

Secrets in Sand

Bonus Material for *Blood and Sand: The Levant Tribunal*

by Niall Christie



Introduction

Ahlan wa sahan! Welcome to *Secrets in Sand*. This PDF download occupies the slightly unusual position of being a supplement to a supplement, in that it contains material that I was unable to squeeze into *Blood and Sand*. In this PDF you will find the following:

1. **The Islamic Tradition in the Order of Hermes:** Information and rules for magi who approach Hermetic magic from an Islamic point of view.
2. **Magi of the Levant Tribunal:** Game statistics for some of the Hermetic magi described in *Blood and Sand*.
3. **Husn Maryam's Talisman:** A powerful magic item, adapted from the *Arabian Nights*.

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The Islamic Tradition in the Order of Hermes

The Islamic Tradition within the Order of Hermes dates back to the time of the earliest Hermetic settlers in the Levant. Since the first contact and exchange of ideas between Hermetic magi and the Muslims, some Hermetic scholars have worked to incorporate Islamic ideas into their magic. The result of this has been the growth of a small tradition within the Order, knowing no boundaries of House or faith (although most are Muslims, and members of Houses Jerbiton, Criamon and Ex Miscellanea), whose magi have applied Islamic ideas to their magic in order to give it greater flexibility.

Given the current atmosphere in the East, it is understandable that the majority of the magi of the Islamic Tradition are keeping a low profile at the moment. However, some are active in opposing the Crusades and their crusading Hermetic brethren. Members of the Islamic Tradition are often suspected of involvement in counter-crusading activities. In most cases, these suspicions are unfounded.

Virtues and Flaws

There are three Hermetic Virtues and Flaws specifically associated with the Islamic



Tradition, available to all magi at character creation. They are as follows:

+1 *Virtue: Islamic Magic*

You are a member of the Islamic Tradition. Although you do not have to be Muslim, you may make use of the ranges, durations and targets listed under “The Islamic Influence” in *Blood and Sand*, with the following restrictions:

1. **Spell-casting:** You may only cast Formulaic or Ritual spells using these ranges, durations and targets. They may not be used with Spontaneous magic.
2. **Lab Work:** In all lab work involving Islamic spells (learning, inventing etc.) your score in Theology: Islam is applied as a requisite to your Magic Theory score. Islamic spells are those involving Islamic ranges, durations and targets. The requisite is not applied to work with normal Hermetic spells.

You have a starting score of 2 in Theology: Islam, and the –1 Flaw Bad Reputation, among other magi of the Order, representing the fact

that your abilities make other magi uncomfortable or suspicious of you.

+3 *Virtue: Interfaith Magic*

You are an unusually adept member of the Islamic Tradition. You have unrestricted access to the ranges, durations and targets listed under “The Islamic Influence” in *Blood and Sand*. You have a starting score of 3 in Theology: Islam, and the –1 Flaw Bad Reputation, among other magi of the Order, representing the fact that your abilities make other magi uncomfortable or suspicious of you. If you wish, you may take Speak Arabic and Scribe Arabic instead of Speak Latin and Scribe Latin as starting Abilities. Simply substitute “Arabic” for “Latin” in the list of starting Abilities for your House.

–1 *Flaw: Poorly-Meshed Hermetic-Islamic Magic*

You were trained primarily in Islamic magic, with the result that you have trouble with Hermetic magic. You may make unrestricted use of the ranges, durations and targets listed under “The Islamic Influence” in *Blood and Sand*. However, should you try to make use of “normal” Hermetic ranges, durations and targets, you suffer from the following restrictions:

1. **Spell-casting:** You may only cast Formulaic or Ritual spells using Hermetic ranges, durations and targets. They may not be used with Spontaneous magic.
2. **Lab Work:** In all lab work involving spells, whether standard Hermetic or Islamic, (learning, inventing etc.) your score in Theology: Islam is subtracted from your Magic Theory score.

Instead of starting scores in Speak and Scribe Latin, you have starting scores in Speak and Scribe Arabic, reflecting your Islamic-orientated magical upbringing. Simply substitute “Arabic” for “Latin” in the list of starting Abilities for your House. You have a starting score of 2 in Theology: Islam, and the –1 Flaw Bad Reputation, among other magi of the Order, representing the fact that your abilities make other magi uncomfortable or suspicious of you.

Adapting Islamic Magic to Hermetic Standards

While followers of the Islamic tradition may make use of the Islamic ranges, durations and targets, “normal” Hermetic magi still labor to adapt these to Hermetic standards. As suggested in *Blood and Sand*, such adaptation should be the result of a Major lab discovery (WGRE, pages 84-85). Should the discovery actually be made, suggested restrictions on the actual use of the ranges, durations and targets with standard Hermetic magic are as follows:

1. The spell or magical effect designed may not break the limits of magic (ArM4, pages 67-68).
2. The magnitude of the spell or effect is increased by one for each Islamic range, duration or target incorporated (5 levels). Thus a *Ball of Abysmal Flame* spell with a range of Voice will be eighth magnitude (level 40).
3. The Islamic ranges, durations and targets may never be used with spontaneous magic.

These restrictions are similar to those placed on Hermetic use of Faerie magic (WGRE, page 136).

Sample Islamic Spell: Convocation of Faithful

(Islamic equivalent of Hermetic Rego Mentem, Level 35)

R: Touch, D: *Salat*, T: Minaret

All persons within the area covered by the targeted minaret have a sudden urge to go there. They cannot explain why, but they do have a sense of urgency that grows stronger as the duration of the spell draws towards its end. The urge is of course stronger for good Muslims than for *dhimmis*: Muslim characters can resist the urge on an Intelligence + Concentration stress roll of 12+, whereas other persons only need a 9+. Modifiers should be applied for appropriate Personality Traits (such as Pious) or Virtues and Flaws (such as Strong-Willed). If the roll is successful, the person still feels that something important demands his or her presence at the minaret, but can ignore the summoning for the next hour (re-roll each hour). Victims who failed their roll must obey the summoning, and head towards the minaret as soon as possible. They still behave in a sensible way: while they are adamant that they must go to the minaret, they will not endanger their lives to reach it in time. On a botched roll, a victim drops everything and run as fast as possible towards the minaret. He or she will not stop before crossing streets, and may even jump

out of the window if it means reaching the minaret faster!

When the next call to prayer is uttered from the minaret, the spell wears off, people gathered at the feet of the tower will probably disperse, and people who have not reached it yet no longer feel the urge to go there.

This spell is usually used as an emergency means to summon the population of a town, to prepare the town's defenses in case of an imminent attack, for example. By adding an *Intéllego* requisite, magi may specify what category of people will be affected by the spell. The sentence describing the summoned group must be uttered loudly and clearly, and cannot be more than six words long. "All able men" or "all *Shi'is*" are acceptable choices, but "all able men between 15 and 50 with no family" is too restrictive. Only persons who believe they belong to the appropriate group will answer, so if the caster summons "all pregnant women" to the minaret, they will not attract any woman who has not yet realized that she is with child. (Level Rationale: Instill the urge to go to the minaret in a person (ReMe 20), substitute Islamic categories (Touch, *Salat*, Individual), then increase Target to Minaret (+15) = ReMe 35).



The Faerie Problem

Blood and Sand refers to a problem suffered by Middle Eastern mages: due to the scarcity of faeries in the area, these magi suffer penalties to their magic rolls when in Faerie auras, reflecting a lack of familiarity with them. Some players may wish to formalize this problem in the form of a Hermetic Flaw. An example is given below. This Flaw is available to all Hermetic magi, not merely those who are members of the Islamic Tradition.

–1 Flaw: The Faerie Problem

You were trained exclusively in the Levant, and hence have had little experience with

faeries. You suffer from "The Faerie Problem," described in *Blood and Sand*.

Magi of the Levant Tribunal

This section contains statistics for the following magi, described in *Blood and Sand*.

From Aedes Veritatis:

Sharaf al-Din 'Umar of House Jerbiton
Amber the Golden of House Tremere

**From Domus Pacis:**

Felix of House Guernicus
Esther of House Verditius

From Foothold:

Guillaume de Bourne of House Flambeau
Rufus de Clary of House Tytalus

From the Hermetic Embassy:

Spiral of House Criamon

Power levels vary wildly in *Ars Magica* sagas, so no doubt there will be some players who regard the magi detailed here as being under- or over-powered. The statistics given should be regarded as mere suggestions. Note that all characteristics were generated using the random method.

Statistics are not given for Tau of House Flambeau, Aurora Borealis of House Jerbiton or Scipio of House Guernicus: "powerful enough" is probably the best approach to take regarding these characters. It should also be noted that Sharaf al-Din 'Umar of House Jerbiton has been generated as a member of the Islamic Tradition, detailed above.

Sharaf al-Din 'Umar of House Jerbiton

Characteristics: Int +3, Per +3, Pre 0, Com +3,
Str 0, Sta -1, Dex -1, Qik -2

Age: 72 (Apparent 54)

Afflictions: Visibly aging (0), Sore knees (0)

Size: 0

Confidence: 4

Virtues and Flaws: Elementalist +5, Jack of All Trades +2, Clear Thinker +1, Well Traveled +1, Obligations (To Ayyubid sultans) -2, Clumsy Magic -2, Dark Secret (Servant of Ayyubids) -1, Vow (Falty to Ayyubids) -1, The Faerie Problem -1, Poorly-Meshed Hermetic-Islamic Magic -1, Obsession (Counter-Crusade) -1, Driving Goal (To find more unique longevity potion ingredients) -1

Personality Traits: Brave +3, Calm +3, Careful +3, Pious +3, Wild +1

Reputations: Trustworthy +3, with Ayyubid sultans, Threat to peace +3, with Quaesi-

tores, Untrustworthy +2, with Hermetic magi

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+2	+3	+2	0	+2
Quarterstaff	+8	+7	+8	+3	+3

Soak: -1

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Affinity Elements 5 (In Combat), Awareness 4 (Ambushes), Bargain 4 (With Nobility), Brawling 3 (Fist), Certamen 3 (Ignem), Charm 4 (Being Mysterious), Concentration 4 (Reciting), Etiquette 3 (Nobility), Finesse 4 (Precision), Folk Ken 4 (Nobles), Guile 4 (Elaborate Lies), Hermes Lore 4 (History), Hermetic Law 3 (Treaty Law), Hunt 3 (Laying Traps), Intrigue 4 (Long-Term Plans), Islamic Law 3 (Magic), Leadership 4 (At Tribunal), Legend Lore 4 (Heroes), Levant Lore 4 (Magical Sites), Longshaft Weapon 4 (Quarterstaff), Magic Theory 6 (Inventing Items), Parma Magica 5 (Mentem), Penetration 5 (Terram), Ride 3 (Fast), Scribe Arabic 4 (Beautifully), Scribe Latin 4 (Neatness), Speak Arabic 5 (Eloquence), Speak French 3 (Listening In), Speak Latin 4 (Eloquence), Survival 3 (Desert), Theology: Islam 3 (Magic)

Arts:

Cr 15	In 11	Mu 9	Pe 7	Re 21
An 8	Aq 14	Au 13	Co 16	He 10
Ig 16	Im 3	Me 6	Te 15	Vi 10

Twilight Points: 14

Twilight Effects: Longevity potion use 2, Vim score 10+ 2, Positive twilight: Experience points in Arcane Ability (+4 experience points to Penetration) 6, Negative twilight: Clumsy Magic 1, Negative twilight: Blatant Gift (actually loss of Gentle Gift) 3

Decrepitude: 0

Wizard's Sigil: A shadow crosses 'Umar's face when he casts spells.

Sigil: A plain brass ring

Equipment:

1. A quarterstaff enchanted with the following:
 - a) Talisman — attunements (not included in spell totals): Repel things +2, Project bolts and missiles +3, Control things at a distance +4, Destroy things at a distance +4
 - b) Repels all wooden and metal weapons which come within Reach (R: Reach, D: *Sura*, T: Group). Works 6 times/day. Activated by



- tapping the staff on the ground twice in quick succession (Level rationale: Repel wooden and metal weapons (ReHe(Te) 25), replace D: Concentration with *Sura*, increase target to Group +10 = ReHe(Te) 35).
- c) Casts The Seven League Stride (R: Per., D: *Shahada*, T: Ind). Works 6 times/day. Activated by tapping the staff on the ground three times in quick succession (Level rationale: *The Seven League Stride* (ReCo 35), replace D: Mom. with *Shahada* = ReCo 35).
2. Brass sigil ring
3. Longevity potion: In 11 + Co 16 + Int 3 + Magic Theory 6 + aura 4 + Lab bonus 1, for a current Lab total of 41, bonus – 8. Four unique ingredients (WGRE, page 101) — his first tooth, dust from the site of his first spell, chips from his parents' bones and stone from the ruins of his first home.
- Encumbrance:** –1
- Spells Known (all Islamic — ranges, durations and targets are given):**
- The Earth's Carbuncle (R: Voice/Sight, D: *Shahada*, T: Spec. — Re(Mu)Te 15/31)
- Crest of the Earth Wave (R: Voice, D: Spec., T: Spec. — ReTe 25/43)
- Earth Shock (R: Voice, D: *Shahada*, T: Spec. — ReTe 25/43)
- The Earth Split Asunder (R: Voice/Sight, D: Spec., T: Spec. — ReTe 30/43)
- Wall of Protecting Stone (R: Voice/Sight, D: Sun, T: Spec. — CrTe 30/33)
- Circling Winds of Protection (R: Per./Touch, D: Spec./Sun, T: Room — ReAu 15/37)
- Charge of the Angry Winds (R: Voice, D: *Adhan*, T: Spec. — CrAu 15/31)
- The Wrath of Allah (See *Blood and Sand*, page @@ — Re(Cr)Te(Ig) 35/36)
- Breaking the Perpetual Drought (R: Per., D: Sun, T: Minaret — CrAq 35/32)
- Parting the Waves (R: Touch, D: *Qira'a*, T: Sight — ReAq 35/38)
- Pull of the Watery Grave (R: Sight, D: *Qira'a*, T: Spec. — ReAq 25/42)
- Clouds of Rain and Thunder (R: Sight, D: *Qira'a*, T: Minaret — CrAu 20/31)
- The Incantation of Lightning (R: Voice/Sight, D: *Shahada*, T: Spec. — CrAu 35/34)
- Wings of the Soaring Wind (R: Per., D: *Qira'a*/Sun, T: Ind. — ReAu 20/37)
- Gathering of the Stormy Might (R: Per., D: Spec., T: Sight — ReAu 30/37)
- Pull of the Skybound Winds (R: Voice/Sight, D: *Shahada*, T: Spec. — ReAu 30/41)
- The Chirurgeon's Healing Touch (R: Touch/Voice, D: Sun/Inst., T: Ind. — CrCo 25/24)
- Sight of the True Form (R: Sight, D: *Shahada*, T: Ind. — InCo 25/20, –5 to required ease factors)
- The Seven League Stride (R: Per./Touch, D: *Shahada*, T: Ind. — ReCo 35/30)
- Arc of Fiery Ribbons (R: Spec., D: *Shahada*, T: Group — CrIg 25/37)
- Ball of Abysmal Flame (R: Voice/Sight, D: *Shahada*, T: Ind. — CrIg 35/37)
- Circle of Encompassing Flames (R: Voice/Sight, D: *Qira'a*, T: Ind. — CrIg 35/34)
- Burst of the Sweeping Flames (R: Sight, D: *Shahada*, T: Ind. — ReIg 20/44)
- Ward Against Heat and Flames (R: Touch/Voice, D: Sun, T: Ind. — ReIg 30/40)
- Conjuring the Mystic Tower (R: Reach, D: Moon/Inst., T: Str. — CrTe 35/37)
- Creeping Chasm (R: Voice, D: Spec., T: Spec. — ReTe 30/44)
- Change the River's Path (R: Voice, D: *Qira'a*/Perm., T: Spec. — ReAq 30/42, WGRE, page 157)
- Fulgurous Orb (R: Voice/Sight, D: *Shahada*, T: Room — CrAu 35/34, WGRE, page 157)
- The Travelling Thistledown (R: Per./Touch, D: Sun, T: Ind. — ReAu 25/37, WGRE, page 158)
- Call Aeolus' Servants (R: Voice/Sight, D: *Qira'a*/Sun, T: Room — ReAu 25/41, WGRE, page 158)
- Prison of the Zephyrs (R: Voice/Sight, D: *Qira'a*/Sun, T: Ind. — ReAu 25/41, WGRE, page 158)
- Breath of Vulcan (R: Voice/Sight, D: *Shahada*, T: Room — CrIg(Au, Te) 30/31, WGRE, page 164)
- Curse of the Attraction of the Fire (R: Voice/Sight, D: Sun/Moon, T: Room — ReIg 35/40, WGRE, page 165)
- Gift of the Bear's Fortitude (R: Per./Touch, D: *Salat*/Moon, T: Ind. — MuCo(An) 25/10)
- Voice of the Lake (R: Touch, D: *Sura*, T: Spec. — InAq 25/28)
- Eyes of the Bat (R: Per./Touch, D: Spec., T: Spec. — InAu 25/27)



Heat of Hell's Impending Doom (R: Per., D: Qira'a/Moon, T: Minaret — Mu(Re)Au(Ig) 30/25)

Stone Tell of the Mind that Sits (R: Reach/Voice, D: Salat, T: Small — InTe 35/29)

Sense the Feet that Tread the Earth (R: Touch, D: Surra, T: Minaret — InTe 30/33)

Amber the Golden of House Tremere

Characteristics: Int +3, Per +2, Pre -2, Com 0, Str 0, Sta 0, Dex 0, Qik 0

Age: 54 (Apparent 37)

Afflictions: None

Size: -1

Confidence: 3

Virtues and Flaws: Knack with Certámen +4, Piercing Gaze +2, Mentor (Catullus of Tremere) +2, Lightning Reflexes +2, Strong-Willed +1, Magical Affinity (Felines) +1, Small Frame -3, Curse of Venus -2, No Sigil -1, Twilight Points (3) -1, Oversensitive (Being controlled) -1, Disfigured (Strange appearance) -1, Bad Reputation (Undisciplined +2, in House Tremere) -1

Personality Traits: Curious +4, Independent +3, Cat +3, Cruel to enemies +1, Brave +1

Reputations: Undisciplined +2, with House Tremere, Threat to peace +2, with Quaesitores

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+5	+4	+5	-1	+4

Soak: -1

Fatigue levels: OK, -1, -3, -5, Unconscious

Body levels: OK, -1, -3, -5, Incapacitated

Abilities: Affinity Felines 4 (Domestic Cats), Animal Handling 3 (Cats), Awareness 2 (Sounds), Brawling 4 (In Cat Form), Certámen 4 (Animal), Charm 2 (Seduction), Concentration 3 (On Watch), Finesse 3 (Grace), Folk Ken 3 (Magi), Guile 3 (Awkward Corners), Hermes Lore 3 (Politics), Hermetic Law 2 (Loopholes), Hunt 3 (Stalking), Intrigue 3 (Gossip), Legend Lore 2 (Beasts), Levant Lore 2 (Personalities), Magic Theory 5 (Inventing Spells), Parma Magica 4 (Mentem), Penetration 3 (Corpus), Scribe Arabic 2 (Read-

ing), Scribe Latin 3 (Illumination), Speak Arabic 2 (Syrian), Speak Italian 4 (Florentine), Speak Latin 5 (Hermetic), Stealth 6 (Hunting), Swim 2 (Rough Water), Theology: Islam 1 (Women)

Arts:

Cr 11 In 14 Mu 15 Pe 10 Re 11

An 18 Aq 7 Au 9 Co 17 He 8

Ig 11 Im 8 Me 12 Te 7 Vi 9

Twilight Points: 5

Twilight Effects: Apprenticeship 3, Longevity potion use 1, Vim score 5+ 1

Decrepitude: 0

Wizard's Sigil: Eyes flash golden

Sigil: A ruby bracelet, currently held by Catullus

Equipment:

1. Assorted props for shape-changing
2. Longevity potion: In (was) 12 + Co (was) 12 + Int 3 + Magic Theory (was) 4 + aura 4 + Lab bonus 1, for a current Lab total of 36, bonus -7

Encumbrance: 0

Spells Known:

Peering into the Mortal Mind (InMe 30/26)
Thoughts Within Babble (InMe 25/26)
Opening the Tome of the Animal's Mind (InAn 25/32)
Viper's Gaze (ReAn 15/29)
Panic of the Trembling Heart (CrMe 15/23)
Trust of Childlike Faith (PeMe 10/22)
Calm the Motion of the Heart (PeMe 15/22)
Confusion of the Numbed Will (ReMe 15/23)
Full Health of Beast and Bird (CrAn 25/29)
Soothe Pains of the Beast (CrAn 20/29)
Weaver's Trap of Webs (CrAn 20/29)
Hunter's Sense (InAn 30/32)
The Beast Remade (MuAn(Co) 25/32)
Cripple the Howling Wolf (PeAn 20/28)
Panic of the Elephant's Mouse (ReAn 15/29)
The Gentle Beast (ReAn 20/29)
Circle of Beast Warding (ReAn 25/29)
Commanding the Harnessed Beast (ReAn 30/29)
The Chirurgeon's Healing Touch (CrCo 20/28)
Sight of the True Form (InCo 25/31)
Whispers Through the Black Gate (InCo(Me) 15/26)
The Inexorable Search (InCo 20/31)
Shape of the Woodland Prowler (MuCo(An) 25/32)
Strings of the Unwilling Marionette (ReCo 25/28)

Gift of the Bear's Fortitude (MuCo(An) 25/32)
 Cloak of Black Feathers (MuCo(An, Au) 30/24)
 Steed of Vengeance (MuAn 30/33)
 Transformation of the Ravenous Beast to a Torpid Toad (MuAn 30/33)
 Curse of Circe (MuCo(An) 35/32)
 Mind of the Beast (MuMe(An) 30/27)
 Blessing of Antaeus' Fortitude (MuCo 35/32 — WGRE, page 160)
 Gift of the Buoyant Gosling (MuCo 35/32 — WGRE, page 160)
 Humility of the Vanquished Knight (MuMe 20/27 — WGRE, page 169)
 Preternatural Growth and Shrinking (MuCo 20/32)

Amber has also invented and mastered the following:

Shape of the Barnyard Creeper

MuCo 25 (Amber's casting total: 37)
 R: Touch/Near, D: Sun/Perm., T: Ind.
 Spell Focus: A Cat's Claw (+2)
 Requisite: Animal

You place a cat skin over yourself or another, and the target turns into a cat. The target may change back at will, ending the spell. The spell requires possession of a cat skin (Level rationale: Turn a human into a land animal = MuCo(An) 25).

Shape of the Spotted Stalker

MuCo 25 (Amber's casting total: 32)
 R: Touch/Near, D: Sun/Perm., T: Ind.
 Spell Focus: A Leopard's Tooth (+4)
 Requisite: Animal

You place a leopard skin over yourself or another, and the target turns into a leopard. The target may change back at will, ending the spell. The spell requires possession of a leopard skin (Level rationale: Turn a human into a land animal = MuCo(An) 25).

From Cat to Cat

MuAn 20 (Amber's casting total: 38)
 R: Touch, D: Sun, T: Ind.
 Spell Focus: A Leopard's Tooth (+4)

Turns a cat into a leopard. The cat may transform itself back at will. Amber of Tremere uses this most often on her familiar, Luigi, who enjoys the power the leopard form gives him (Level rationale: Turn an animal into another animal = MuAn 20).

Luigi, Amber's Cat Familiar

Characteristics: Int +1, Per +3, Pre n/a, Com n/a, Str -3, Sta 0, Dex +3, Qik +3

Magic Might: 13

Size: -3

Virtues: Lightning Reflexes +2, Piercing Gaze +2

Personality Traits: Curious +4, Independent +2, Cruel to enemies +1

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Bite and Claws	+5	+5	+7	-3	0

Soak: -2

Fatigue levels: OK, -3, Unconscious

Body levels: OK, -3, Incapacitated

Abilities: Awareness 2 (Sounds), Stealth 6 (Hunting)

Familiar Scores:

Opening the Enchantment: Exchange slitted pupils/gold skin and Cat+3/Cruel to enemies +1

Bond Score: 47

Cord Scores: Gold +2, Silver +2, Bronze +2

Bond Qualities: Unlimited Bond +10, Shared Senses (Side-effect: Amber tends to stare intently at things, while Luigi looks around a lot) +10, Mental Communication (Side effect: Exchange Curious +4/Independent +2) +10, Shared Ability (Stealth 6/Awareness 2, side effect: Amber tends to pad around quietly, while Luigi cocks his ear at every sound) +5, Exchange Virtues (Lightning Reflexes +2/Piercing Gaze +2) +5, Shared Protection (Side effect: Amber crouches slightly at danger, while Luigi sits up on his hind legs) +5.

Vis: 1 pawn Animal in each eye and 1 in his brain, for a total of 3.



Felix of House Guernicus

Characteristics: Int +4, Per +4, Pre 0, Com 0, Str +2, Sta +3, Dex 0, Qik -2

Age: 48 (Apparent 45)



Afflictions: Stiff joints (1), Visibly aging (0),
Loss of hearing (0)

Size: 0

Confidence: 3

Virtues and Flaws: Cautious Sorcerer +2, Clear Thinker +1, Quaesitor +1, Veteran +1, Common Sense +1, Social Contacts (Kabbalists) +1, Premonitions +1, Tough +1, Well-Traveled +1, Old -3, Painful Magic -3, Lane -2, Common Fear (Fire) -2

Personality Traits: Sensible +3, Diligent +3, Fair +3, Brave +2, Honest +1

Reputations: Fair +3, with the Order of Hermes

Weapon/Attack Init Atk Dfn Dam Fat

Brawling (fist) -5 +2 -6 +2 +6

Mace & Round

Shield -3 +6 +1 +7 +7

Soak: +6

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Animal Handling 2 (Horses), Awareness 2 (Ambushes), Bargain 2 (Military Supplies), Brawling 2 (Fist/Kick), Carouse 2 (Drinking Songs), Charm 2 (First Impressions), Concentration 2 (On Guard), Etiquette 2 (Magi), Folk Ken 2 (Magi), Guile 2 (Quick Lies), Hermes Lore 2 (House Criamon), Hermetic Law 3 (Non-Hermetic Magi), Hunt 2 (Snares), Intrigue 2 (Subtle Plots), Judaic Lore 2 (Famous Rabbis), Levant Lore 2 (Holy Land), Magic Theory 4 (Potions), Parma Magica 2 (Mentem), Premonitions 2 (Ambushes), Rabbinical Law 2 (Magic), Scribe Hebrew 2 (Neatness), Scribe Latin 3 (Neatness), Shield and Weapon 3 (Mace and Round Shield), Speak Arabic 4 (Military), Speak French 2 (Latin States), Speak Latin 5 (Hermetic), Theology: Judaism 2 (Rituals)

Arts:

Cr 6 In 11 Mu 5 Pe 0 Re 3

An 0 Aq 0 Au 0 Co 6 He 0

Ig 0 Im 12 Me 11 Te 0 Vi 2

Twilight Points: 1

Twilight Effects: Longevity potion use 1

Decrepitude: 0

Wizard's Sigil: Felix's magic is painful to cast

Sigil: A gold ring with the symbol of House Guernicus on it

Equipment:

1. Sigil ring

2. Walking staff

3. Longevity potion (brewed by Tau of Flambeau): In 14 + Co 16 + Int 4 + Magic Theory 6 (+1 for Specialty) + aura 1, for a current Lab total of 42, bonus -8

Encumbrance: 0

Spells Known:

Eyes of the Past (InIm 20/28)

Ear for the Distant Voice (InIm 20/26)

Summoning the Distant Image (InIm 25/26)

Discern Images of Truth and Falsehood (InIm 30/26)

Peering into the Mortal Mind (InMe 30/25)

Thoughts Within Babble (InMe 25/25)

The Chirurgeon's Healing Touch (CrCo 20/15)

Whispers Through the Black Gate (InCo(Me) 15/20)

The Inexorable Search (InCo 20/20)

Lifting the Dangling Puppet (ReCo 15/12)

Panic of the Trembling Heart (CrMe 15/20)

Emotion of Reversed Intentions (MeMe 20/19)

Trust of Childlike Faith (PeMe 10/14)

Aura of Rightful Authority (ReMe 20/17)

Esther of House Verditius

Characteristics: Int +3, Per 0, Pre +3, Com 0,
Str -3, Sta 0, Dex 0, Qik -1

Age: 43 (Apparent 39)

Afflictions: Slowing reactions (0)

Size: 0

Confidence: 3

Virtues and Flaws: Jack of All Trades +2, Intuition +2, Mage-Smith (WGRe, page 60) +2, Inventive Genius +1, Social Contacts (Merchants) +1, Well-Traveled +1, Secret Vis Source (Terram) +1, Weak Parma Magica (When Unaware) -3, Noncombatant -2, Enemies (Magi of al-Arama) -2, Follower of Verditius -1, Driving Goal (Amass Wealth) -1, Dark Secret (Selling Magic Items to Mundanes)

Personality Traits: Avaricious +3, Professional +3, Friendly +2, Subtle +2, Mercenary +2

Reputations: Professional 1, with local merchants

Weapon/Attack Init Atk Dfn Dam Fat

Brawling (fist) 0 -3 -1 -6 -3

Soak: 0

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Awareness 2 (Urban Settings), Bargain 4 (Magic Items), Carouse 2 (Stay

Sober), Charm 3 (Asking Favors), Concentration 3 (Long Periods), Craft: Armory 2 (Chain-mail), Craft: Clothiery 4 (Cloaks), Craft: Jewelry-making (Rings) 3, Craft: Weapon-smithing 2 (Swords), Etiquette 2 (Merchants), Finesse 2 (Precision), Folk Ken 3 (Merchants), Forgery 3 (Letters), Guile 3 (Selling), Hermes Lore 2 (Famous Magic Items), Hermetic Law 1 (Magic Items), Intrigue 3 (Trade), Legend Lore 1 (Famous Magic Items), Levant Lore 3 (Mercantile Quarters), Magic Theory 7 (Items), Parma Magica 3 (Vim), Penetration 2 (Mentem), Scribe Latin 2 (Lab Texts), Speak Arabic 2 (Merchant Classes), Speak English 4 (Colorful Phrases), Speak Latin 5 (Catching Nuances), Verditius Magic 5 (Vim)

Arts:

Cr 10 In 11 Mu 10 Pe 10 Re 10
An 5 Aq 5 Au 5 Co 10 He 7
Ig 5 Im 9 Me 10 Te 10 Vi 11

Twilight Points: 3

Twilight Effects: Longevity potion use 1, Vim score 10+ 2

Decrepitude: 0

Wizard's Sigil: A slight tension in the air

Sigil: Gold circlet

Equipment:

1. Assorted tools and spell foci
2. Sigil circlet
3. A cloak enchanted with the following effect: Whenever the hood is raised, the wearer becomes invisible, and also may not be heard, even if they move. Use is unlimited (Level rationale: Destroy an object's ability to affect sight and hearing (PeIm 10), increase by one magnitude to allow movement (+5), reduce range to Touch (-5), duration to Concentration (-5, item maintains concentration) = PeIm 5).
4. Longevity potion: In 11 + Co 10 + Int 3 + Magic Theory 7 + Verditius Magic 5 + aura 1 + Lab text 6 + Inventive Genius bonus +3, for a current Lab total of 46, bonus -9

Encumbrance: 0**Spells Known:**

Gather the Essence of the Beast (MuVi 15/21)
Shroud Magic (MuVi 25/21)
Eyes of the Eons (InTe 10/21)
The Miner's Keen Eye (InTe 20/21)
Subtle Shift of the Heart (MuMe 10/20)
Emotion of Reversed Intentions (MuMe 20/20)

Posing the Silent Question (InMe 20/21)
Whispers Through the Black Gate (InCo(Me) 15/21)
Edge of the Razor (MuTe 5/20)
Sight of the Transparent Motive (InMe 10/21)
Weighing the Turncoat's Silver (InMe 20/21 — WGRE, page 169)
Disenchant (PeVi 20/24)
Masking the Odor of Magic (PeVi 20/21)
Thoughts Within Babble (InMe 25/21)
The Gift of Vigor (ReCo 20/20)
Aura of Rightful Authority (ReMe 20/20)
Mastering the Stolid Mundane (ReMe 20/20 — WGRE, page 170)
Wall of Protecting Stone (CrTe 25/20)
Circle of the Faerie Stone (CrTe(Vi) 30/20)
Peering into the Mortal Mind (InMe 30/21)
Sense the Magic Root (InHe(Vi) 10/18 — WGRE, pages 162-3)
Eyes of the Future (InIm 30/23 — WGRE, page 167)
Beguile the Normal Mind (ReMe 20/20 — WGRE, page 170)
Wizard's Sleeve of Practical Tools (CrTe 15/20 — WGRE, page 171)
Origin of the Ancient Object (InTe 15/21 — WGRE, page 171)
Stone Tell of the Mind that Sits (InTe 30/21)
Watching Ward (ReVi 30/24)

Guillaume de Bourne of House Flambeau

Characteristics: Int +2, Per +1, Pre -2, Com -1, Str +3, Sta +3, Dex +1, Qik +1

Age: 43 (Apparent 39)

Afflictions: None

Size: +1

Confidence: 3

Virtues and Flaws: Magical Affinity (Ignem) +3, Large +3, Lightning Reflexes +2, Enduring Constitution +1, Fury (When wounded) -3, Overconfident -2, Blatant Gift -1, Loose Magic -1, Obsessed (Crusade) -1, Disfigured (Scar) -1

Personality Traits: Overconfident +3, Pious +3, Brave +3, Hot-tempered +2

Reputations: Great warrior +2, with Crusader magi, Threat to peace +2, with Quaesitores





Weapon/Attack Init Atk Dfn Dam Fat
 Brawling (fist) +5 +4 +4 +4 +7
 Longsword +10 +8 +10 +8 +9
 Longsword &
 Kite Shield +9 +9 +14 +8 +9
Soak: (Reinforced Leather Hauberk) +7
Fatigue levels: OK, 0/0, 0, -2, -4, Unconscious
Body levels: OK, 0/0, 0, -2, -4, Incapacitated
Abilities: Affinity Ignem 5 (Creo), Athletics 2 (Stamina), Awareness 3 (Ambushes), Brawling 3 (Fist/Kick), Climb 2 (Cliffs), Concentration 2 (Ignoring Pain), Hermes Lore 2 (History), Hermetic Law 1 (Mundane Interference), Hunt 3 (Desert), Leadership 2 (Grogg), Legend Lore 2 (Jinn), Levant Lore 3 (Politics), Magic Theory 4 (Potions), Parma Magica 4 (Ignem), Scribe Latin 2 (Speed), Shield & Weapon 5 (Longsword & Kite Shield), Single Weapon 5 (Longsword), Speak Arabic 2 (Holy Land), Speak French 4 (Norman), Speak Latin 5 (Hermetic), Stealth 3 (Ambushing), Survival 3 (Desert), Swim 3 (Rough Water)

Arts:

Cr 12	In 5	Mu 8	Pe 10	Re 5
An 5	Aq 5	Au 5	Co 12	He 5
Ig 19	Im 5	Me 7	Te 5	Vi 5

Twilight Points: 5

Twilight Effects: Longevity potion use 1, Vim score 5+ 1, Positive Twilight: Increased understanding (Ignem, may write up to 2/3 score) 3

Decrepitude: 0

Wizard's Sigil: Sparks from fingertips

Sigil: Longsword

Equipment:

1. Longsword
2. Kite shield
3. Reinforced leather hauberk
4. Longevity potion: In 5 + Co 12 + Int 2 + Magic Theory 4 (+1 for specialty) + aura 2 + Lab penalty -1, for a current Lab total of 25, bonus -5

Encumbrance: 0**Spells Known:**

Ball of Abysmal Flame (CrIg 35/40)
 Arc of Fiery Ribbons (CrIg 25/40)
 Pilum of Fire (CrIg 20/40)
 Blade of Virulent Flame (CrIg 20/40)
 Prison of Flames (MuIg 15/35)
 Well Without Light (PeIg 30/37)

Tremulous Vault of the Torch's Flame (Relg 5/32)

Words of the Flickering Flame (InIg 25/32)

Leap of the Fire (Relg 20/32)

Burst of the Sweeping Flames (Relg 25/32)

Ward Against Heat and Flames (ReIg 25/32)

The Chirurgeon's Healing Touch (CrCo 20/27)

Panic of the Elephant's Mouse (ReAn 15/13)

Whispers Through the Black Gate (InCo(Me) 15/15)

Wizard's Sidestep (ReIm 10/13)

Panic of the Trembling Heart (CrMe 15/22)

Gift of the Hero's Strength (MuCo(Cr) 20/23 — WGRE, page 160)

Mighty Fling of the Menacing Knight (ReCo 20/20 — WGRE, page 162)

Curse of Attraction of the Fire (ReIg 30/32 — WGRE, page 165)

Enlarging the Distant Image (MuIm 10/16 — WGRE, page 167)

The Crystal Dart (MuTe(Re) 10/13)

Eyes of the Serpent (ReCo 10/20 — WGRE, page 161)

Cripple the Howling Wolf (PeAn 20/18)

Eyes of Flame (CrIg 35/40 — WGRE, page 164)

The Severed Limb Made Whole (CrCo 30/27)

Preternatural Growth and Shrinking (MuCo 20/23)

Rufus de Clary of House Tytalus

Characteristics: Int +3, Per +2, Pre +2, Com +1, Str -2, Sta -1, Dex -1, Qik -1

Age: 45 (Apparent 36)

Afflictions: Stoop (0), Aching joints (0)

Size: 0

Confidence: 3

Virtues and Flaws: Silent Magic +5, Subtle Magic +2, Inspirational +1, Read Lips +1, Strong-Willed +1, Decrepit (Due to childhood abuse) -2, Diabolic upbringing -2, Terrors (Demons) -2, Driving Goal (Magical power) -1, Obsessed (Crusade) -1, Dark Secret (Son of diabolists) -1, Fragile Constitution -1

Personality Traits: Power-hungry +3, Manipulative +3, Heartless +2, Vulnerable +1

Reputations: Dangerous +2, with magi about whom he knows secrets, Threat to peace +2, with Quaesitores

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+2	+1	+1	-2	+1
Dagger	+4	+3	+4	+1	+2

Soak: -1

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Awareness 2 (Details), Brawling 2 (Dagger), Certamen 3 (Mentem), Charm 4 (First Impressions), Civil & Canon Law 2 (Crusade), Concentration 2 (Long Periods), Disputatio 2 (Debate), Finesse 3 (Precision), Folk Ken 3 (Magi), Guile 4 (Quick Lies), Hermes Lore 4 (Personalities), Hermetic Law 3 (Mundane Interference), Intrigue 4 (Plotting), Leadership 3 (Magi), Levant Lore 2 (Politics), Magic Theory 4 (Inventing Spells), Occult Lore 2 (Demons), Parma Magica 4 (Mentem), Penetration 3 (Mentem), Read Lips 3 (Distance), Scribe Latin 2 (Bad Handwriting), Speak Arabic 3 (Holy Land), Speak French 4 (Provencale), Speak Latin 5 (Whispers)

Arts:

Cr 8	In 11	Mu 5	Pe 17	Re 5
An 5	Aq 5	Au 5	Co 16	He 5
Ig 5	Im 6	Me 12	Te 3	Vi 8

Twilight Points: 2

Twilight Effects: Longevity potion use 1, Vim score 5+ 1

Decrepitude: 1

Wizard's Sigil: Conspicuously absent

Sigil: Silver pendant engraved with the symbol of House Tytalus

Equipment:

1. Dagger
2. Sigil pendant
3. Longevity Potion: In 11 + Co 16 + Int 3 + Magic Theory 4 + aura 2 + Lab penalty -1 + Lab text 4, for a current Lab total of 39, bonus -7

Encumbrance: 0

Spells Known:

Trust of Childlike Faith (PeMe 10/28)
 Loss of But a Moment's Memory (PeMe(In) 10/22)
 Black Whisper (PeMe 35/28)
 Blessing of Childlike Bliss (PeMe 25/28)
 Grip of the Choking Hand (PeCo 15/32)
 The Wound that Weeps (PeCo 15/32)
 Aura of Rightful Authority (ReMe 20/16)
 Veil of Invisibility (PeIm 10/22)
 Silence of the Smothered Sound (PeIm 10/22)
 Peering into the Mortal Mind (InMe 30/22)

Thoughts Within Babble (InMe 25/22)

Pain of the Wizard's Gaze (PeCo 25/32 — WGRE, page 161)

Spectacle of Abject Terror (CrMe 20/19 — WGRE, page 168)

Weighing the Turncoat's Silver (InMe 20/22 — WGRE, page 169)

The Demon's Eternal Oblivion (PeVi 20/24)

Circular Ward Against Demons (ReVi 15/12)

The Inexorable Search (InCo 20/26)

Incantation of the Milky Eyes (PeCo 30/32)

The Chirurgeon's Healing Touch (CrCo 20/23)

Panic of the Elephant's Mouse (ReAn 15/9)

Whispers Through the Black Gate (InCo(Me) 15/22)

Whispering Winds (InAu 15/15)

Eyes of the Past (InIm 20/18)

Conjuration of the Indubitable Cold (PeIg 20/21)

Clenching Grasp of the Crushed Heart (PeCo 40/32)

Spiral of House Criamon

Characteristics: Int +3, Per +1, Pre -3, Com -5, Str 0, Sta +1, Dex 0, Qik 0

Age: 53 (Apparent 42)

Afflictions: None

Size: 0

Confidence: 3

Virtues and Flaws: Affinity Vim +3, Visual Eidetic Memory +3, Magic Sensitivity +1, Strong-Willed +1, Well Known (Sufis of Baghdad) +1, Rapid Convalescence +1, Feeble Communication -4, Lack of Control -2, Disfigured (Tattoos) -1, Blatant Gift -1, Incomprehensible -1, Obsessed (Islam's magic) -1

Personality Traits: Enthusiastic +3, Naive +3, Obsessive +3, Obscure +3

Reputations: Wise +2, among the Sufis of Baghdad, Peacemaker +1, with the Quaesitores and Muslim authorities, Interfering do-gooder +1, with Crusader and counter-crusading magi

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	-2	-3	-3	0	-2

Soak: +1

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Affinity Vim 5 (Intéllego), Awareness 2 (Magic), Concentration 3 (Long





Periods), Enigmatic Wisdom 6 (Twilight), Finesse 3 (Precision), Hermes Lore 3 (Crimon), Hermetic Law 2 (Treaties), Islamic Law 2 (Treaties), Levant Lore 2 (Famous Mages), Magic Sensitivity 3 (The Magic Realm), Magic Theory 5 (Inventing Spells), Parma Magica 3 (Vim), Penetration 2 (Vim), Scribe 2 Arabic (Obscure Texts), Scribe Latin 3 (Obscure Texts), Speak Arabic 2 (Expansive Vocabulary), Speak Latin 5 (Hermetic), Speak Scots Gaelic 4 (Colorful Phrases), Survival 1 (Desert), Theology: Islam 2 (Magic)

Arts:

Cr 12	In 20	Mu 15	Pe 14	Re 15
An 7	Aq 3	Au 3	Co 14	He 3
Ig 5	Im 12	Me 13	Te 3	Vi 23

Twilight Points: 6

Twilight Effects: Longevity potion use 1, Vim score 20+ 4, Positive Twilight: Increased understanding (Vim, may write up to 2/3 score) 1

Decrepitude: 0

Wizard's Sigil: Spiral's hair stands on end

Sigil: "What? Oh, er..." (rummages within the folds of his robes and produces a small mummified toad) "This?"

Equipment:

1. Sigil...er...toad
2. Longevity Potion: In 17 + Co 14 + Int 3 + Magic Theory 5 + aura 0, for a current Lab total of 39, bonus -7

Encumbrance: 0

Spells Known:

Sense the Lingering Magic (InVi 30/50)
 The Invisible Eye Revealed (InVi 30/50)
 Shell of Opaque Mysteries (CrVi 25/44)
 Shell of False Determinations (CrVi 25/44)
 Spell Analysis (InVi 30/50 — WGRE, page 173)
 Sense the Shadows of the Spheres (InVi(Me) 10/43 — WGRE, page 174)
 Sight of the Active Magics (InVi 40/50)
 Shroud Magic (MuVi 35/44)
 Wizard's Communion (MuVi 35/44)
 Mirror of Opposition (Corpus) (MuVi 35/44)
 Mirror of Opposition (Mentem) (MuVi 35/44)
 Mirror of Opposition (Vim) (MuVi 35/44)
 Wizard's Boost (Vim) (MuVi 35/44)
 Wizard's Boost (Mentem) (MuVi 35/44)
 Demon's Eternal Oblivion (PeVi 35/43)
 Masking the Odor of Magic (PeVi 35/43)
 Aegis of the Hearth (ReVi 35/47)

Circular Ward Against Demons (ReVi 35/44)
 Maintaining the Demanding Spell (ReVi 35/44)
 Winds of Mundane Silence (PeVi 35/43)
 Watching Ward (ReVi 35/47)
 Wizard's Focus (InVi(Me) 30/40 — WGRE, page 173)
 Glimpse Through the Mystic Veil (Magical) (InVi 20/50 — WGRE, page 174)
 Reveal the Gift (InVi 30/50 — WGRE, page 174)
 Warping the Magical Veil (Magical) (MuVi 20/47 — WGRE, page 174)
 Hammer of Thaumaturgical Shattering (Pe(In)Vi 35/43 — WGRE, page 174)
 Wizard's Wait (ReVi 35/44 — WGRE, page 175)
 Discern Images of Truth and Falsehood (InIm 30/33)
 Summoning the Distant Image (InIm 25/33)
 Peering into the Mortal Mind (InMe 30/34)
 Thoughts Within Babble (InMe 25/34)
 Gift of Reason (CrMe 25/26)
 Emotion of Reversed Intentions (MuMe 20/29)
 Aura of Rightful Authority (ReMe 20/29)
 Eyes of the Future (InIm 30/36 — WGRE, page 167)
 Beguile the Normal Mind (ReMe 20/29 — WGRE, page 170)

Husn Maryam's Talisman

During the reign of the caliph Harun al-Rashid, Husn Maryam was a Muslim princess of Genoa, the granddaughter of a powerful enchantress, who gave her this talisman and taught her its powers. It takes the form of a carnelian bead on a gold chain, which has on it five faces, each of which is engraved with a picture, around which are written in Arabic the names of God. A different power is associated with each face. All command phrases must be spoken in Arabic.

1. **Engraved with a travel bed.** When the picture is rubbed, and the words, "In the name of Sulayman, o carnelian, I order you to

bring me a traveling bed,” are spoken, a traveling bed appears, complete with cushions and covers. When the bead is held with this face upwards, and the words, “Carnelian, o carnelian, I conjure you, in the name of Sulayman, to rise with us,” are spoken, the bed rises into the air, and carries those upon it wherever they direct it. The bed’s movement is controlled by moving the face of the carnelian (storyguides may wish to impose Dexterity rolls). The bed remains in existence until it is dismissed, at which point it disappears. (Level rationales: Create a bed with covers and cushions, R. Reach, D. approx. Sun, T. Ind. = CrHe(An) 20, control the bed, R. Reach, D. approx. *Qira’a*, T. Ind. = ReHe 25).

2. **Engraved with a pavilion.** When this face is held towards the holder, and the words, “In the name of Sulayman, o carnelian, let a pavilion be set up here,” are spoken, a large pavilion appears, with curtains and floor mats. This pavilion remains until it is dismissed. (Level rationale: Create a pavilion with curtains and mats, R. Reach, D. approx. Sun, T. Str. = CrHe 25).
3. **Engraved with a tree.** When this face is pointed downwards, and the words, “By virtue of the names of God, let trees spring up here, with a large river by their side,” are spoken, a group of trees appears, with a river flowing past them. The river appears to rise from the ground 100 paces away, and to disappear into it again 100 paces away in the other direction. The water of the river is not only refreshing, but also provides genuine sustenance. The river and trees remain until dismissed. (Level rationale: Create a body of water and a group of trees,

R. Reach, D. approx. Sun, T. approx. Minaret = CrAq(He) 45).

4. **Engraved with a table.** When this face is held towards the holder, and the words, “By virtue of the names of God, let a table be spread,” are spoken, a table appears, covered with rich food. The food is fully nutritious, and tastes delicious. The table and its contents remain until dismissed. (Level rationale: Create a table of food, R. Reach, D. approx. Sun, T. Ind. = CrAn(He) 25).
5. **Engraved with a knight on horseback.** When this face is rubbed, an Arab knight on horseback appears, and fights any enemies of the holder. The knight should be created as a normal companion character — he wears a chain-mail hauberk, and fights with a sword, shield and lance. The horse has the normal scores listed on page 260 of ArM4. When the enemies have been routed or slain, the knight, his horse and their equipment disappear. If either the knight or his horse are slain, they and their equipment both vanish. (Level rationale: Create an armored knight and horse and make them fight, R. Reach, D. approx. *Qira’a*, T. approx. Group = CrCo(Re, An, He, Te) 40).

All powers may be used an unlimited number of times. The talisman’s powers are extremely powerful, breaking many Hermetic limits, and it contains more powers than a Hermetic mage could instill. Thus the item is likely to be sought by many Hermetic magi. Such magi are likely to go to great lengths to obtain it, and may be prepared to slay those who oppose them. Due to its utterly non-Hermetic composition, the levels listed under the rationales for all its powers are doubled for purposes of investigation.



Blood and Sand

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BY NIALL G. F. CHRISTIE

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