

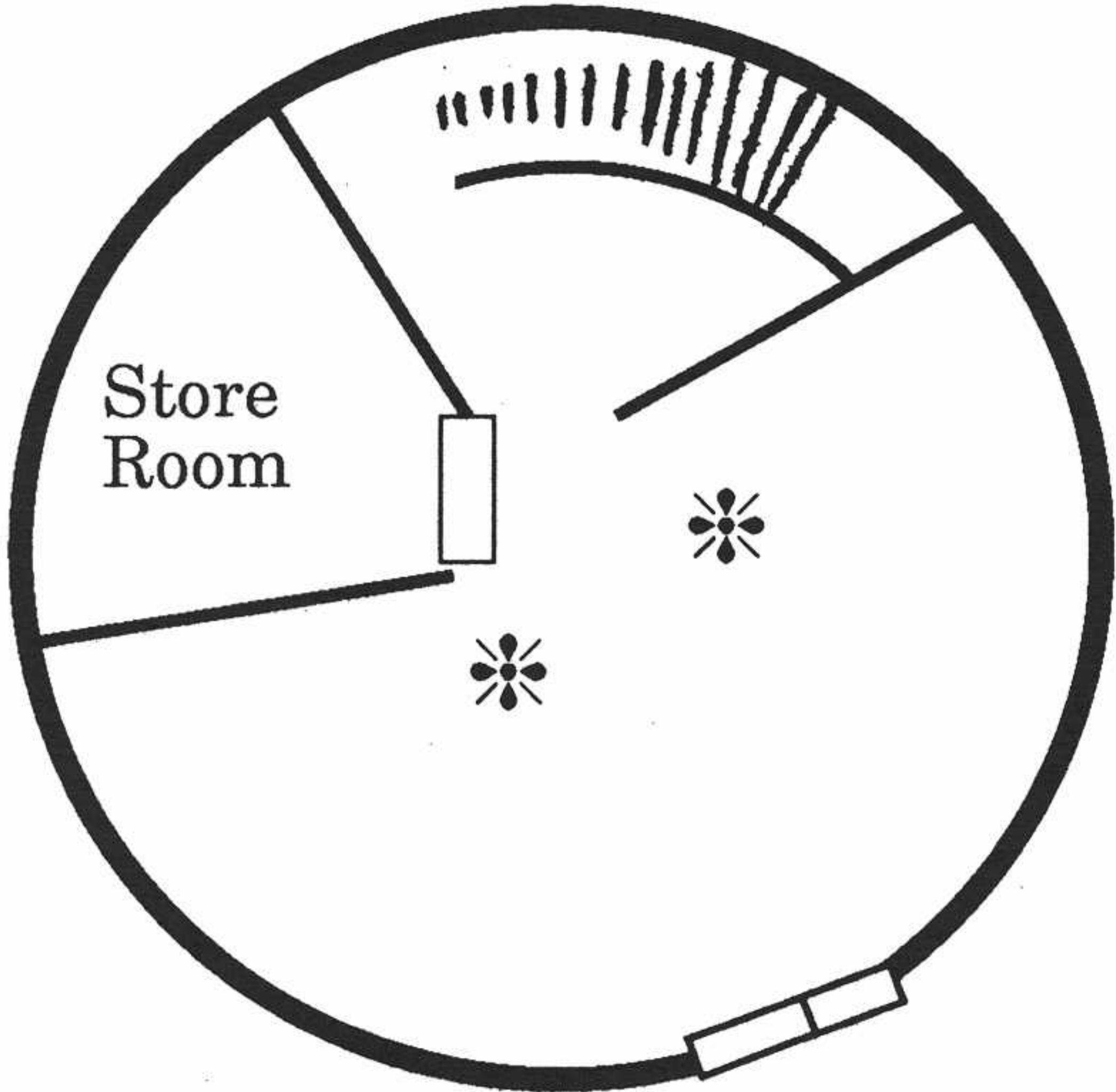
No windows light this round, bare chamber. The room's only furnishing is a cubical crystal of pure salt, still imbedded in its matrix of gray stone. Shatter lines mar the crystal's clarity, but it still flashes back any source of light. This is the Mirror of Broken Salt, an enchanted item with a rating of 30. It weighs 500 pounds. Currently, anyone who looks into the salt sees the pure-white, bubbling surface of the clouds over Sukhumi.

The Mirror of Broken Salt serves as a window and a portal to faerie realms. When placed in a region of faerie power, it allows one to view any area in the nearby region at will, seeing illusions as such and observing all realms normally hidden from humankind. One sees an area 300' in radius. Anyone who knows the proper command word may step through the mirror, in and out of the area under view. All people in physical contact with him may come along. Each faerie realm has its own command and the password for this genjii realm is "Sirena." See "The Genjii Realm," below, if adventurers go in.

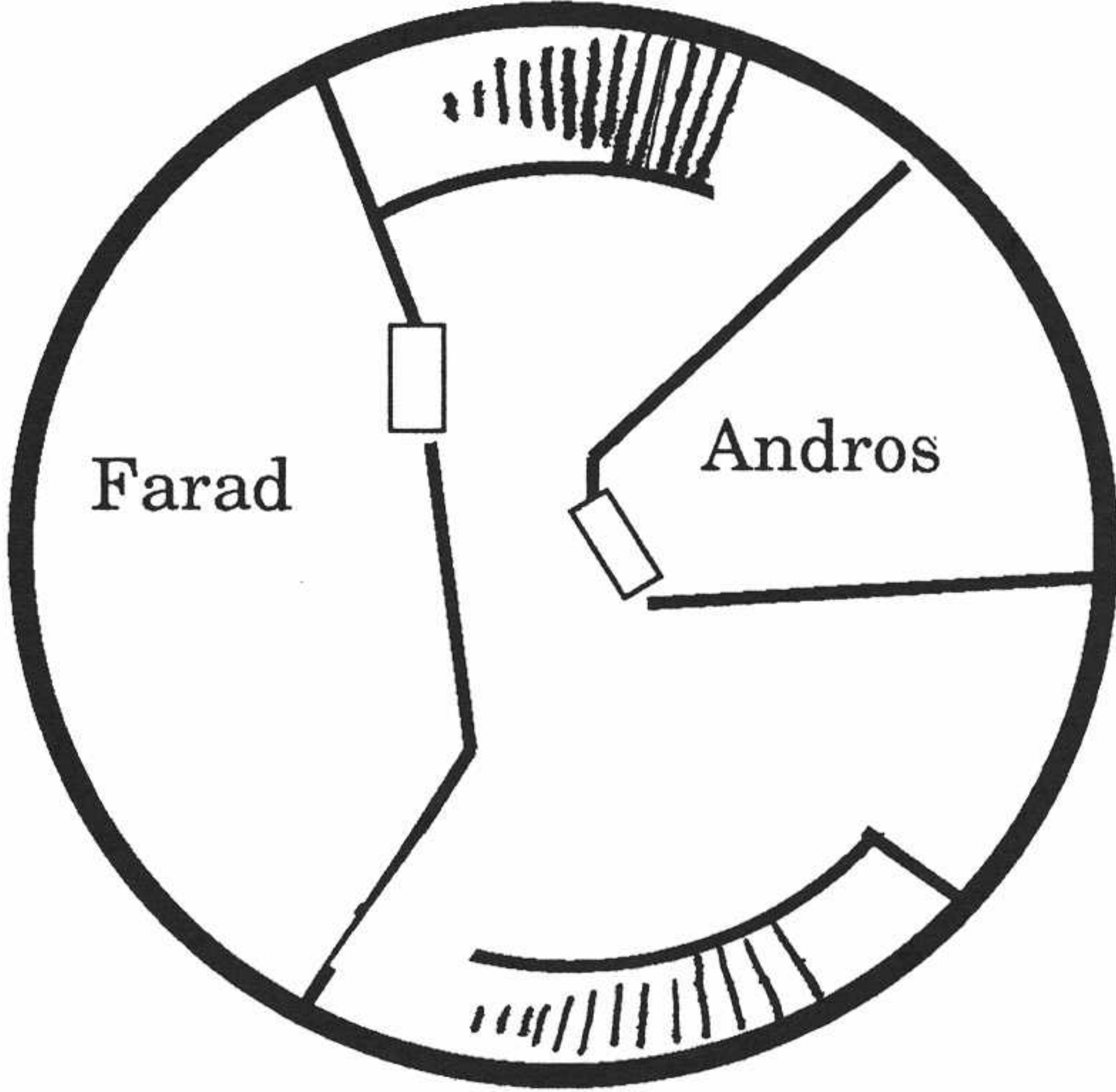
The Mirror of Broken Salt not only sends people to faerie realms, it equips those travellers to cope with the faeries. Anyone who passes through may spend *vis* to gain a Faerie Might score, which lasts until the traveller leaves faerieland. Adventurers gain one point of Faerie Might per pawn of *vis* spent. They may then add the Faerie Might to any magic resistance, magic use, social, perception of knowledge rolls involving faeries. Furthermore, magi with Faerie Might may use the full faerie rating of an area, instead of the usual half. The corpse of a human who has attained Faerie Might contains *vis* equal to half the Faerie Might score.

Tower Roof

The smooth, irregular peaks of the tower surround this deck like a melting crown. Anyone standing here sees the billowing clouds, and a flash of the sea to the west. Everywhere else, hills ripple off to the brown haze of the horizon.



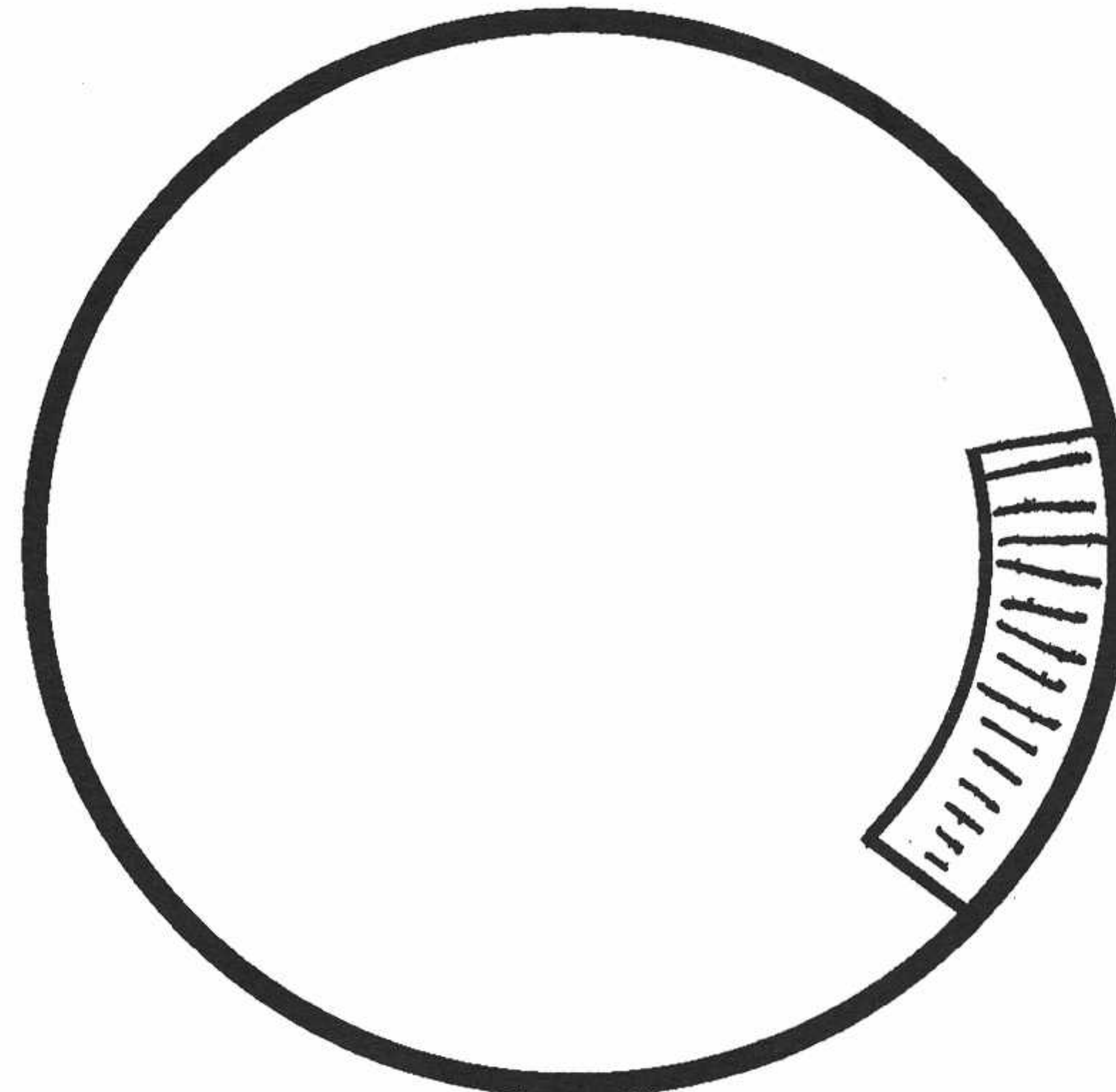
Level One



Level Two



Level Three



Level Four (Roof)

Scale: 1 inch = 20 feet

Gates

Door

Automaton

Stairs Up

Stairs Down



Map 5: Sanctum Saturnalia

ANDROS

Description: Andros is tall and thin, with a permanent sunburn and short ringlets of black hair. He wears black breeches, with neither shirt nor shoes. The slave has a shackle on each leg, although these serve more as jewelry than restraints, because they are not fastened to anything. Andros remains silent most of the time, like an obedient slave, and his idle gaze could indicate submission, although it actually conceals knowing contempt.

The Vizier Genjii fathered Andros to punish Urania and he produced the perfect tool for revenge. As befits his task, the slave is humorless, vengeful and bitter. Many times, Farad has offered him treasure, wives, fine accommodations—even freedom—but Andros always has refused. He does not care about his own comfort, or even his life, nor does he have a trace of compassion for any living thing. To him, nothing matters but his dark visions and dark plans.

Role-Playing Tips: Andros normally speaks only when spoken to. This is a gesture, not of servility, but of pride, and when he chooses to talk, his crisp, low voice makes this perfectly clear. When speaking of genjii or other things he under-

stands, Andros addresses even his master with brief commands.

Age 29 Cnf 1

Characteristics

Int +4 Prs +3
Per +4 Stm +3 Com +4

Combat

Unarmed, but can fight.
Soak Total: +3
Body Levels: OK/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities

Entrancement—5
Guile—5
Hermes Lore—3
Intrigue—3
Magic Sensitivity—5
Magic Theory (Hermetic)—3
Magic Theory (Non-Hermetic)—6
Occult Lore—5
Premonitions—6
Pretend—3
Second Sight—2
Servant Skills—3
Subterfuge—3
Visions—7

Personality Traits

Bitter +3
Inscrutable +1
Vengeful +3

AUTOMATONS

Magic Might 25

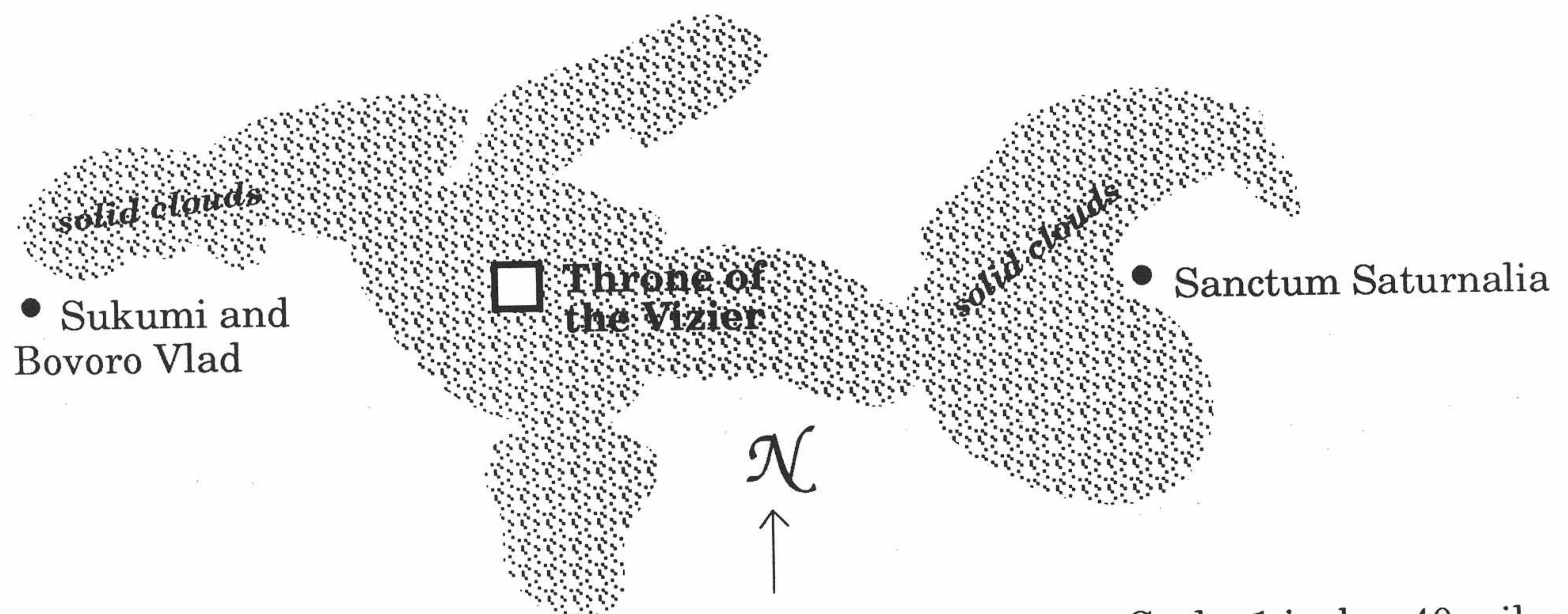
Combat

Blow (With sharpened hardwood fingers): 1st +10—Atk +14—Dam +12
Each automaton gets two blows per round, one for each hand.
Defense: +2
Soak Total: +15
Body Levels: OK/0/0/0/0/-1/-1/-1/-3/-3/-3/Incap.
Fatigue Total: Cannot be fatigued.

Powers

Immune to all magic affecting the mind or senses. Having no flesh, these beings need not fear Perdo Corporem magic, although Perdo Herbam might harm them. It takes a level 40 spell to actually kill an Automaton, although lesser PeHe magic does +1 damage for every two levels. *Fiery Mirror*, ReIg 40. All Ignem spells cast at these beings affect not them, but the caster. Ordinary fire jets away from their bodies, burning whatever is directly behind it.

Map 6. The Genjii Realm



Scale: 1 inch = 40 miles

FARAD

Description: Farad's beard is white, but neat and trimmed to a rakish point. His black eyes twinkle, and his smile shows perfect teeth. Farad might have become a renowned wizard long ago if not for his inconstant personality. He took his apprenticeship under a noted sorcerous healer, but quickly decided that he had more to gain by studying destructive spells and going on expeditions to find the magic lore of the Caucasian wilderness. Then he abandoned that to pursue Hermetic intrigue from his Constantinople Bathhouse. Under the influence of the nymph there, he lost interest in politics too, and devoted himself to drink and song.

In the process, Farad heard about the sorcerously precocious slave Andros and purchased him on a whim. Thus far, the investment has rewarded him spectacularly. The slave acquired for him the potent Mirror of Broken Salt, showed him where to build a tower and use it, helped him construct his powerful automatons and, eventually displaced Boniface as Consul. Then Andros manipulated the rest of Urania—even Boniface—into supporting Farad's bid for the Consul's seat. Andros has an unquestionable magic talent. Furthermore, the slave knows how to treat Farad firmly, and curb his tendency to abandon tasks he tires of.

Farad wears comfortable cotton garments with fur trim. An inlaid dirk hangs from his waist. This wizard's pockets contain five mo-

saic tiles each containing a point of *vis*. He also has a tiny golden lyre with silver strings. Whenever anyone hums the first notes of a song, it magically plays the rest.

Role-Playing Tips: Laugh merrily, if not always sincerely, and try to dominate others. Farad has a classical education, and uses slightly pretentious language. He is a little haughty, but always jovial.

Age 69 Cnf 2

Characteristics

Int +3 Prs +2 Dex +1
Stm +1 Com +3

Combat

Attack/Dagger: 1st +2—Atk +6—Dam +3

Defense/Dagger: +3

Soak Total: +3

Body Levels: OK/-1/-3/-5/Incap.

Fatigue Total: 0

Fatigue Levels: OK/0/-1/-3/-5/Unc.

Abilities

Alchemy—3

Certámen—2

Charm—2

Chirurgy—3

Classics—2

Dagger—1

Dagger Parry—2

Finesse—3

Hermes Lore—3

Hermes History—2

Intrigue—2

Legend Lore—3

Magic Theory—5

Parma Magica—4

Penetration—2

Scribe Latin—5

Speak Latin—6

Magic Arts

Cr 7 An 5 Ig 5

In 5 Aq 7 Im 5

Mu 12 Au 5 Me 15

Pe 10 Co 15 Te 5

Re 15 He 5 Vi 5

Grimoire

Arm of the Infant (MuCo 20) +30

The Chirurgeon's Healing Touch (CrCo 20) +25

Curse of the Unruly Tongue (ReCo 10) +33, Mastered.

Despair of the Quivering Manacles (ReCo 10) +33 (Mastered)

Gift of the Bear's Fortitude (MuCo 30) +30 (Mastered)

Maintaining the Demanding Spell (ReVi Gen) +23

Mind of the Beast (MuMe 30) +30

Preternatural Growth and Shrinking (MuCo 20) +30

Repel the Wooden Shafts (ReHe 10) +23

Sight of the True Form (InCo 10) +23

Strings of the Unwilling Marionette (ReCo 30) +33

The Wound that Weeps (PeCo 15) +28

Wreathes of Foul Smoke (CrAu 15) +15

Personality Traits

Ambitious +1

Dissolute +2

Inconstant +3

Timid +1

THE GENJII REALM

A great cloudbank of the genjii faerie land floats over the Kura river, with its subsidiaries stretching almost as far as Sukhumi. Adventurers may arrive here by flight, capture, or in pursuit of Andros and Farad. In the clouds, they discover a realm of billowing misty hills. Fogs swirl over this terrain, but they cover a magical sur-

face, which magically supports the weight of earthly creatures. The region has a Faerie aura of 8. Anyone who knows the password "Sirena" may exit this cloud to the Mirror of Broken Salt in Sanctum Saturnalia.

The cloudbank over the Kura River contains only one significant landmark. At the center of the clouds, one finds a curtained chamber of ebony beads, which surround a golden throne,

twenty feet high. The Vizier Genjii holds audiences here. Most genjii live on different cloud-islands, in gleaming brass domes and golden minarets. Party members, however, catch only glimpses of these remarkable buildings, floating scores of miles away. They lie outside the faerie realm of the Kura river, and hence are inaccessible even to the Mirror of Broken Salt.

GENJII VIZIER

Faerie Might 70
Size +6

Characteristics

Int +3 Str +5 Dex +5
Per +3 Stm +10 Qik +5

Combat

Scimitar (Broadsword): 1st +15—
Atk +16—Dam +18
Defense: +10
Soak Total: +16
Body Levels: OK/0/0/0/-1/-1/-3/-3/-
5/-5/Incap.
Fatigue Total: 0
Fatigue Level: OK/0/0/0/-1/-1/-3/-3/-
5/-5/Unc.

Powers

Flight, at 30 paces per combat round, or 300 paces if rocketing straight up. No cost.

Aura of Heat, CrIg 20. Causes +10 damage to anyone who approaches within three feet of the Vizier, to strike him with a melee weapon for example. No cost.

Element Mastery: The Vizier may cast any Terram, Ignem, Auram or Aquam spell at the cost of one Faerie Point per two spell levels. He knows all the formulaic spells in the ArM rules and can also cast spontaneous magic. (Yes, the genjii Vizier is powerful.)

Ride: ReMe, no cost. To use this power, a genjii must force some mortal to voluntarily become a "horse." The genie may use any form of violence or magic to demand surrender, but the victim has to acknowledge his or her submission. Once someone gives in, the genjii immediately gains the power to speak into the victim's mind and read any thoughts he wishes to keep secret. This mental contact works no matter how much distance separates the genjii and slave. Furthermore, when the "horse" leaves Faerieland, any number of genjii may "ride" out on his or her back. This "riding" is metaphorical only, and the genjii need not actually sit on their "horse." However, a "horse" accumulates two points of Load for each "passenger." A "horse" need not obey his genjii master. Nevertheless, since a genjii can read his "horse's" thoughts, he can usually punish rebellion.

Abilities

Scimitar Attack +7
Scimitar Parry +13

GENJII WARRIORS (10)

Faerie Might 14

Characteristics

Str +2 Dex +2 Qik +2
Stm +5

Combat

Attack/Scimitar (Broadsword): 1st
+9—Atk +10—Dam +12
Defense/Scimitar: +7
Soak Total: +5
Body Levels: OK/0/-1/-3/-5/Incap.
Fatigue Total: 0
Fatigue Level: OK/0/-1/-3/-5/Unc.

Powers

Flight, at 30 paces per combat round, or 300 paces if rocketing straight up. No cost.

Blade of the Virulent Flame, CrIg, 1 point. Treat as the per spell. Their blades do not melt when afire.

Ride: ReMe, no cost. Identical to the ability of this name of the Genjii Vizier (above).

Abilities

Scimitar Attack—4
Scimitar Parry—4

Adventurers inevitably encounter this adventure's protagonists in these white, spongy hills. As mentioned before, the party's presence here goads Farad into letting Andros bring him through the Mirror into this realm. The moment adventurers arrive, Andros learns of their presence in a vision and informs his master. The two meet the party thirty minutes after adventurers arrive in this realm. Farad uses the *vis* in his floor (ten points; see "Farad's Chambers," p. 27) to acquire a Faerie Might of 10 for this fateful trip through the Mirror. Upon meeting the adventurers, Farad warns the party not to interfere with him. "This is a private affair of the Covenant Urania and I charge you not to impede it. The genjii here have sworn to render a single service to me, and

none other. Any who meddle with this bargain merely risk their revenge."

Unless the party does something drastic, affairs proceed in a tragically predictable way. Farad and his slave walk to the veiled throne. There, Andros kneels, and soon afterward, the Vizier Genjii descends into the chair, a gigantic, half-naked man in an Arab burnoose with a skin of deep, smoky violet. Farad demands the service this Vizier promised Vatutin centuries ago. But the being only laughs, and observes that Farad has already received wealth, castles, lore and rulership of a covenant from the genjii—through the agency of his slave. Now the genies owe him nothing. Instead, he must pay them for their service.

Ten red genjii warriors descend. The genjii and their Vizier attack everyone present, including Andros. They wish, not to kill, but to force victims to carry them through the Mirror into the world. There, they intend to wreak all the vengeance they can on mortalkind, using Sanctum Saturnalia as a base. Farad succumbs to the Vizier at once, bound by the terms of Vatutin's pact. He casts spells at the Vizier's command and once in his Sanctum, will use his automatons on the genjii's behalf as well. Andros, meanwhile, turns to the adventurers and sighs that now, at last, he can go home. He wants the party's protection as he escapes the genjii, and would now gladly return with the adventurers to France.

END NOTES

If the party allowed Andros to trick Farad into confronting the genjii, the Vizier Genjii leads a rampage which the adventurers can hope only to escape. Fortunately, this region has a sparse, mobile population. The dark Vizier of Sanctum Saturnalia may become a villain for future adventures. After achieving his revenge, Andros badly wants to escape with the adventurers, although if they turn on him after seeing the genjii attack, he is too proud to beg for forgiveness.

As mentioned before, Andros cannot rest until Farad knows slavery

under the Vizier. To get him out of the Caucasus while Farad remains alive and free, the party must use force. When Andros realizes he cannot escape, he becomes cheerful and friendly, but secretly begins plotting some grand revenge on them, which may be the basis for another storyline. If the party kills Farad, Andros comes with the adventurers grudgingly, his life goal shattered. You may wish to run an adventure where Andros studies necromancy, intending to punish his enemy beyond the grave.

The role of Andros at the party's covenant depends entirely on the troupe's ideas for future campaigning. He possesses an unpredictable genius, which may develop invaluable insights on the most unexpected topics. Add +4 to all Laboratory or studying rolls made with Andros' advice. Nevertheless, Andros always retains his affinity for dark magic and remains consumed by a bitterness he never expresses. Whether he wishes or not, he will certainly drag the party into the most perilous avenues of sorcery.

Appendix: The Genjii

The faeries of the East, genjii appear in many forms with many powers. Unlike the Western faeries, who embody a medley of woods and brooks, animals and hillsides, these beings draw their power from the pure Elements, Air, Water, Earth and Fire. As pure beings, they lack the mercurial nature of other faeries. Instead, they are severe, purposeful and proud. They pursue their amusements with deliberate hedonism, in the luxurious pleasure-domes of their hidden cities.

Although innumerable variations of genjii exist, the race has certain features in common. Most look like muscular, well-formed humans, with limbs trailing off into wisps of smoke, cloud or water. Genjii come from five tribes, Red, Golden, Green, Blue, and Royal Black. Their skin color matches their tribe, although the Royal Black genjii are actually a deep shade of violet. No genjii needs water, food or air to survive, although all genjii enjoy all three.

Every genjii has a secret name, which controls its soul. These creatures become pitifully helpless when their names are known. Anyone who speaks a genjii's name may cast spells at it with a +30 on

all Magic Rolls. Furthermore, by inscribing a genjii's name on a lamp, ring, bottle or other receptacle, one can trap a genjii within the object. It remains within until someone rubs the lamp, wears the ring, opens the bottle or otherwise deliberately uses the device. If the genjii bargains for its release, an unbreakable faerie magic keeps it from breaking its word, but this same magic compels the bargainer to obey the terms of the agreement.

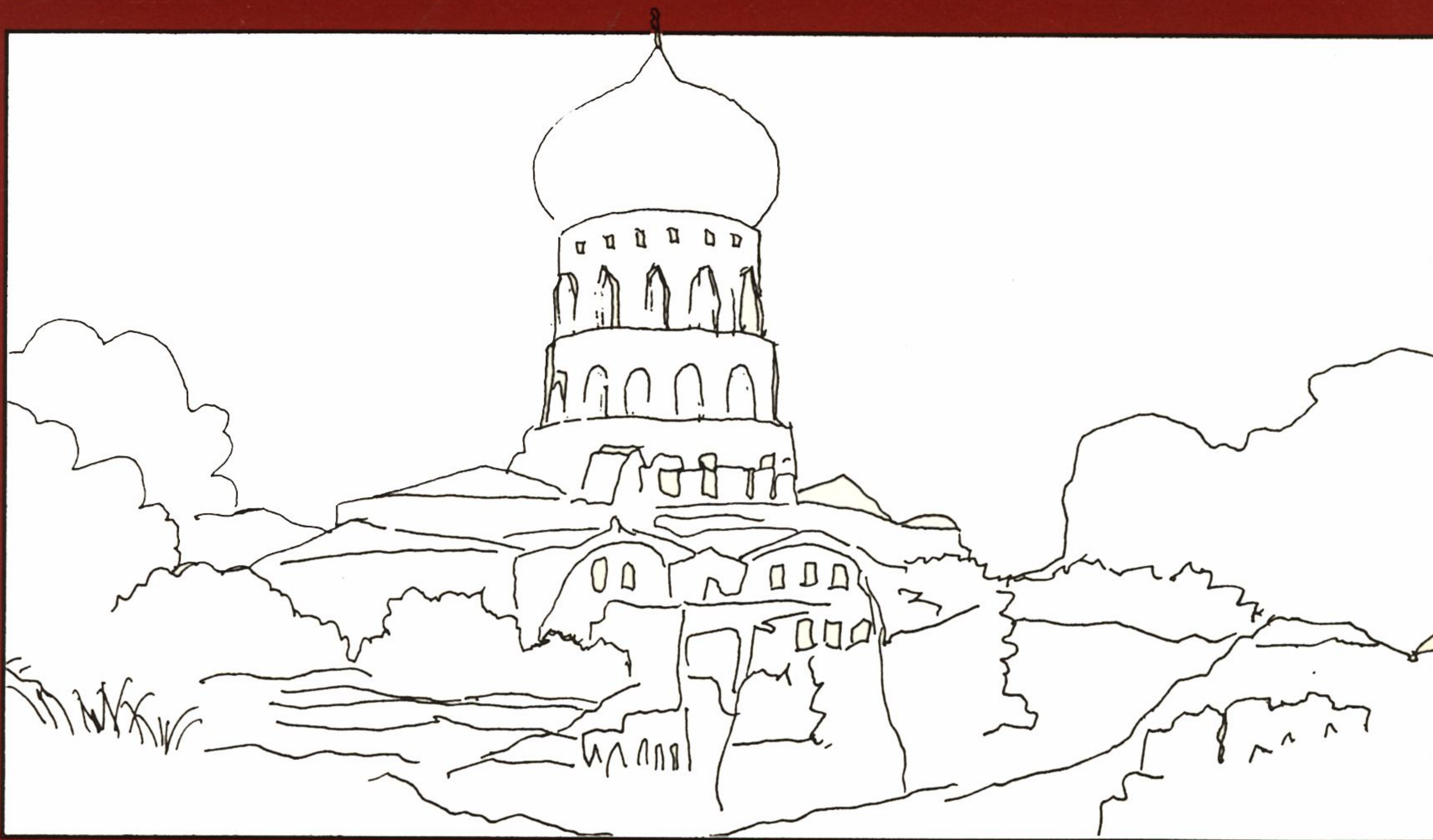
The genjii divulge their names only to their most trusted sorcerers, for use in beneficial spells. Many a dying genjii learns that potent magic offers his only hope to survive. Therefore, through corrupt magicians and clever spies, True Names have leaked out. Certain ancient tomes contain the names of genjii, and a number of demons claim to have such lore. An Intéllego spell (with a form appropriate to the genjii's element) to uncover this information would be a 40th level ritual and would require some physical token from the genjii in question. Understandably, the genjii seek vicious revenge on anyone who pries after their names.

A Lost Prodigy...

Almost thirty years ago, a female wizard of the covenant bore a son and named him Andros. As he grew, the other magi realized that Andros understood magic at a level the scholars of Hermes could not comprehend. He knew the future and the past; he could see and speak with spirits. But then, quite suddenly, the youth acquired a great fear of magic, and soon thereafter ran away.

Today the name of Andros is again spoken at the covenant, when a mysterious message arrives from Byzantium. The letter reports that Andros lives as the slave of one Farad Sahda, "The Old Physician," a conjurer of the Black Sea. The letter's writer enjoins the covenant to rescue its offspring—who, with his master, will soon be in Constantinople.

Constantinople, the magnificent capital of the mighty Byzantine Empire, is but the first stop in this adventure of intrigue, mighty spirits, strange magic, and legendary places of Europe's Orient!



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