

Sub Rosa

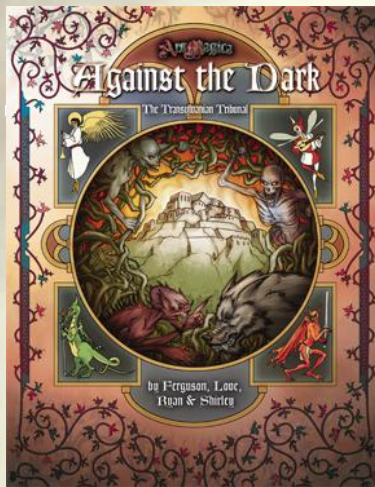
The Ars Magica Magazine

Issue 11, October 2012



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Out Now and Coming Soon



Against the Dark: The Transylvanian Tribunal

Authors: Timothy Ferguson, Richard Love, Matt Ryan, Mark Shirley
 Cover Artist: TBA
 Stock Number: AG0302 | ISBN: 1-58978-130-9 | MSRP: \$29.95 US
 Format: 144 pages, hardcover
 Release Date: November 2012



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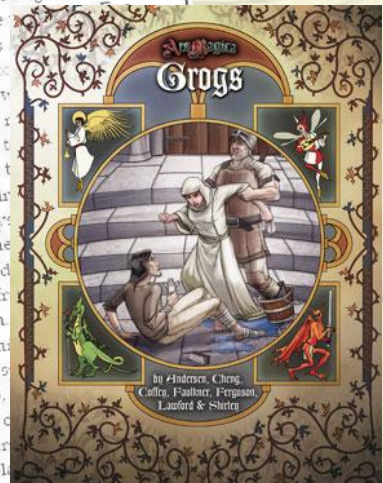
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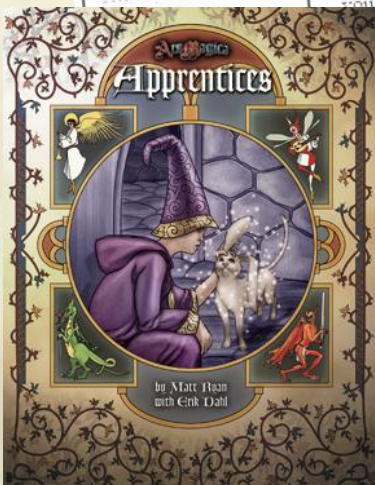
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Groggs

Authors: Mark Shirley, Christian Rosenkjaer Andersen, Evangeline Cheng, Camo Coffey, Mark Faulkner, Timothy Ferguson, Mark Lawford
 Cover Artist: Grey Thornberry
 Stock Number: AG0301 | ISBN: 1-58978-129-5 | MSRP: \$29.95 US
 Format: 144 pages, hardcover
 Release Date: Available Now



Apprentices

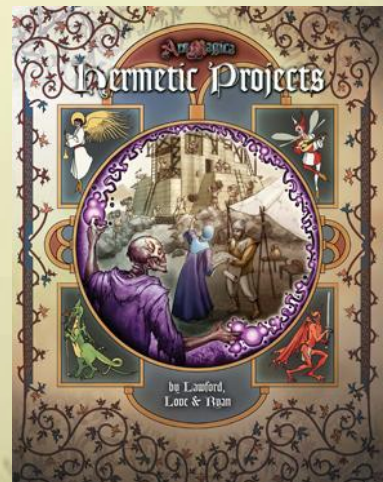
Authors: Matt Ryan with Erik Dahl
 Cover Artist: Grey Thornberry
 Stock Number: AG0300 | ISBN: 1-58978-128-7 | MSRP: \$19.95
 Format: 80 pages, softcover
 Release Date: Available Now

DOWNLOADS

David Clark, developer of this newest edition of Ars Magica, presents four PDF articles through the design process for the game.

Hermetic Projects

Authors: Mark Lawford (Great Tower, Hermetic Shipyard), Richard Love (Burning City, Intangible Assassin), Matt Ryan (Living Corpse, Menagerie)
 Cover Artist: Grey Thornberry
 Stock Number: AG0299 | ISBN: 1-58978-126-0 | MSRP: \$29.95 US
 Format: 144 pages, hardcover
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Sub Rosa

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Issue 11

October 2012

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This issue was laid out using MS Publisher 2010 and makes use of the MagicMedieval and GoodCityModern Plain fonts.

Tweets from the foundation of the Order:

Diedne001: @BonisagusOne So we just join this order and teach you our stuff? For free?

BonisagusOne: @Diedne001 Well, yes. That's the idea.

Diedne001: @BonisagusOne I bet @verditius.com is getting paid

Contribute to Sub Rosa

Sub Rosa is made up of fan driven content. Contributors receive a complementary copy of the issue their work appears in.

To contribute articles or illustrations, visit the **Sub Rosa** website (www.subrosamagazine.org) and follow the guidelines.

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Names: They can be quite important. I mean, just look at the contributors over the last five or six issues. Many of those names have something very interesting in common.

Under the Rose

Welcome to Sub Rosa issue 11. The euphoria of reaching double figures has just about worn off and we're now gearing up for the next stretch. As we do that please do take the time to let us know the kind of content that you want to see more of. Or less of, come to that. Mind you, I think someone started that thread already over at the BerkList, which went well.

Beyond that, you can email us: subrosa@distantlandspublishing.com and we're also on Twitter at @SubRosaMagazine, so please drop us a line.

In the meantime, we are particularly blessed this issue. Not only do we have a brand new article by seasoned **Ars Magica** author Mark Shirley but we also have articles by some new contributors to **Sub Rosa**. Let's do the usual rundown and see who they are.

David Chart lifts the lid and/or sweeps aside the curtain to reveal a little of what it takes to commission and develop an **Ars Magica** supplement.

Gerald Wyllie takes a look at *Outlawry* in the **Ars Magica** period. Drawing upon period resources, this article explores the issue in a little more depth than simply taking the Outlaw Flaw; looking at how bad can things can get even for those declared innocent, how a man might claim right of clergy, and the roles that faeries, angels, and demons have to play.

Up next is a comprehensive

set of tables to help determine conception, pregnancy, and childbirth all provided by new contributors Richard Wiles and Cameron Weeden. Coming directly out of work done for their own games, these make a useful resource for those wishing to invest in their grogs and covenfolk and bring a little chance to family matters.

Welcome to the Turb continues with another grogs-related article. Written by Ennie-Award-Winning Ben McFarland with some special guest inserts, this article presents a quartet of thoroughly unpleasant, but eminently useful, grogs. Not your usual run-of-the-mill obedient grogs, but something a little spicier.

To round out the Grogs material we're thrilled to be able to bring you *Training Packages for Magi* by Mark Shirley. If you're up to date on your **Ars Magica** books, you'll know by now that Mark Shirley wrote the lion's share of the *Grogs* supplement, including a system for quickly assigning experience points to grogs based on their general activities over the last few years.

It's such a useful system that he has expanded upon that to encompass the complex magical activities undertaken by magi.

Finishing up this issue another newcomer to **Sub Rosa**, Edward Kendrick, brings us *The Body on the Shore*, a scenario of mystery and horror. And in an absolute first for **Sub Rosa**, the story has a video trailer posted on YouTube: <http://youtu.be/a6aedKhb7-Q>. There's even an audio walkthrough for the story to make yet another first for the magazine: <http://youtu.be/9wiTDFUei8>, and a brief talk on adapting the story: <http://youtu.be/nvgEBEE3UO4>.

Lastly, you may already have noticed that the table of contents now provides links directly to the articles. And if you want to jump back to the table of contents at any time, just click the small **Sub Rosa** that runs near the bottom of the page. Hopefully these will help you find just what you're looking for a little easier. Many thanks to Brian Fitzpatrick over at [Game Knight Reviews](#) for the suggestion.

Congratulations!

Sub Rosa would like to congratulate Ben McFarland, co-editor of this very magazine for winning a *gold award* at the 2012 Ennies.

The Gen Con EN World RPG Awards (the "ENNies") are awarded annually and recognize the excellent work of the gaming industry and community.

Ben McFarland, along with Matthew Stinson, Christina Stiles, Mike Franke, and Richard Pett, won the Best Adventure award for the **Streets of Zobeck**, an Open Design product for use with the *Pathfinder* RPG game published by Paizo.

Competition was tough this year and to win gold is a fantastic achievement. The first of many to come, we're sure.

From the Line Editor

By David Chart

I think the editors of **Sub Rosa** must be getting issues out more often, because although *Grogs* has come out since issue 10, it's the only book to have done so. *Against The Dark*, the Transylvanian Tribunal book, is not yet available. I don't want to write about that book this time; it's a Tribunal book, I think it's really good, and it has proper medieval vampires, not sparkly ones. I may write a bit about it when it is out, because there is a feature of the book that showed up something important about running the line.

Instead, in this issue I'd like to talk about taking our time.

Producing an **Ars Magica** supplement is a very long process. I have just sent out a solicitation for a book that will appear, all being well, at the end of 2015. This is normal, for **Ars Magica**. Why does it take so long?

Well, first the authors have to think of ideas for the book. The authors working on **Ars Magica** are very creative, but even they need some time to think about approaches to a concept, and how they can be made to work in a gaming book. So, I allow about three months for the proposals.

Then there's often a bit of back and forth while I ask authors to revise proposals that don't quite fit the line, or will never in a million years fit in the number of words they are assigned. The original proposal for *The Cradle and the Crescent* also included Egypt, for example. We couldn't even fit the reduced area into a standard size book, and I had to beg John Nephew to allow us a bigger book. Fixing the proposals usually takes a couple of weeks.

Next, the authors have to write the book. I try to allow three months or so for this. No-one can make a living writing for **Ars Magica**, so all the authors have day jobs. In addition, **Ars Magica** books require an absurdly high level of research, and that takes time. People generally pitch for things they know something about, but additional research is almost always part of the process. So, it takes about three months to get a draft.

Then I read the draft, and tell the authors

to change it. At this point, I don't pay attention to grammar and spelling, unless someone is consistently misspelling, say, Coeris in, for example, the Transylvanian Tribunal book. Rather, I look at game balance, game utility, and whether things are consistent with the underlying vision for **Ars Magica**. I try to do this as quickly as possible, but it takes some time, and then the authors have to make the changes. This should take about six weeks.

The next step is the first playtest. The draft goes out to our dedicated volunteer playtesters, and they pull it apart and make helpful comments. (Also bad jokes, but they are volunteers so we cope.) This step is vital; even highly experienced authors and line editors miss things that would be catastrophically stupid if they made it into print. The playtesters also make suggestions as to what would be most useful for play, and what information is unclear to people who weren't involved in the discussions over writing the book. The playtest lasts a couple of months.

After that, of course, the authors have to revise the book again, in line with the playtest comments. This normally takes another month.

Then we have the second playtest. The second playtest catches the problems introduced by the revisions in the first playtest. Normally, they are small, and can easily be fixed; a miscalculated spell, for example, or an opponent who has a critical weakness that makes her ineffective. The playtest lasts about two months, again, and the authors then take a month to revise in response to it.

Actual editing comes next. I go through the draft, fixing the English and looking for conceptual problems that have made it through to this stage. I have to be very careful making changes here, and my edited drafts go back to the authors, so they can see what I've changed, and mention if I've done something totally brain-dead. In theory, this also takes about a month.

Once editing is finished, I turn the book over to Atlas. Proofreading and layout typically

take a couple of months, and then a month at the printer's.

This adds up to 18 months, which is only half of three years. What are the other 18 months for?

Well, there are always delays. Authors have day jobs, so drafts come in a bit late. Because the drafts are a bit late, there are already two books in playtest, so I have to wait a bit in order to recruit enough playtesters. Sometimes, the revisions for the second playtest draft have serious problems, and the fixes are different enough to require a third playtest. (You can see when that happened by looking at the credits page.) The schedule has time in it for that. In addition, Atlas normally has one year's worth of **Ars Magica** manuscripts in hand. This is so that, if a major earthquake hits Tokyo, there is time for me to get back online and active before the schedule is disrupted.

The benefit of this process is that we find a lot of problems before publication, and we actually have time to fix the problems we find. There are several chapters of published books that have been completely rewritten, from scratch, more than once. I think this leads to better books.

The downside is that authors have to wait a really long time to see their work in print. Fortunately, we are blessed with extremely patient authors.

This, then, is the current process of making an **Ars Magica** supplement. It hasn't always been this way; when the line started out, there wasn't time for a second playtest, and in some of those books you can tell. Only the quality of our authors and playtesters saved us from serious problems. One consequence for fans of the game is that, if you talk now about books you would like to see, anything you see within three years was in progress before you even asked for it. One consequence for me is that I'm working on eight to ten books at any one point. So I'd better get back to it.

The Storyguide's Handbook: Outlawry

Henceforth they bear the wolf's head and in consequence perish without judicial inquiry; they carry their judgment with them and they deservedly perish without law who have refused to live according to law. This is so if they take to flight or resist when they are to be arrested; if they are arrested alive or give themselves up, their life and death will be in the hands of the lord king.

On the Laws and Customs of England, Henry Bracton

To exist outside the law in any age is a dangerous thing, but nowhere is this more true than in the world of 1220. Those outside the law may be robbed, assaulted, or killed even with no recourse against their trespassers. They lose their chattels and property and their heirs may never come into what once should have been theirs. On the other hand, the outlaw lives not by the will and judgment of his liege or landlord but by his own wits. He may take to the road or the forests, join with others to rob and pillage, or to fight against the injustice of an evil grasping overlord.

This article examines what it is to be an outlaw, what the status means, how it is gained, and how it can be used within an **Ars Magica** saga. References will be pulled from the work of Henry Bracton (1210 - 1268), an English Jurist, which as he was writing *On the Laws and Customs of England (De Legibus et Consuetudinibus Angliae)* give this article an English bent, but the principles at work can be applied to other European countries. You will see a large number of direct quotes from

Bracton as they provide very clear description of the views, cases, and processes involved in outlawry and responses to it.

A Civil Death

Concerning those indicted, they say that Robert Russell, William son of Juliana, and John Wolfwyne absconded and John is suspected, so he is to be exacted and outlawed. And Robert and William are not suspected so they may return if they wish, but their chattels are confiscated on account of their flight.

from the rolls of the Hundred of Reigate

By the early thirteenth century, English law considered different crimes to be of differing severities. Crimes such as murder, burglary, robbery, arson, rape, and maiming or wounding were felonies; crimes in breach of the king's peace to be dealt with by the royal justices.

These crimes carried harsh penalties and those accused of such wrongdoing often failed to appear at court despite their summons. In the avoidance of the trial, the court proclaimed them outlaws. In short, they had no legal protection against any trespass, and no right to lands or chattel. If they were found alive they were subject to the king's justice, but they could be detained, wounded, or killed without recourse to the law.

Debtors could also be declared outlaw, usually where they are unwilling or unable to repay those debts. And courts or even

By Gerald Wylie

parliament could declare dangerous elements outlaw, usually as a response to conspiracy or rebellion.

It should be noted that the declaration of outlawry was in itself a sentence of the court. In principle, no one could be convicted in absentia, so a suspected murderer failing to answer the summons to court more than four or five times could be sentenced to outlawry, but not convicted of the crime itself. Indeed, the outlaw puts himself literally outside of the law and may not be convicted of future crimes while outside the law.

So, outside the protection of the law, the outlaw must find a way to support himself (and any family who go with him) and avoid capture and punishment in perpetuity.

Consequences of Outlawry

Henry the Summoner of Southwark struck Nicholas le Porter in the head with a scythe in the street of Southwark so that he immediately died of it. And Henry at once fled and is suspected, so he is to be exacted and outlawed. His chattels are worth 5s. 1d. for which the sheriff is to answer.

Henry Bracton

An outlaw is placed outside of the society he knew. In theory, he is abandoned by his friends and

family with no aid forthcoming from either. All his property is forfeit, taking with it any wealth and inheritance due to his heirs. This last point it sometimes contentious and if the transfer of property can be proved to have taken place *before the crime had taken place*, then the transfer is legally upheld.

Men of high and low status may be made outlaw just as easily and there is no class distinction in the punishment. Popular men of means may find friends under any circumstance and they may travel always ahead of their reputation as an outlaw, staying one step ahead of those who would bring them to justice. For those of somewhat lower means to start with, a life on the road or in the forest beckons. Such men may band together, becoming the wandering roadside brigands so common to pilgrimages, supply runs, or vis hunts.

The families of those made outlaw enjoy little protection and the wife and children of an outlaw may either go with him into hiding or find charitable support, often through family for those of status. Those of little status instead live on as best they can with their spouse's reputation hanging over them. In **Ars Magica** terms, the Outcast Minor Social Status Flaw would be appropriate for this.

harboring an Outlaw

If anyone wittingly feeds him after his outlawry and expulsion, or harbours him or communicates with him in some way or hides or keeps him, he ought to receive the same punishment as the outlaw.

Henry Bracton

Bracton's words do not simply express his opinion; they express

Story Seed: The Outlaw Discovered

When one of the grogs or companions is discovered to be an outlaw, the covenant is called to court to answer charges of harboring an outlaw. Does the covenant assert its authority over its custos? Does it defend its position? Does it accept its fault and plea for leniency? Or, with a month to go before the trial, does the covenant find what information it may to persuade the justice to find in the covenant's favor?

the attitude of the law. The friends and families of outlaws could be arrested and face trial for providing assistance or shelter to an outlaw, resulting in fines or even being declared outlaw themselves if found guilty.

The risk often outweighed any benefit, but those involved would obviously be torn between duty to the king and duty to friends and family.



Women and Children

A minor, one who is under twelve years of age, cannot be outlawed or put outside the law because until he reaches that age he is not under any law nor in a tithing, any more than a woman, who cannot be outlawed because she is not under the law, that is, in frankpledge or tithing, as is a male of twelve years and upwards; thus she cannot be outlawed, but when she has taken to flight for a felony, she may well be waived and regarded as one abandoned, for waif is that which no one claims, nor will the prince claim her or protect her when she has been properly waived.

Henry Bracton

Women and children already had a significantly reduced status under law so outlawry here applies differently than for men.

Women

Bracton's words above tell largely the whole story; women could not be outlawed in the legal sense as they were already largely beneath the law's notice. To have been waived the woman must have been suspected and accused of a crime and to have not represented herself in court, resulting in the sentence being

against with impunity however. While their recourse to the law may have been limited (typically in cases of rape or the death of their husband), canny judges may take account of other circumstances, such as in the 1256 case of trespass brought by one Agnes of Shropshire. She alleged that eight men tried to break into her house in the middle of the night. The accused correctly argued that as they had not raped her that they could be tried of no crime. The judge considered and then fined them 40 shillings for having broken the peace during the night, contrary to the king's law.

Children

A minor (a male child less than 12 years old) who runs away can be forgiven any act that committed by an adult would be a felony. Such a child escapes legal punishment at least. This raises interesting possibilities. A child under the influence of the infernal enjoys legal protection against the consequences of his actions, but a child may also be the scapegoat for crimes, forced to flee the rough justice of his community, even as he escapes the reach of the court.

Outside the protection of the law, the outlaw must find a way to support himself and avoid capture and punishment in perpetuity

passed. In this respect, being waived is, for at least the level of the average *Ars Magica* saga, sufficiently similar to being outlawed that the usual Flaws apply.

This does not mean that they could be assaulted or trespassed

The Clergy and Outlawry

Clergy could commit crime as easily as anyone else, but the law had to respect the position and authority of the Church, both in

Story Seed: hermetic Sanctuary

A covenant, home to a priest, receives a group of desperate visitors in the night. They plead sanctuary for one of their number. It quickly becomes apparent that the man is a monk, as are his companions, and they are fleeing not just from mundane nobles but from the Church too. The authorities are hard on their heels and while they are anxious to retrieve the accused, they are prepared to respect the covenant if they provide sanctuary.

However, the monk is accused of murdering his prior. His friends say that a devil, conjured by the prior, overtook him and that he is innocent as his actions were not his own. Do the magi grant sanctuary to this man when there is devilry involved? Does the story of the diabolic prior portend greater evils at the monastery that the covenant should guard against?

the matter of how it treated wayward clergy and in how the Church treated those who sought sanctuary from prosecution.

Right of Clergy

Concerning Henry the Summoner. Because the king accepts by letters patent from the reverend bishop of Winchester that Henry called the Summoner, a clerk of his diocese, was accused before our justices itinerant last in the country of Surrey of the killing of Nicholas the Porter and detained in our prison in Guildford and after he was claimed by the bishop himself by reason of privilege of clergy and freed to him, the said Henry purged himself before the bishops following church law and custom and proved his innocence of the crime canonically and lawfully. And so the sheriff of Surrey is ordered that the lands, house and chattels which by reason of the accusation were taken into our hand should be returned to him without delay by our special grace.

Henry Bracton

Though not universal, the Right of Clergy persists in

England in 1220. This allows for one who can identify himself as being of the clergy to have accusations against him examined by an ecclesiastical court.

The requisites for claiming this right varied and were applied by the secular courts to varying degrees. In short, it came down

Those claiming sanctuary in a church or monastery could not be seized or assaulted by their pursuers. Doing so would trespass against the Church.

The period of sanctuary typically lasted 40 days, during which time family and friends could provide food and other

mutilation or death could be the worst the accused could face. Against those punishments, it is easy to see why some would take their chances on the run.

However, not all punishments were so drastic. A man might be imprisoned, or fined, or have property taken from him, or made to provide restoration or compensation in some way to the wounded party. In such cases, the accused can have their day and submit themselves to the mercy of the court.

This should settle the matter and, with the exception of any bad reputation gained, the accused may carry on their lawful life.

Proof of Innocence

And William Serle, arrested for the murder... comes and denies the death and everything and for good and ill puts himself on the country. And twelve jurors and four neighbouring vills say on their oath that in no way is he guilty of the aforesaid murder so he is quit thereof.

Henry Bracton

Whether innocent or not, there is always the chance of providing proof of innocence. This may be through providing documentary evidence, producing witnesses, eloquence in front of the court, or even in providing sufficient men of good character to swear that the accused did not commit the crime.

However, a man who flees the court, living the life of an outlaw, and only later provides proof of innocence may have his outlawry lifted but he still forfeits his property and chattels. This forfeiture is not punishment for the crime but for the treatment of the court.

Being accused of a crime does not immediately make one an outlaw – the law is there to settle such accusations, punish the guilty, and see justice done.

to a question of literacy; if a man could prove himself literate then the secular court could give the matter over to the ecclesiastical court. Far from reliable, there were many cases of prisoners learning Latin verses by rote from the bible while awaiting summons in gaol. This did not often help as even cursory questioning revealed the attempted deception.

Sanctuary

There are some who when they ought to be arrested, flee to a church or other sacred or privileged place and maintain themselves there. They then have no alternative but to come to the king's peace and stand trial if anyone wishes to proceed against them or to confess the crime because of which they remain there.

Henry Bracton

Where can a man run to when fleeing the court's justice? Churches and monasteries reserved the right of sanctuary, providing a safe haven for those accused of crimes, while they weigh their options and decide how to meet the challenge. This sanctuary is not permanent, however, and there are strict expectations on all parties.

supplies. If the accused had no such friends, then a minimum charitable provision could be made. There was a strong presumption of guilt upon those who took to sanctuary and it was not uncommon for a watch to be posted outside the monastery to ensure that they did not escape. Once the period of sanctuary was up, the accused was either starved from their sanctuary, submitted to the court's justice, or pleaded abjuration. More on that below.

Alternatives to Outlawry

Being accused of a crime does not immediately make one an outlaw. Indeed, the law is there to settle such accusations, punish the guilty, and see justice done by the aggrieved parties. A man is declared outlaw if he fails to face his accusations, either by resisting his arrest or by failing to appear at court several times. So what are the alternatives?

Rightful Punishment

Whether guilty or not, it is the fear of punishment that sends most on their outlaw path. Depending on the crime,

A man is generally not outlawed upon the first flight from the court's justice. The accused is normally allowed four or five summons to answer the court, which provides time to gather evidence or persuade witnesses as to his good character.

Claiming Right of Clergy

As above, those who are able to read and write (or even recite some small piece of scripture if the court is lax in this regard) may claim Right of Clergy and have their accusations heard in a clerical court. This is not entirely reliable, however.

There secular court may decide that a felony or offense falls outside the purview of the ecclesiastical court and refuse to submit the accused to their justice. This may then become the source of political challenges between Church and state. Depending on the crime and the character's rank within the Church, the fight for jurisdiction may prove too much for the Church to concern itself with.

Similarly, if the link with the Church is too tenuous, or the character has a track record or trouble or enemies when he needs friends, the Church may choose not to exercise its rights of clergy over the character. A character so shunned might turn to flight or other means to escape justice.

Flight

And if any sheriff shall send word to another sheriff that men have fled from his county into another county, on account of robbery or murder or theft or the harbouring of them, or on account of outlawry or of a charge concerning the king's forest, let him arrest them and guard them until he has taken safe sureties for them.

Henry Bracton

It was common for outlawed men to live under another name and thereby escape the penalty for a time. With little to prove a man's identity one way or another, a man could set up his trade, take a wife, and conduct his business in a place where no other knew his true name or origins.

As the names, and likely descriptions too, of outlaws were shared between sheriffs, there was no guarantee that a new life would be the end of the matter. The risk of discovery was always high. Those with a trade could be particularly at risk as trades tend to be small communities and

those who practice may gain a reputation and draw attention to themselves.

A character living under a new name and identity should take the Dark Secret Story Flaw, which implies that any such character would at least be of Companion level.

Abjuration

When an outlaw has been arrested it will not be lawful for anyone to slay him except in the course of the arrest itself if he attempts to resist, because after his arrest his life and death will be in the king's hand. Therefore when he has been arrested, though he has been



properly outlawed and with cause, the king out of the fullness of his power may give him his life and members, that he may abjure the realm.

Henry Bracton

A man might confess his crime and then abjure the realm, choosing to exile himself. It is important to note that the courts accepted this as a just punishment, though of course it was at the judge's discretion.

The convicted man was given a period of time in which to leave the country, usually three days, and a port by which to leave. He was not allowed to divert from the king's highway on pain of outlawry, and he was most often forced to dress as a penitent or pilgrim.

He will thus have his choice. If after confessing the crime he chooses to abjure the realm, he must select some port from which he can cross to another land, beyond the realm of England ... A reasonable number of days' journeys to the port ought to be reckoned for him and he ought to be forbidden to leave the king's highway, or to make stay in any one place to two nights together, or to turn aside anywhere, or to stay far from the highway except because of great necessity or to seek shelter. Let him always keep on the direct road to the port so as to be there on the day assigned him, and, provided he is not hindered by a storm, cross as soon as he gets a ship and a wind. If he does anything to the contrary he will be in peril.

Henry Bracton

Abjuration might save an innocent man from the noose, or give the guilty man the chance of a new life abroad, whether he intended it to be a good life or not. Once free of the court's hold however, many took the opportunity to flee into the



Angels counsel the accused to endure the trial and what follows. Demons counsel cowardice in the guise of cunning

forests or to other towns or villages and live an outlaw life or at least one in fear of being discovered.

For those who adhered to the terms of their abjuration, it would be for life unless the exile had friends and supporters to plead his case at home and seek a pardon.

Pardon

The jurors present that Reginald le Panetur was outlawed in the county court for the death of Philip Alfob and for robbing him imputed by suit of Philip his brother. And Reginald now comes and proffers letters patent from the King in which it is stated that the lord King has pardoned Reginald the outlawry pronounced on him concerning the death of Philip Alfob and for the trespass imputed to him concerning a certain robbery committed at Shere, whereof Reginald was charged, and has granted to him his sure peace; however, he stands to right in the court, if anyone wishes to speak against him. And because there is not anyone present who brings suit against him, let him be quit thereof

The 1263 Surrey Eyre Roll

Whether found innocent or not, an accused that flees from the court's justice forfeits any property and chattels he owns. If the case is solid against the accused, the only way to avoid punishment, protect their good name, and retain their property is to secure a pardon.

An accused may seek a pardon from hiding or from outside the

kingdom, in the case where he chose abjuration, but this likely requires loyal friends in the right places.

The justice of the court cannot pardon an accused. Such a privilege may be restricted to at least the county sheriff if not the king. This opens the possibility for stories of forged documents or approaches to the court of the king on behalf of the accused.

Outlaw Bands

There are many ways that outlaw bands might draw the covenant into stories.

Oppositional Elements

Whether as formal opponents for characters on pilgrimage (*The Church*, page 15) or encounters on the road, bands of outlaw robbers are a common trope.

They could appear as an arbitrary encounter, they could be living off the forest and taking the covenant's vis by mistake, or they could be in the employ of the covenant's enemies.

As well as simply being enemies, they might also seek assistance from the covenant to prove the innocence of one or all of their number. This may bring the covenant into opposition with far larger and more powerful enemies.

Player Characters

There's little stopping a player character from being an Outlaw Leader, which brings its own

form of responsibility. The outlaws under his command are not simply hired swords or second-rate grogs to be ordered around. The outlaw leader must ensure that they stay ahead of the law's grasp, that his men remain safe, protect their territory, and earn their keep.

Stories may see members of the outlaw band captured and sentenced to hang, forcing the outlaw leader to intervene, perhaps risking his own neck in the process.

Covenant Resources

The *Criminals Minor Residents Boon* gives the covenant a band of brigands or pirates who serve the covenant. They might not be loyal, but they are in the covenant's employ. Some of these are going to be outlaws in the strictest sense.

While the covenant might try to benefit from their ruthlessness, they may also need to deal with those who leave, potentially taking covenant secrets with

beasts and creatures of the supernatural realms.

Faeries

Faeries, deriving vitality from the actions of the humans they encounter, can present as outlaws for a number of reasons. Some might appear as brigands on the road, testing the bravery and resolve of travelers. Others might appear as the victims of outlaws, looking to experience kindness and charity. Others still might seek sanctuary at a Church or monastery, or even tempt those abjuring the realm from the king's highway.

Tests of resolve, bravery, defiance, charity, and honesty all provide vitality to a host of faeries.

Magical

A magical beast forced from the Magic Realm must seek sanctuary in the form of a magical aura or slowly lose its power through acclimation. How

for the outlaw.

The magi may find themselves pleading the case of the outlaw beast, learning the strange arcane laws of the Magic Realm, and taking sides in a conflict much larger than themselves.

The Divine and Infernal

Of course, the ultimate outlaws are the demons and devils that rebelled against God and were cast out of heaven. There are grand themes to be had here and casting demons in the role of outlaws suggests a number of stories.

Angels could counsel those accused of crimes to endure the trial and what follows. Demons could counsel cowardice in the guise of cunning and persuade the accused to flee and take up the crimes of which they have already been accused.

Angels also provide the impetus for redemption, either directly or through intermediaries and as such they can drive stories, perhaps sending characters to do their work and earn their own redemption in the process. Demons provide obvious opponents in such stories, offering the easier path or protecting their own corrupt interests through chaos and violence.

A magus expelled from or renouncing his house can be charged with the low crime of vagrancy.

them. The same might be true for any captured by the mundane or Church authorities - what might they learn from an outlaw put to torture?

Supernatural Outlaws

Ars Magica takes the real world of 1220 and adds magical and supernatural elements. That being the case, the themes of outlawry can be applied to the

does the covenant deal with a powerful magical beast that comes seeking refuge within the covenant's Aegis? Do they treat lesser creatures differently?

How long before the beast becomes disruptive? And once sanctuary is granted how long must it be maintained? Mundane sanctuary might last for 40 days, but what about a dragon that might measure the passage of time in seasons or even years? And what happens when other magical creatures come looking

Hermetic Outlaws

Just as the secular courts and the Church have their own forms of outlawry, so too does the Order of Hermes.

Vagrancy

A magus can be declared vagrant in two cases. Firstly where the magus has no House and secondly where he has no Tribunal.

A magus expelled from or

renouncing his House has a year in which to obtain membership of another. After this, they can be charged with the low crime of vagrancy. Once charged, the magus has until the next Tribunal to enter a House and failure to do so is a high crime, which can result in a Wizard's March being called.

The same is true for magi who formally give up residence or are exiled from their Tribunal.

While not outside the Code until formally marched, a vagrant magus is very vulnerable. If they have been unable to secure a sponsor to either a House or Tribunal to the point where they are declared vagrant then the magus is politically weak and perhaps has powerful enemies. This means that those who might seek to attack them are unlikely to face repercussions.

A vagrant magus might seek sanctuary at a covenant, either for a short respite while his search for acceptance continues, or with longer-term aims in mind. This provides the opportunity for the covenant to exercise charity, leverage a price from the magus, or even deal with him according to the wishes of his enemies.

The March

The true Hermetic outlaws are the magi who have been Marched. These magi, by their actions, have been cast out from the Order and the protection of the code. While not specifically a death sentence, the provisions of the Code are explicit and magi have a responsibility to hunt the Marched magus down.

Such events are rare and become important points within any saga. Moreso when the judgment of the Tribunal is politically contested and the Marched magus has friends

New Outlawry Flaws

The following new Flaws are suitable for outlaw characters or those in danger of being declared outlaw.

New Major Story Flaw: Debtor

You owe a large sum of money to someone (or to a great many people), and may be called upon to pay upon the debt at any time. The ultimate consequence of not paying back on the debts may be to be declared outlaw. In other respects, this Flaw operates like the Favors Major Story Flaw.

New Major Story Flaw: Good Outlaw

Replaces and includes the effects of the Outlaw Social Status Flaw and adds a good reputation with the peasantry. The character is held to certain good behaviors, such as robbing only the rich, disrupting the work of tax collectors, battling true robbers, distributing wealth to the poor, etc. Should the character act otherwise, this Flaw is replaced with Outlaw and any good reputation with the peasantry becomes a bad reputation.

New Minor Story Flaw: Abjured (kingdom)

Found guilty of a felony, you have abjured your home kingdom and fled to foreign lands. You have left family behind you and may not return on pain of death. If innocent of the crimes you were accused of, you may owe favors to supporters trying to secure your pardon. You must buy a second living language at character creation.

New Minor Social Status Flaw: Outlaw (Minor)

You have been outlawed, and must live by your wits outside society. You may take Martial Abilities at character generation, and have a Reputation at level 2 for whatever got you outlawed. You may not take Leadership at character creation and are under the protection, leadership, or employ of an Outlaw Leader. As a Minor Social Status Flaw, this is suitable for grogs to take.

within the House, Tribunal, or Order. Covenants could find themselves on the wrong side of the March, pressured into providing assistance to the fugitive magus. Or they could arm themselves and join the hunt in search of Hermetic glory or wealth.

House Diedne

Of course, the most obvious Hermetic outlaws are members of House Diedne. In truth, such a concept is no longer valid, as the Hermetic House has been abolished and any who live who might claim lineage from those outcasts would likely not consider themselves a member of a House.

So it is the lineage then that is the problem and there may be some within the other Houses, or living as hedge wizards, that practice Diedne magic of some kind and others still who might resent the treatment of their forefathers. These outlaws hidden

within plain sight may be a threat not to the wider Order but to those within the Order that carry the sins of their fathers upon them.

Stories of Diedne outlaws are most likely to be stories of revenge rather than restitution. The other side of the coin are magi such as the Tremere Vexillation of the Burning Acorn, an organization given over to finding and extinguishing any remaining Diedne threats.

Adventurous Outlaws

Playing **Ars Magica** is about telling stories, so it is important to look at how outlaws fit into the on-going narrative and the roles they play; bandits and rogues they may be, stealing from the forests and robbing on the king's highway, but for outlaw player characters at least we need a more nuanced view.

The following archetypes

provide guidance for player character outlaws.

Simply Criminal

Some outlaws are criminals outright, robbing and murdering as they see fit in order to feed themselves and remain beyond the grip of justice. They are generally solitary, or at least transient, and likely to be considered dangerous by those who know them and feared by those who know of them. Despite this, their impact is low and they pose a danger to those who might quarrel with them and those who travel alone.

As player characters, they are more than likely to have flown justice and be living under an assumed name.

Social Outlaws

There are those who embrace the freedom from drudgery that outlawry gives them. While others toil in the fields or at their workbenches, the outlaw takes from the forest and the road what he needs and enjoys the fruits of others' labors. And the social outlaw seeks to draw others into this way of life. This outlaw is a corrupting influence and likely relies on Leadership, Charm, and

Presence to persuade others to his view and to keep them doing what he wants them to. He may even be Infernally-corrupted, enticing others to sin in return for Infernal gifts.

Such an outlaw may feature in the rise of a good outlaw, one who takes on the mantle of an outlaw through injustice committed against him and with the influence to make bad men good once again.

The Good Outlaw

No free man shall be seized or imprisoned, or stripped of his rights or possessions, or outlawed or exiled, or deprived of his standing in any other way, nor will we proceed with force against him, or send others to do so, except by the lawful judgment of his equals or by the law of the land.

Clause 39, Magna Carta

Despite their status, some outlaws are popular with the masses. They have often been falsely accused of their crimes and represent opposition to repressive or cruel tyrants. Forced to live by their wits in the forests, they act against these rulers and landowners often with the tacit support of the peasantry.

They claim the moral high ground and often oppose leaders who themselves have unjustly gained their status, often through depriving the outlaw of right and title. Such good outlaws then are frequently high-born men of status, with a family history in the region and the loyalty of the populace under natural law.

Man is bound to obey secular princes in so far as this is required by order of justice. Wherefore if the prince's authority is not just but usurped, or if he commands what is unjust, his subjects are not bound to



obey him, except perhaps accidentally, in order to avoid scandal or danger.

Summa Theologica, Thomas Aquinas

Violation of natural law results in evil, often violence, and disorder. But where the abuse of civil law, by the tyrant or usurper, first contravenes this natural law, then the outlaw benefits from a righteous cause. In such cases, the Infernal may be held at bay and the Divine may aid the outlaw.

The good outlaw may also be a redeeming figure; taking a band of outlaw robbers led by a corrupt or callous captain and bending their skills towards some noble aim.

Outlaw Tricksters

Subterfuge, disguise, and quick wits characterize the trickster. This outlaw exists to thumb their nose at the established hierarchy, often through subversion of the accepted feudal hierarchy.

Grand ceremonies, feasts, fairs, and holy days are the preferred setting for the trickster's antics and their aim is usually to expose the pomposity, duplicity, or weakness of their targets. The trickster may take already subversive events, such as the Feast of Fools where a Lord of Misrule is picked from the crowd to act as a derisive mock pope or bishop, and push them to an extreme conclusion, usually resulting in the humiliation of those in power.

The trickster likely has an identity far removed from the publicly-known outlaw persona, often rooted within the established hierarchy that the trickster aims to expose.

Outlaw Virtues and Flaws

It has to be said; outlaws are not well served by the current set of Virtues and Flaws available in **Ars Magica**, not even given the new Grogs supplement, in fact the main Outlaw Flaw is not even *available* to grogs, which limits play options a little.

The core **Ars Magica** rules provides the Outlaw Flaw (**ArM5**, page 57). This is a Major Social Status flaw and as such is too sweeping for grog-level or bit-part characters. That said, it does allow the character to take Martial Abilities at character creation along with a bad reputation.

The Minor Social Status Flaw *Outlaw Leader* (**ArM5**, page 57) places the character in charge of a number of outlaws.

The *Outcast* Flaw (also **ArM5**, page 57) could be used to reflect the "civil death" aspect of being outside the law much better and being a Minor Social Status flaw is eligible for use by grogs.

Those in flight from outlawry, living under an assumed name, may have the *Dark Secret* Story Flaw. Arguably, any character where it is important enough to note that they are living under an assumed name is likely to be a companion-level character.

Another form of outlaw is the excommunicate, placed outside of the Church's protection, as described by the Excommunicate Major Story Flaw presented in *Realms of Power: The Divine*, page 93. While not outside of the *secular* law, the excommunicate is shunned by their community, pushed to the outskirts of society. Such a character is more vulnerable to the depredations of the Infernal and may be inclined to actions driven by desperation and resentment.

Additional Resources

Medieval Outlaws: Twelve Tales in Modern English Translation (Revised and Expanded Edition), Edited by Thomas H. Ohlgren

Outlaws in Medieval and Early Modern England: Crime, Governance, and Society c. 1066 - c. 1600, Edited by John C. Appleby and Paul Dalton

www.nationalarchives.gov.uk/records/research-guides/outlawry.htm

Conception and Pregnancy

Pregnancy was commonplace in 13th century Europe due to the lack of ways to prevent pregnancy accruing. Below are tables to check if pregnancy has occurred under various normal circumstances, as well as tables for methods for preventing pregnancy occurring, as well as generating basic information about children.

These charts have been made with mundane parents in mind. If the parents are more exotic like faeries, those with faerie blood, Magic Humans, or some other form of altered or non-human you can simply adjust the tables to what seems appropriate for your saga.

Character Creation

All new characters are required to roll on the Character Fertility Table below during the character creation process to determine whether there is anything special about the fertility of the character. Most will be of average fertility, but on rare occasions a character may be barren or highly fertile.

Childbirth

When the child / children are born the mother takes +7 Damage with only her stamina as soak, + one-

third the Midwives skill as a bonus to her Stamina. If no midwife is used the mother still takes +7 Damage but must make a stress roll + Stamina, -5.

Also don't forget to take in the place where the birth occurs, if it is by the roadside in wet and/or muddy conditions the chances of infection setting in for the mother after the birth is very high, as well as the chances for the child developing problems due to exposure. A scene bonus of between -5 for poor conditions to +5 for sterile conditions can apply.

Note: General rule for pregnancy being induced by magic or any other methods other than natural. If the body has been manipulated to assure pregnancy the chances of multiple births is greatly increased.

Conception

If the couple having sex haven't used any type of potion, herb, or magic to ensure pregnancy or to ensure the sex of the child is what they are after, roll on the Normal Types of Pregnancies Table, but if the couple have used some of the types of the above mentioned methods then roll of the Magically Induced Types of Pregnancies Table.

Choose the appropriate Condition

By Richard Wiles
& Cameron Weeden

from the following descriptions.

Actively Trying to Conceive

This is for couples that are trying and using methods that help improve the chance of conception to help assure that they have children. (Intercourse at least 2 – 3 times per day for a month duration).

Highly Active Sexually

This is for people who are highly sexually active. (Intercourse at least once per day for a month duration).

Normal Sexual Activity

This is for people who have occasionally have sexual relations. (Intercourse a few time per week for a month duration).

Sexually Active

This is for people who rarely have sex. (Intercourse once or twice per month.)

Character Fertility Table (Roll at Character Creation)

Percentage	Effect
01-04%	Character is barren (infertile).
05-90%	Character is normally fertile.
91-95%	Character is less fertile (-5%).
96-99%	Character is more fertile (roll fertility checks fortnightly instead of monthly, with a +5% bonus).
100%	Every-time character has sex they are likely to conceive.

Fast Roll Conception Method (Simple Roll per season)

Conditions	Birth Control	Chance of Conception
Actively Trying to Conceive	None	4, 5, 6, 7, 8, 9, 0
Highly Active Sexually	None	6, 7, 8, 9, 0
Highly Active Sexually	Minor	7, 8, 9, 0
Highly Active Sexually	Medium	8, 9, 0
Highly Active Sexually	Major	9, 0
Normal Sexual Activity	None	8, 9, 0
Normal Sexual Activity	Minor	9, 0
Normal Sexual Activity	Medium	0
Normal Sexual Activity	Major	0
Sexually Active	None	9, 0

Actively Trying to Prevent Pregnancy

Treatment	% Chance of Pregnancy
Major Herbal Treatment	15%
Medium Herbal Treatment	30%
Minor Herbal Treatment	45%
Major Potion Treatment	10%
Medium Potion Treatment	25%
Minor Potion Treatment	40%
Major Magical Treatment	5%
Medium Magical Treatment	10%
Minor Magical Treatment	15%
Major Surgery	5%
Medium Surgery	20%
Minor Surgery	35%

When using methods for preventing pregnancy you still have to roll to see if pregnancy has accrued, roll as normal for the level of sexual activity. If you roll that you are pregnant you then you roll 1D100 to see if the method of preventing the pregnancy has worked. **Note:** Powerful healing spells and healing devices may make these preventive steps null and void.

The *following* chart is for two normal mundane parents, with no magical abilities. However this chart can still be used for couples that do posses the Gift or other unique magical abilities, you will simply have to work out if the Gift or what ever abilities the parents posses, have been transferred onto the children.

Birth Type Table

Chance	Type
01-73%	Normal type of birth
74-78%	Twins
79-83%	Triplets
84-85%	Quadruplets
88-90%	Normal type of birth, but the child has Latent Magical Ability
91-92%	Normal type of birth, but the child has the Gift
93-94%	Normal type of birth, but the child has an Exceptional Ability
95-96%	Twins, but one child has the Gift and the other child has a Latent Magical Ability
97%	Triplets, but one child has the Gift, but the other two children have Latent Magical Abilities
98%	Quadruplets, but two of the children have the Gift and the other two have Latent Magical Abilities
99%	Premature Birth, roll again on this chart before rolling on the chart below
100%	Miscarriage. See the miscarriage chart on page 18.

This chart is like the above chart but since magic or some other outside influence has been used the chances of multipliable births has been greatly increased. The following chart is for two normal mundane parents, with no magical abilities. However this chart can still be used for couples that do posses the Gift or other unique magical abilities, you will simply have to work out if the Gift or what ever abilities the parents posses, have been transferred onto the children.

Magically-Induced Birth Type Table

Percentage Roll	Type
01-25%	Normal type of birth
26-58%	Twins
59-73%	Triplets
74-85%	Quadruplets
88-90%	Normal type of birth, but the child has Latent Magical Ability
91-92%	Normal type of birth, but the child has the Gift
93-94%	Normal type of birth, but the child has an Exceptional Ability
95-96%	Twins, but one child has the Gift and the other child has a Latent Magical Ability
97%	Triplets, but one child has the Gift, but the other two children have Latent Magical Abilities
98%	Quadruplets, but two of the children have the Gift and the other two have Latent Magical Abilities
99%	Premature Birth, roll again on this chart before rolling on the chart below
100%	Miscarriage, roll again on this chart before rolling on the chart below

Premature Birth Chart

Term Premature	Effect
1 – 4 weeks Premature	Considered to have an Medium Wound Gains one Minor General physical Flaw as determined by the troupe
5 – 8 weeks Premature	Considered to have an Medium Wound Gains two Minor General physical Flaws as determined by the troupe
9 – 12 weeks Premature	Considered to have an Major Wound Gains a Major General physical Flaw as determined by the troupe
13 – 16 weeks Premature	Considered to have an Incapacitating Wound Gains a Major General physical Flaw and one Minor General physical Flaw as determined by the troupe

Pregnancy Length and Child Development

Typical Human Pregnancy Length	34 + 1D6 weeks
Human Pregnancy Begins Showing	13 + 1D6 weeks
Typical Birth Weight	2D4 + 3lbs (Subtract 1lb. Per baby for each baby in a multiple birth)
Length of Labor	1D20 hours. Deprivation roll at 2 hour intervals
Puberty	Girls begin at 9 + 1D4, lasting for 1D4 + 2 years. Boys begin at 11 + 1D4 years, lasting for 1D4 + 3 years

Miscarriage Chart	
Simple Roll	Season in Which the Miscarriage Occurs
01 – 03	First Season
04 – 08	Second Season
09 – 10	Third Season

Types of Multiple Births	
Twins (Roll Percentage)	
01 – 40%	Identical twins (roll once on the Sex of Children chart below)
61 – 98%	Fraternal twins (roll 1D4, 1: Boys, 2: Girls, 3-4: 1 Boy & 1 Girl)
99 – 100%	Brother and sister, identical in all but gender
Triplets (Roll 2D4)	
1	All three are Fraternal (roll once on the Sex of Children chart below)
2 – 4	One Pair Identical & one Fraternal child (roll twice on the Sex of Children chart below)
6 – 8	All Three Identical children. (roll once on the Sex of Children chart below)
Quadruplets (Roll Percentage)	
01 – 50%	Identical triplets and one Fraternal (roll twice on the Sex of Children chart below)
51 – 69%	All Fraternal (roll four times on the Sex of Children chart below)
70 – 89%	One pair Identical twins and two Fraternal twins (roll three times on the Sex of Children chart below)
90 – 100%	All four are Identical (roll once on the Sex of Children chart below)

Sex of Children							
Roll 1D20 on the following chart to determine the sex of the child / children on the following chart.							
1	Male	6	Female	11	Female	16	Male
2	Female	7	Male	12	Male	17	Female
3	Female	8	Female	13	Female	18	Male
4	Male	9	Female	14	Female	19	Female
5	Female	10	Male	15	Female	20	Female

Eye Color Chart	Roll Percentage
Same as Fathers	01 – 38 %
Same as Mothers	39 – 78 %
Brown	79 – 84 %
Yellow	85 – 87 %
Green	88 – 92 %
Blue	93 – 98 %
Violet	99 – 100 %

Hair Color Chart	Roll Percentage
Same as Father	01 – 46%
Same as Mother	47 – 78%
Black	79 – 83%
Brown	84 – 87%
Red	88 – 89%
Blond	90 – 00%

Training Packages for Magi

The Training Packages first described in *Grogs* are a quick way to create and maintain the Abilities of grogs and companions, but with a little modification, the system can easily be expanded for magi as well. This works well for storyguide characters who might interact infrequently with the player characters and who only need to be updated once every three to five years. This system is particularly handy to create a magus who is many decades from apprenticeship; being quicker than Detailed Character Creation, but without compromising on detail and variation. The author has personally been using Training Packages for character creation

(basically the system in *Grogs* and this add-on) for nearly twenty years (and three editions!), and many published characters have been designed using this system in the background.

For those without *Grogs*, the basic concept is that rather than assigning each experience point individually, the player or storyguide chooses a number of packages of Abilities that advance the character's age by three or five years and have pre-calculated experience point allocations. This provides a career path for the character in addition to assigning experience points. Once sufficient packages have been chosen to

By Mark Shirley

advance the character to the desired age, the experience points are converted into Ability scores, and any remaining points can be kept where they are or reassigned.

Apprentice Packages

These packages are designed to quickly simulate the fifteen years apprenticeship of a magus, and result in a newly Gauntleted magus character. Before embarking on this step you should take a Childhood for the magus, and perhaps one or more standard packages to simulate life



Sub Rosa

before apprenticeship. One new package is provided below for giving a child the requisite starting Abilities for embarking on a Hermetic apprenticeship.

The rest of the apprenticeship packages are divided into three year groups, and a magus should take five in total: two from the foundation stage, and one each from the Novice, Junior Apprentice, and Senior Apprentice categories. Note that these packages use the Standard Apprenticeship discussed in *Apprentices* (pages 15 - 16), where an apprentice is taught Arts and Abilities for the first 12 years, and spells in the last three years. For the first stage, the apprentice receives 13 experience points from his taught season, and then 6 experience points from three seasons of exposure per year. In the final three years, he receives just the 6 experience points from exposure, and 40 levels of spells per year. This results in a fifteen year apprenticeship providing 246 experience points in Arts and Abilities, plus 120 levels of spells. If you want to adhere strictly to the rules, subtract the extraneous 6 experience points at the end.

Under the rules given in *Art & Academe* (page 96), some of the experience received from a season of teaching in an academic environment can be applied to Latin or Artes Liberales as well as the subject being taught, as long as at least half the experience points go towards the latter. This rule has been assumed to be true for Hermetic learning as well; and extended to permit Magic Theory to benefit in this manner. Each of the training packages for the first 12 years has therefore been built around the following principles:

- A) Choose three Arts or Abilities in which to be trained
- B) Apply seven to thirteen experience points to each, and apply the difference to Latin, Artes Liberales, or Magic Theory
- C) Divide up eighteen experience

points of exposure freely between other Arts and Abilities.

Pre-Apprenticeship

For characters that have had no prior exposure to magi, this package provides the basics for a Hermetic education.

Three Years: +5 Artes Liberales, +30 Latin, +5 Magic Theory, +5 Organization Lore: Order of Hermes

Foundation

This phase sets the groundwork abilities of Hermetic magic; take two packages to cover the first six years of apprenticeship. In this phase of apprenticeship, teaching experience is divided between Latin, Magic Theory, and the subject studied. Note that after six years of apprenticeship the character should have Latin 4.

Three Years (Basic Grounding): +5 Concentration, +10 Magic Theory, +5 Finesse, +10 Latin; +7 in any two Arts, +5 in any three Arts

Three Years (Focus): +10 Magic Theory, +10 Penetration or Finesse, +10 Latin; +10 in any two Arts, +7 in any Art

Three Years (Mundane Abilities): Any standard three year package, +10 Latin; +2 in one Art

Three Years (Neophyte): +10 Organization Lore: Mystery Cult, +15 Cultic Ability*, +10 Latin, +10 Magic Theory; +6 in each of any two Arts

Three Years (Specialized): +5 Concentration, +10 Latin, +10 Magic Theory; +20 in one Art, +12 in one Art

Three Years (Student): +15 Artes Liberales, +10 Latin, +15 Profession: Scribe; +7 in one Art, +5 in any two Arts

Three Years (Very General): +10 Latin, +10 Magic Theory; +7 in each of three Arts, +4 in each of four Arts

*Heartbeast (Bjornaer), Enigmatic Wisdom (Criamon), Faerie Magic (Merinita), Craft Ability (Verditius)

Novice

Choose one of the following packages to cover years seven to nine. These years mostly shift the focus towards Arts, allowing the student to pick up other Abilities during his exposure seasons. Which Arts and Abilities are offered depends on the interests of the master and student. A quaesitor might give his apprentice the Investigator package, a Tremere could prepare an apprentice for Certamen with the Arcanist package, whereas an initiate to one of the exoteric mysteries might receive more indoctrination in his House cult.

Three Years (Arcanist): +5 Magic Theory, +15 Penetration or Finesse; +13 in each of two Arts, +11 in any one Art

Three Years (Generalist): +10 Magic Theory; +17 in any one Technique, +10 in each of three Forms

Three Years (Investigator): +5 Awareness, +10 Code of Hermes, +5 Magic Theory; +13 Intellego, +13 chosen Form, +6 in any one Art, +5 in any one Art

Three Years (Initiate): +15 Cultic Ability*, +5 Organization Lore: Mystery Cult; +15 in each of two Arts, +7 in any one Art

Three Years (Mundane Abilities): Any standard three year package; +4 in each of three Arts

Three Years (Lab Rat): +20 Magic Theory; +10 in each of three Arts, +7 in any one Art

Three Years (Realm Specialist): +5 Magic Theory, +15 (Realm) Lore; +13 Intellego, Perdo, or Rego, +8 Vim, +4 in each of four Arts

Three Years (Specialist): +10 Magic Theory, +5 Finesse or Penetration, +5 Concentration or Organization Lore: Order of Hermes; +30 in any one Art, 7 in any

one Art

*Heartbeast (Bjornaer), Enigmatic Wisdom (Criamon), Faerie Magic (Merinita), Craft Ability (Verditius)

Junior Apprenticeship

From the tenth year of apprenticeship onwards, it is usual for the three seasons of teaching to concentrate on three Arts, leaving the student to acquire Abilities during his exposure seasons; these are often Arcane Abilities that exert control over his craft. Choose one of the following to account for years ten to twelve.

Three Years (Assault): +15 Penetration, +5 Artes Liberales or Craft: (illustration or model); +15 in any one Technique, +14 in any one Form, +8 in any one Form

Three Years (Ceremonialist): +15 Philosophiae, +15 Artes Liberales, +15 Concentration; +23 in any one Art

Three Years (Esotericist): +30 (Realm) Lore; +15 Vim, +6 in each of two Arts

Three Years (Hermetic culture): +15 Organization Lore: Order of Hermes or Code of Hermes, +10 Intrigue; +13 in each of two Arts, +6 in any one Art

Three Years (Mundane Abilities): any standard three year package; +6 in each of two Arts

Three Years (Precision): +15 Finesse, +5 Concentration; +13 in Rego, +12 in any one Form, +6 in each of two Arts

Three Years (Spontaneous Specialist): +13 in each of three Arts, +6 in each of three Arts

Three Years (Theoretician): +20 Magic Theory; +5 (Realm) Lore; +13 in each of two Arts, +6 in any one Art

Senior Apprenticeship

This phase of apprenticeship is devoted to rounding out the

Aging Chart

The numbers in the table below indicate the number of Aging Points and the number of crises expected to be gained by a character in a decade at different Aging Scores. For more details, see **ArM5**, pages 169–170. The Aging Points listed exclude those deriving from crises.

Aging Score	Mild Aging	Average Aging	Harsh Aging
–2 or lower	0	0	0
–1	0	0	1
0	0	1	2
1	1	2	3
2	2	3	4
3	3	4	5
4	3	4 / 1 crisis	5 / 2 crises
5	4 / 1 crisis	5 / 1 crisis	6 / 2 crises
6	5 / 1 crisis	6 / 1 crisis	7 / 2 crises
7	6 / 1 crisis	7 / 1 crisis	8 / 2 crises
8	7 / 1 crisis	8 / 1 crisis	9 / 2 crises
9	7 / 1 crisis	9 / 1 crisis	10 / 2 crises
10	9 / 1 crisis	11 / 1 crisis	12 / 2 crises

apprentice's studies with spells. In addition to 120 experience points for spells, an apprentice also receives 18 experience points; of which 5 are applied to the Parma Magica. Choose one of the following for the final three years of apprenticeship.

Three Years (Ability Focus): +5 Parma Magica; +13 in any Ability; +120 levels of spells

Three Years (Art Focus): +5 Parma Magica; +13 in any one Art; +120 levels of spells

Three Years (General Studies): +6 Parma Magica; +3 in each of four Arts; +120 levels of spells

Three Years (Humanities): +6 Parma Magica; +4 in each of three Abilities; +120 levels of spells

Three Years (Mastery): +5 Parma Magica; +10 in Spell Mastery, +3 in any one Art; +120 levels of spells

General Magus Packages

Post apprenticeship packages should fall back into the five years /

three years pattern introduced in Grog. Each one grants either experience points, seasons in the laboratory, or some combination of the two (**ArM5**, page 32). The five year packages offer 150 experience points or up to 20 seasons of labwork; the three year packages offer 90 experience points or 12 seasons. Some example packages to get you started are given below.

Note that while it might seem that a magus's Arts in particular can take an incredible leap in five short years, it should be realized that the magus is not necessarily studying those Arts for 20 continuous seasons. A five year package represents the time spent on his studies spread across his post-apprenticeship time. So in a given fifteen year period he might spend twenty seasons on his Arts, twenty on Lab Activities, and twenty picking up Abilities; but these have been blocked into bundles for convenience. The order in which you apply the packages is important, since if you apply all the Art-increasing packages first you will artificially inflate Lab Totals when you get to them. Instead, you should alternate different types of

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package with each other, increasing the magus's Abilities and Arts in short blocks, then performing some lab activities before returning to Arts again.

Every three year training package adds 6 Warping Points to a magus, and every five year package adds 10 Warping Points (*ArM5*, page 32); this simulates magical botches and the long-term warping from a longevity ritual.

To simulate aging, *Grogs* (Chapter 5) uses the Aging Score:

Age/10 (round up) – Living Conditions modifier – Longevity Ritual modifier

An expanded Aging Chart is provided here for characters with low Aging Scores due to Longevity rituals. Increase Apparent Age each decade by (8 + Aging Score) years, with a minimum of 0 and maximum of 10 years. For example, a magus with an Aging Score of -3 looks only 5 years older for each ten years he ages.

Adventuring

This package covers any time spent away from the covenant, whether it is out exploring ruins, practicing a mundane craft, or politicking with other members of the Order. It is encouraged that magi should take this package several times over their careers to develop Abilities that are not part of magical studies. This results in a more rounded character.

Use the standard three year training packages (*Grogs*, Chapter 5) to simulate a magus spending time outside the covenant. Pick two packages, but only advance the character's age once. Tailor the packages taken according to the stories experienced, for example:

Attending a Faerie Court: Cunning Man + (Minstrel or Storyteller);

Bjornaer: Shapechanger* + (Forager or Scout);

New Training Packages

Note that these training packages offers 45 experience points. A magus could take each of these packages twice in three years, or combine it with a different three-year package.

Shapechanger

Predatory shapeshifters and heartbeasts tend to take Brawl and Hunt, whereas more docile forms might take Athletics (or Swim) and Survival instead.

Three years: +15 Athletics, Brawl, or Swim; +15 Heartbeast or Shapeshifter; +15 Hunt or Survival.

Hermetic Politician

As well as magi, this package is useful to savvy companions and grogs.

Three years: +15 Organization Lore: Order of Hermes; +5 Folk Ken or Leadership; +15 Intrigue; +10 Area Lore: Tribunal or Code of Hermes

Artist

This package includes a small amount of experience in an Ability that permits the artist to source materials or find patrons. An Artistic Reputation increases like an Ability (see *Art & Academe*, chapter 8), principally from the creation of works of art: one experience point is gained when the Aesthetic Quality of a piece of artwork is at least three times greater than the character's current Reputation.

Three years: +30 Craft: (any) or Profession: (Performer); +5 Bargain or Charm; +10 experience points in Artistic Reputation

Investigating crimes: Public Official + Scout;

Jerbiton: Artist* + Scholar

Mundane Politicking: Courtier + Local;

Mundane Research: (Natural Philosopher, Physician, Student, or Theologian) + Scribe;

Prosecuting cases: Advocate + Leader (exchange Civil & Canon Law for Code of Hermes);

Plying a trade: Craftsmen + Trader;

Slaying monsters: (Soldier or Magician) + Sentry;

Traveling: Rider + Woodsman;

Tribunal Politics: Hermetic Politician* + Leader.

Verditius: Craftsman + Craftsman

*new packages (see below)

Arcane Studies

Magi tend to concentrate on studying Arts, but their Arcane Abilities can be just as important.

This package accounts for eclectic studies into assorted Abilities; naturally you can mix up the experience given to each Ability.

Three years: +30 Concentration or Finesse; +30 Penetration or Parma; +30 (Realm) Lore or Magic Theory

Dual Specialization

This package represents intensive study in two narrow fields; researching one Art for three-fifths of the time and the other for the rest. It results in scores of at least 13 and 10 after five years of study, or 10 and 7 for the three year package.

Five years: +95 in any one Art; +55 in any one Art

Three years: +55 in any one Art, +35 in any one Art

General Interest

This is a good choice for magi with the Secondary Insight or Elementalist Virtues. In the three year package, each of six Arts is studied for two seasons. In the five year

package, four Arts are studied for three seasons each, and two Arts are studied for four seasons each.

Five years: +31 in each of two Arts; +22 in each of four Arts

Three years: +15 in each of six Arts

Initiate of a Mystery Cult

This package simulates the acquisition of Mysteries through Initiation, a process which is usually best handled in play. However, storyguide characters or characters introduced after apprenticeship need a mechanism to account for their progression within a cult. Note that to acquire the Outer Mystery of one of the exoteric mystery houses usually requires an Organization Lore: (House) of at least 1, which is accounted for during character creation; further Inner Mysteries can be sought out when this Ability reaches 3, 5, and every point from then on. Esoteric cults follow a similar structure, although they do not tend to initiate members before they take their Apprentice's Gauntlet.

Depending on the initiation sought, the character may be required

to spend more time meeting the requirements of the Initiation Script; this should be simulated through other packages. If the Initiation Script imposes an Ordeal Flaw as well as the Mystery Virtue, then this package is usually sufficient on its own.

Three years: +25 Cultic Ability, +15 Organization Lore: Mystery Cult; initiation into a mystery (1 season); 40 levels of cult-related spells

For the Mystery Houses, the Cultic Abilities are Heartbeast (House Bjornaer), Enigmatic Wisdom (House Criamon), Faerie Magic (House Merinita), Craft: Any (House Verditius). For other mystery cults, the storyguide must determine the Ability concerned.

Lab Work

Magi get exposure in Magic Theory if they perform laboratory activities. The Complex Character Creation method requires the magus to take this experience from the magus's yearly totals, just like any experience. However, using these Training Packages would mean that Magic Theory would never go up if the character spent four seasons a year on labwork. These packages assume that exposure is gained in

Magic Theory in addition to gaining spells or enchantments; so the gain for the magus is more than would normally be allowed; but is correct within the rules of the game. It is assumed that the magus does not have access to Laboratory texts for enchantments, but may for spells; storyguides might restrict the level of exotic spells by some fraction of the Lab Total (for example 4/5, which represents a year of study) if he feels tutors or Lab Texts are unavailable.

Five Years: +40 Magic Theory; and choose 5 of the options below

Three Years: +24 Magic Theory, and choose 3 of the options below

Add to Grimoire: +30 levels of spells, no single spell can have level greater than the appropriate Lab Total. For characters a few decades from apprenticeship, consider giving them four seasons to invent spells instead, calculating the levels as described in Enchantment, below;

Charged Items: up to four different charged items of level no greater than Lab Total. Calculate number of charges in usual fashion;

Enchantment: four seasons instilling up to four effects in an Invested Item or Talisman: spend one season for effect of level less than or



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equal to 1/2 Lab Total, two seasons for effect of level less than or equal to 2/3 Lab Total, three seasons for effect of level less than or equal to 3/4 Lab Total, or all four seasons for effect of level less than or equal to 4/5 Lab Total. For a new item, spend a season preparing the item for enchantment. For a new talisman, spend a season attuning it. Can also spend a season increasing a talisman's capacity for new effects;

Familiar Binding: four seasons instilling up to four bond powers: see Enchantment above. For a new familiar, spend a season forging the initial bond, can also spend a season reforging the bond;

Laboratory Improvement: four seasons improving the magus's laboratory. Setting up a laboratory with the Basic Flaw takes one season. Removing the Basic Flaw from a laboratory takes one season. Moving into another magus's laboratory takes one season. Installing a Virtue (*Covenants*, Chapter 9) into a laboratory takes one season. The Virtue is accompanied by a Flaw if there is insufficient space. Space can be made by spending a season improving Refinement by one (maximum of Magic Theory – 3).

Lesser Enchantments: four Lesser Enchantments, each with an effect of level no greater than 1/2 Lab Total

Longevity Ritual: +20 in Creo and/or Corpus, plus a Longevity

Training an Apprentices

While training an apprentice, each training package takes one quarter as long (6 1/4 years for a 5 year package, 3 3/4 years for a 3 year package) to allow for the extra season needed to teach the student. For a simpler mechanic, take a total of 16 years of training packages (two five-year packages and two three-year packages), and advance the magus's age by 20 years. In recompense for the extra time, the master gains +10/+6 experience points in Teaching for each five-year and three-year package respectively at no extra time cost (this is +32

Original Research Warping & Twilight		
Magnitude of stabilized breakthrough	Warping Points	Twilights
1	0	0
2	0.1	0
3	0.3	0.1
4	0.6	0.2
5	1	0.3
6	1.5	0.4
7	2.1	0.5
8	2.8	0.6
9	3.6	0.7

Ritual of strength equal to Creo Corpus Lab Total / 5 (rounded up).

If enchanting a talisman, remember that it gains an attuned Shape & Material bonus for every effect instilled.

Original Research

Original Research is a lengthy process that can take decades of research for incremental results. The details presented here are an abstraction of the rules provided in Houses of Hermes: True Lineages, but produces similar results based on probability and simulation.

All the enchantments or spells generated as part of Original Research are thematically linked. A magus can use a Risk modifier of +1 per 5 points (or fraction) of his Magic Theory. It is assumed that the magus is spending just one season on each

Teaching over the 20 year span mentioned above). The master also gains a modifier equal to the apprentice's (**Int + Magic Theory – Age modifier**) to all Lab Totals and spell levels gained per season from any packages. For simplicity, assume that the apprenticeship modifier is –3, +3 or +6 for early (first 3 years), middle (middle 8 years), and late (last 5 years) apprenticeship, respectively. To get the best out of an apprentice you should take the Lab Work (or Original Research) package in the latter part of apprenticeship only.

invention, meaning that each is a spell, a Lesser Enchantment, or an enchantment in an Invested Item of a maximum level equal to half his Lab Total. If the inventions need more seasons to be worthwhile, then they are either spells or enchantments in Invested Items; reduce the number accordingly, and add extra seasons to the magus's age to account for the time spent preparing Invested Items for enchantment (this package only accounts for the time spent on the invention process itself).

Remember that these packages represent twenty seasons of uninterrupted invention. Few magi would be so single minded, since this gives no time even to study one's Arts. Even the most monomaniacal magus realizes that the better the Lab Total, the more productive his Original Research is. As a suggestion, each five year package of Original Research would be interleaved with at least one other five year package, meaning that the results listed here take twice as long in game years.

Five years (Risk +1): two stabilized breakthroughs; fourteen other inventions (four have side effects); 1 Warping Point; +40 Magic Theory

Five years (Risk +2): three stabilized breakthroughs; one unstable breakthrough, thirteen other inventions (four have side effects); 1 Warping Point; +40 Magic Theory

Five years (Risk +3): four stabilized breakthroughs; one unstable breakthrough; eleven other inventions (three have side effects); 3 Warping Point; +40 Magic Theory

One year (preparing Invested items for enchantment): 4 items prepared, +8 Magic Theory

A breakthrough (stable or not) always has an unusual feature which cannot be achieved through Hermetic magic. Each stabilized breakthrough yields a number of Breakthrough Points towards the magus's research

(Continued on page 27)

Example: Longinus of Tylalus

This is an example of designing a magus character from scratch. The storyguide needs statistics for a Tylalus magus who is going to be involved in a number of stories.

Longinus's Early Career

The storyguide begins with a Social Childhood (5 years: +15 Charm, +15 Folk Ken, +15 Guile, +75 Native Language), and grew up on the streets, living by his wits (Footpad 3 years: +5 Athletics, +5 Guile, +15 Legerdemain, +20 Stealth). He was then discovered by his pater and given a basic education (Pre-apprenticeship 3 years: +5 Artes Liberales, +30 Latin, +5 Magic Theory, +5 Organization Lore: Order of Hermes) before being Opened to the Arts at age 11.

He received a generic Hermetic education to begin with (Basic Grounding: +5 Concentration, +10 Magic Theory, +5 Finesse, +10 Latin; +7 in Rego and Mentem, +5 in Intellego, Corpus, and Vim) which was backed up by more concentrated study (Focus: +10 Magic Theory, +10 Penetration, +10 Latin; +10 in Rego and Creo, +7 in Terram). As a novice, he assisted his parens in acquiring information to ruin a rival (Investigator: +5 Awareness, +10 Code of Hermes, +5 Magic Theory; +13 Intellego, +13 Mentem, +6 Ignem, +5 Perdo). As a junior apprentice he studied tribunal politics closely (Mundane Abilities (Hermetic Politician): +15 Organization Lore: Order of Hermes; +5 Leadership; +15 Intrigue; +10 Area Lore: Tribunal or Code of Hermes; +6 Imaginem, +6 Vim). Finally, in his remaining three years of apprenticeship he sought to improve some of his minor Arts (General Studies: +6 Parma Magica; +3 in Muto, Corpus, Animal, and Intellego; +120 levels of spells).

Longinus now takes his Apprentice's Gauntlet, and at the age of 26 has the following Abilities and Arts as a new member of the Order. The storyguide decided to reassign 5 spare experience points from his Organization Lore: Order of Hermes and his Stealth to his Guile, raising this to 3. Further, he takes one spare point from Vim and puts it in Mentem, raising that Art to 6. His spells are assigned at this point; the highest level with which he can begin the game is Intellego Mentem, which can be as high as 15+Intelligence. Not bad for a generalist magus.

Longinus at Gauntlet

Area Lore: Tribunal 1 (5), Artes Liberales 1, Athletics 1, Awareness 1, Charm 2, Code of Hermes 1 (5), Concentration 1, Finesse 1, Folk Ken 2, Guile 3, Intrigue 2, Latin 4, Leadership 1, Legerdemain 2, Magic Theory 3, Native Language 5, Organization Lore: Order of Hermes 2, Parma Magica 1 (1), Penetration 1 (5), Stealth 2
Cr 4, In 6, Mu 2, Pe 2(2), Re 5(2); An 2, Aq 0, Au 0, Co 3(2), He 0, Ig 3, Im 3, Me 6, Te 3(1), Vi 4

Further Development

Longinus needs to be of equivalent power to the player magi, who are all approximately ten years from their Gauntlet. The storyguide decides to advance Longinus another eighteen years to give him a fighting chance. During those eighteen years, Longinus will be increasing his Arts and Abilities, and then at the last will use his improved statistics in some lab projects.

To increase Arts, Longinus acquires the General Interest package twice (6 years, +15 to Creo, Intellego, Muto, Perdo, Rego x2, Corpus x2, Imaginem, Mentem x2, Vim). He spends time in Arcane Studies but changes the allocation of points slightly (3 years, +40 Penetration, +40 Parma, +10 Magic Theory). He also acquires plenty of story experience in Hermetic politics (Adventuring (Hermetic Politician + Magician), 3 years: +15 Organization Lore: Order of Hermes; +5 Leadership; +15 Intrigue; +10 Code of Hermes, +15 Concentration, +15 Magic Lore, +15 Penetration) and gaining allies (Adventuring (Conman + Leader), 3 years: +15 Charm, +15 Guile, +15 Intrigue, +10 Folk Ken, +5 Charm, +30 Leadership)

Finally, he takes three years of Lab Work. He gains 24 experience in Magic Theory, and chooses the options Add to Grimoire, and Enchantment twice in order to commence a talisman. After preparing it for enchantment and spending a season attuning it, he has six seasons to instil effects.

Although he really needs a longevity ritual, his Aging Score is only 3 thanks to the Living Conditions modifier of his rich covenant. He gains 36 Warping points in 18 years, enough to raise his Warping Score to 3, so he must undergo the Wizard's Twilight package three times. He fails to comprehend the Twilight once, so suffers two good effects and one bad effect. He gains 12 more experience points in Magic Theory, 10 experience points in Terram, and the loss of a 4th Magnitude spell. All this incurs another 15 Warping points for a final score of 4 (1).

Finally, the storyguide does a bit of finessing of spare experience points, taking 5 from Charm, 5 from Concentration, 4 from Magic Theory, 5 from Code of Hermes, 10 from Leadership; and adding 5 to Guile, 5 to Folk Ken, 4 to Parma, 5 to Intrigue, and 10 to Penetration. Likewise with the Arts: 3 from Muto, 5 from Perdo, 2 from Corpus, 2 from Terram, 3 from Vim; 3 to Creo, 8 to Rego, 4 to Mentem

Longinus at 44 years old

Area Lore: Tribunal 1 (5), Artes Liberales 1, Athletics 1, Awareness 1, Charm 3, Code of Hermes 2, Concentration 2, Finesse 1, Folk Ken 3, Guile 4, Intrigue 4, Latin 4, Leadership 3, Legerdemain 2, Magic Lore 2, Magic Theory 5 (7), Native Language 5, Organization Lore: Order of Hermes 3, Parma Magica 4, Penetration 5, Stealth 2
Cr 7, In 8, Mu 5, Pe 5, Re 10; An 2, Aq 0, Au 0, Co 8, He 0, Ig 3, Im 6, Me 10, Te 5, Vi 6(1)

This took about 20 minutes to create. Admittedly, he still lacks details of his 150 levels of spells (minus the 4 magnitudes lost to Twilight) and six seasons of work on his talisman, but most of the hard work is done.

equal to its magnitude. A stabilized breakthrough also inflicts warping points, and if more than two are gained, the character might enter twilight. Once all training packages for Original Research are accounted for, calculate the number of additional Warping Points according to the following table. Since gaining two or more Warping Points at one time can result in Twilight, the frequency of that occurring has also been calculated. Sum fractional warping points and Twilights for all breakthroughs achieved in the five year package, and then round up to the next whole number. Make a twilight avoidance roll (**ArM5**, page 88) for each Twilight, assuming that each was provoked by just 2 Warping Points. Each time that the character fails he has another simple die's worth of Warping Points and a Twilight scar.

***Example:** Marie spends fifteen years performing Original Research, five at Risk +1 and ten at Risk +2. She has therefore made 8 breakthroughs. She also has 42 other inventions, which include 12 with side effects and one with an unstabilized breakthrough. Taking the cautious route she opted for low magnitude effects; designing two of her breakthroughs as Level 15 effects and six as Level 20 effects. She therefore has 5 ($0.3 \times 2 + 0.6 \times 6$) extra Warping Points from stabilization in addition to the 3 she received from laboratory botches, and has to avoid 2 ($0.1 \times 2 + 0.2 \times 6$) Twilights, each potentially yielding even more Warping Points. However, in the fifteen years of solid research she managed to accumulate 30 ($2 \times 3 + 6 \times 4$) Breakthrough Points, enough for a Minor Breakthrough.*

Preparing to Train an Apprentice

A magus needs all Arts at a minimum of 5 to Open an apprentice to the Arts without giving him any deficiencies. This package is useful

for those needing to brush up on their weaker Arts, and pick up some Teaching before taking on a student.

Five years: +30 Teaching, +15 in each of 8 Arts

Three years: +15 Teaching, +15 in each of 5 Arts

Triple Study

More widely spread than Dual Study, this package advances three Arts. In five years, a magus studies one Art for eight seasons and the other two Arts for six seasons. In the three year package, the split is 6 / 3 / 3 seasons instead.

Five years: +60 in any one Art; +45 in each of two Arts

Three years: +46 in any one Art; +22 in each of two Arts

Wizard's Twilight

Elder magi can expect to spend some time in Wizard's Twilight. For most characters this does not impinge on their studies, lasting days or weeks at most. Characters with a Warping Score of 7 or more can expect to spend a year (or more) in Twilight if they fail a Twilight Comprehension roll; and unless they have studied the Enigmatic Wisdom of House Criamon they are more likely to fail as their Warping Score increases.

For simplicity, you should take this package every time you apply a training package where the Warping Points gained (6 or 10, for three and five year packages respectively) take the Warping Score up a level. Make a Twilight comprehension roll for the character each time the package is taken. This will determine the time spent in Twilight and the effects that the Twilight has on the character (**ArM5**, page 89).

Do not increase age or apparent age when taking this package, but you should note the time lost to Twilight for the sake of the character's timeline.

Variable Years: +(2+simple die)

Warping Points, 1 Twilight Scar (good or bad)

Writing Up

Most magi spend at least a few seasons writing books for other magi to study, transcribing his Lab Texts, or creating casting tablets. Alternatively, he might be copying texts that others have written. Many covenants demand that magi spend time doing this for the betterment of the whole; for all Bonisagi it is an obligation. This package accounts for this work over a magus's career. Long-lived magi might take this package more than once.

Three years: +24 Profession: Scribe, and pick 3 of the following

Write Summa on Arts: Write up to four separate summae with a combined Level of $4 \times$ (Communication + Language). The Level of any single summa cannot exceed half the author's Art, Quality is equal to Communication + 6 + (half Art - Level)

Write Summa on an Ability: Write up to four separate summae with a combined Level of $0.8 \times$ (Communication + Language). The Level of any single summa cannot exceed half the author's Ability, Quality is equal to Communication + 6 + $3 \times$ (half Ability - Level)

Write Tractatus: Write 4 Tractatus. Quality equals Communication + 6

Write Laboratory Texts or Casting Tablets: write up to (Latin x 80) Levels

Copying Summa: Transcribe up to four separate summae with a combined Level of $4 \times$ (6 + Profession: Scribe)

Copying Tractatus: Transcribe 4 Tractatus

Copying Laboratory Texts or Casting Tablets: Transcribe (Profession: Scribe x 240) Levels

From the Journal of Vulcanis Argens

Being the journal of Vulcanis Argens of House Verditius, discovered during the Vernal Inquisition after the fall of Donum Chanuti. Let its secrets inform the Order:

*Extract from the journal of
Vulcanis Argens.*

I can forgive many things but it will be a long year or more before I forgive Legalitus for sending we younger magi to investigate the sudden appearance of St Michael's Spear.

There is a village (I care not to record where) that overnight a week ago acquired a new structure; a great spire of iron, taller than a man, rising to a spike at the top from a base perhaps a foot across. It jutted from the road that ran through the village. The iron was pure and even held two pawns of Vis within it, making clear its magical connection.

It transpired that the spike was a stream of iron released from a nearby regio by the actions of two local magical miscreants. They were working under the guidance of a local flower spirit who in turn was working in partnership with one of the villagers who in her turn had apparently taken care of a supernatural baby, perhaps infernal or just simply malevolent, the point was not determined to my satisfaction. The matter served to remind me that as learned in the Hermetic Arts we may be we lack the understanding of the magical world possessed by those minor traditions that we dismiss so easily.

But it was not for the spike that I shall remember these events. I learned two important things. Firstly, my spear has a greater attachment to the form of Terram than I intended or designed. There appears to be some presence within it that I had no part in putting there. Yet it seems not to cause me any harm nor interfere with my magic. This will need further study as time allows.

But the second point of note is perhaps the most useful. Valeria, it seems, is more than willing to cast her magic on mundanes and furthermore to use her magic to openly intimidate them and to instil in them a sense of fear. More than once she has cast spells upon groups of men to turn them into mice. It has to be said that more than once one of those men has subsequently died, either at the shock of the experience or, in one notable case, by being crushed by his own armour collapsing on top of him. The Good Lord did not intend, I venture, mice to bear a suit of mail upon their backs.

And so it was in this case. Admittedly, I was not shy in casting ceremonially in my investigations of the St Michael's Spear, as that is where my power lies, but tasked with the simple matter of holding the interest of the villagers at bay the Quaesitor opted instead to sow fear and disquiet through the medium of transforming a number of villagers into mice. If this were not terrifying enough, she let her familiar be seen to be menacing the confused and horrified mice. Thankfully, my magic had concluded by the time the farmers had been recalled from the fields, armed as they were with pitchforks and flaming brands. Valeria's threat of transforming yet

more of the villagers into vermin was sufficient to hold them at bay long enough for us to make it back to my wagon and then out of the village.

I will ensure that I mention this latest incident in my letter to Junius of Semitae. He may find cause to mention it on to others who may also Valeria's conduct interesting.

The investigation of the regio itself was another interesting diversion. We had little time to verify the true nature of the inhabitants but they appeared to be manifest ghosts, or projections of the regio, of ancient Roman soldiers once employed in the iron works. Benedic later confirmed that there had indeed been an ironworks in the area but it had long-since been defunct and until our report he had no notion of where it had been.

We left on reasonable terms, as reasonable as terms can be with the ghosts of a group of suspicious duty-bound soldiers.

*Extract from the journal of
Vulcanis Argens.*

I have enchanted myself with my first longevity ritual. I confess I feel no different this morning, my first that should imbue me with the effect carried by my secret incantations, than I did yesterday. Perhaps that will come.

In truth, I am not sure what to expect as my parens saw fit not to discuss such things, with the exception of the mechanics of creating the ritual, and there are no other magi at the covenant that I would feel comfortable approaching

on the subject. Perhaps all magi feel this way. I think, when the time comes, I shall instruct my apprentice better in this regard than Aurifex did me.

*Extract from the journal of
Vulcanis Argens:*

I have at last completed the *Keeper of Burned Secrets* device. Both the effect to retain the memory of the offered parchment and the effect to recall the image of those parchments are now fully enchanted. Oh, as far as the council is concerned it took six more pawns of Vis than I anticipated, but the council were gracious and understood that I did not ask lightly. In truth I have already earmarked their use elsewhere and though I shall of confess my deception one Sunday

or another I admit that my soul feels unencumbered; the pawns are my due.

It will come as a relief to spend the next weeks transcribing a copy of my notes firstly for Junias as promised and also for the covenant records. I have some trepidation in doing the latter for I cannot be certain that they will be put to best use. I may make some motion at council that while the texts are freely available, they should only be studied within the library unless by council consent.

*Extract from the journal of
Vulcanis Argens:*

I have finished the writing of my laboratory texts. I handed the manuscript to William this morning

with instructions on its binding and copying. I am to have three copies. One I shall retain. The best will go to Junius along with the letter I wrote this morning and the third will remain within the covenant library.

With my obligation to the covenant at last fulfilled, my thoughts now turn to other matters. There are secrets I wish to learn, and my spear needs some further attention and there is the matter of dragons...

*Extract from the journal of
Vulcanis Argens:*

Illusions are remarkable things. They are wondrous and entertaining and misleading all at once. Some illusions are welcome, serving to distract or pass the time. But others are darker and more insidious and



they serve only to conceal and deceive.

We must all guard our secrets, but there are some within Donum Chanuti that seem not to know what secrets they should be keeping. And, as such, they open themselves too widely to those who would seek to collect those secrets and use them as coinage.

We became aware, some weeks ago, of a tax collector operating apparently under a King's warrant, moving from town to village, and heading in the direction of Oxeney. Donum Chanuti, literally *Cnut's Gift*, holds the island of Oxeney and some supplementary lands directly by grant of the King. Of course, the charter was drafted and signed many years ago, but successive Kings have seen fit to uphold its legal standing.

Quaesitor Valeria, and I make a point of using her title for reasons that will reveal themselves in due course, took flight to investigate this tax man's progress and character so that we might best prepare his welcome. What she saw was disturbing. He seemed to have a band of men, men who without benefit of a King's warrant in place of virtue would pale at the prospect of their deeds being read to them on their day of accounting. He also seemed to have some authority over the Sheriff of Kent, though she was unclear on how she arrived at such a conclusion. But most striking was the man's dog.

Ned the Powysman, for this was the tax man's name, was master to a great black beast who, so Valeria reported, appeared to be able to nose out hidden silver and gold from wherever the reticent subject had stolen it to. Of more concern, in those whom Ned made a rope-stretched example of, the hound was able to sniff out gold where there clearly, to even the keenest eyes, had not been any. And in doing so, Ned was able to persecute any he saw fit, whether they truthfully hid anything or not. The man had power and the

will to abuse it.

Even from her reports, before we had spoken with Ned, we were assured that the hound was a malevolent beast and most likely an Infernal familiar or guide. Ned most likely used its power to bolster his progress through the ranks of the king's exchequer. Alas, we will probably never know for sure given the events that followed.

In short, the villagers of Reeding, the small village across the water that we apparently have sovereignty over, were frightened for the future of their wealth and called upon Donum

Chanuti to help.

With an alacrity bordering on unseemly, though in truth somewhere between comforting and alarming, Valeria took upon the idea of forging a copy of our charter that could be shown to Ned. The reasons were that the covenant has two charters in its library. One is ornate and clearly states the magical nature of Donum Chanuti and its inhabitants but is explicit about the boundaries of our autonomy, while the other is more vague in all respects and while better than a simple draft seems little more than a reminder.



Sub Rosa

Quaesitor Valeria thought it wise to use magic in order to create a third charter, one that omitted the magical nature of the covenant but included Reeding within the boundary of its influence, free from the king. This she intended to show to Ned the tax man and save both Donum Chanuti and Reeding from having to pay this new tax.

Ned did indeed camp on the ridge behind Reeding and when we met with him it was clear to me that the problem was not the man but the dog. Several times he looked to the dog for his information and for his confidence when confronted by those not cowed by his king's charter.

Ned retired to his camp with his men for we had refused to hand over our counterfeit charter to him that day. Instead, we made agreement that we would convene the following day to discuss the King's rights and any tax then due.

Benedic and Valeria visited his camp where they found the Sheriff of Kent struck with a malaise. We had not seen him until this point but given Valeria's earlier report this was not unexpected and again I knew this to be the influence of the demon at Ned's side. I was engaged in other matters elsewhere, casting an *Aegis of the Hearth* over the greater part of the village of Reeding, for it was there that we agreed to meet with Ned.

There is a lesson there; to control and prepare the confrontation ground. I knew that Ned would not leave the hound within his camp and I also knew that we might have need of our magic and protection against the hound's Infernal power.

However, the meeting did not go according to design. Ned came to the village but his dog stopped at the Aegis boundary, clearly unable or unwilling to pass the magical shield as was the intention. But Ned also stopped, seemingly understanding the reticence of the dog. He thus refused to do business anywhere within the

village. Valeria obliged and she showed the forged charter to Ned on the outskirts, who seemed pleased to accept us at our word but, in a show of strength and authority, threatened to leave men garrisoned on the ridge and block travel to and from the covenant. Here was his final mistake. He may have been a master of a hound who is part of, serves, and is served by hell, yet the man did not understand the will and ability and artistry of wizards.

I shall not say who arrived at the notion of killing Ned the Powysman but I will record that I have rarely seen anything so quick as Quaesitor Valeria agreeing that Ned should die. A spark among summer's dry straw is never so quick.

All it took was a verbal reassurance from myself that the dog was an Infernal beast free from the love and grace of the Lord's eternal salvation and her mind was sealed on the matter. Even my feigned concern for our standing under the code did nothing to introduce doubt into her stance.

So that night we took to the water using those men who secretly work for Donum Chanuti, we travelled to Ned's encampment, where we spied upon him and his hound. The object was to enter the camp with our images dulled to mundane senses at the quietest hour and there silently put Ned and his dog to their final rest. Given that none of the Donum magi have a talent for cold, quiet murder, the plan carried risks.

However, fortune struck. As we observed, Ned and his hound left the camp with instructions to his sergeant not to follow him. His sergeant was obedient to his master's command. We were less so.

We followed him into the woodlands, along the slender ridge through the marsh. It would be more accurate to say Valeria followed him into the woods for those others drafted into the sortie were instructed

to remain behind and wait for her signal.

The signal came but by the time we arrived the dog, a demon possibly given to changing shape and form unless magically dissuaded, was consigned to the ground and Valeria in the form of an owl was pursuing Ned through the woods at speed. I never saw him again and my last view of him was a clean pair of heels.

I understand that he died, buried beneath several trees and as much earth as twenty men could move in three days. All Valeria's work of course.

I do not know what the Code has to say on the matter of forgery or indeed on the matter of killing one of the King's appointed, but I do not think I will consult Valeria on the matter. There may be other Quaesitors in the future who may be more inclined to ask why I need to know such troubling things.

Valeria speaks of the law, but is that not in fact just a distraction? She refers to the code but does so seemingly by way of rote, not right. But importantly, she is not careful, for I know these things of her and she knows not how I might use them.

Her duty to the code seems then to be an illusion. She gains status from it. She gains authority from it. But it is as ephemeral as any other illusion. And as an illusion, it is enough to fool those who lack the wit to look closely.

The Vitruvian Magus: Building the Hermetic Architect

Last issue we looked at creating a starting character build for a Hermetic Shipwright, a character capable of building and enchanting ships. The character was designed in such a way that it could very quickly reach the moderately-high vis costs of enchanting a large wooden structure as described in the *Hermetic Projects* supplement. While future advancement was considered, it was done without recourse to many additional Mystery Cult or House Virtues; the vis costs involved in enchanting a ship were not so extreme that such strategies needed to

be considered.

However, there are cases where the cost of opening and enchanting a device is not only outside the range of most magi but also becomes too costly to consider. The Mystery of Hermetic Architecture and the enchantment of large structures is a case in point. Even here though, we can design a progression path, using the Mysteries, that allows your character to make Hermetic Architecture somewhat cost-effective.

There are some caveats. In this article I'm simply using the standard

By Mark Lawford

character creation tools, i.e. assuming 30XP per year out of apprenticeship. Any non-study activities cost 10XP per season to a maximum of 30XP per year. I have assumed that the magus will be undertaking some of these through his career. This means that your build, played season-by-season is likely to end up with some different numbers, probably in advance of the examples here, as you will be leveraging in-game assets.



Sub Rosa

Identifying the End Goal

Just as with the Hermetic Shipwright, we need to understand where we're going. In this case, we want to enchant entire castles. The very largest structures listed in *The Mysteries: Revised Edition*, have a Size Multiplier of 10 and hard stone is considered the most complex material likely to be enchanted for a total vis capacity of 40 pawns of vis.

Given that such a device cannot be enchanted in the laboratory, the Hermetic Architecture Mystery provides a means to do this, but the cost is vast; 400 pawns of Vim vis split across ten distinct items alone must be spent to open the structure for enchantment. For even the most skilled Verditius, something on that scale is incredibly daunting and players may well shy away from the challenge.

So the end goal is to progress a character such that they are able to comfortably enchant the largest of castles in a time and cost-effective manner, or at least as cost-effective as we can manage. Not an easy task. Throughout this article we're going to keep coming back to this figure of 400 pawns in order to see how we measure up at each stage. But Hermetic Architecture does have its uses, even at lower vis capacities so

we'll look at what options the Hermetic Architect has for supporting himself as we go.

Approach

The Hermetic Shipwright was an exercise in getting to the stage where opening a ship for enchantment was achievable. The Hermetic Architect has a different problem. It's more about efficiency and that means doing everything possible to reduce the number of pawns of vis that must be spent.

Taking our 400 pawns target across ten items, that's 40 pawns for each of the ten devices that the magus must open for enchantment. We have already seen ways to achieve the ability to use 40 pawns in a season, but we want to reduce that number to as few as possible. So vis reduction techniques are the key.

Build out the Magus

We'll assume a starting age of 25, so that's ten years from before apprenticeship and he's just taken and passed his gauntlet. This gives 480 experience points to spend, half of which should be on Abilities, and the other half split equally between Arts and Spells.

That is less important for this article as we're really looking on the end goal or the progression rather

than the groundwork. Unlike the previous article, where much of the focus was on a strategy for increasing the number of pawns of vis that the magus can use in a single season, this magus needs to excel in the reduction of the number pawns that a device needs to be opened with. He also needs to acquire a number of Exoteric Mystery Virtues.

House

Just as we did for the Hermetic Shipwright, we're going with House Verditius again. We need to do that for the reduction in pawns required to open a device for enchantment that they gain from their Verditius Magic House Virtue.

Characteristics

Intelligence and Dexterity are really what you need to make the most of your other gifts, given that Intelligence adds to Laboratory Totals and Dexterity is closely associated with Craft.

Recommended Characteristics

Intelligence:	+3
Perception:	0
Presence:	0
Communication:	0
Strength:	0
Stamina:	0
Dexterity:	+1
Quickness:	0

Hermetic Architecture

Hermetic Architecture is one of the Mysteries under the Arithmetic Magic path presented in *The Mysteries: Revised Edition*, page 91. It allows the magus to enchant structures and boundaries that are clearly too large to either take into a laboratory or to build a laboratory around.

In short, the structure or boundary has a Size Multiplier and a Material, which extends the table from page 97 of ArM5. These new sizes run from 1

(tiny) to 10 (the equivalent of 1000 Structures, or 100 Boundaries). The listed materials (wood, soft stone, and hard stone) have capacities of x2, x3, and x4. So a wooden room (size 6 X 2) has a vis capacity of 12, while a huge hard stone castle (size 10 X 4) has a vis capacity of 40. This can be increased in the usual way through adding further elements that are also opened for enchantment as a compound device.

A number of devices equal to the structure's Size Multiplier must be

created. They must each have the same vis capacity as the target structure, and so are likely to be highly valuable and/or compound devices in their own right. These devices are then opened for enchantment in the usual way, invested with effects as desired by the magus in the normal way, and then mystically bound together through a ritual. Positioned at key points around the target structure, the effects in the devices are now able to affect that structure as though it is the enchanted device.

You probably don't want a low Communication as this may impact working with assistants further down the line.

We are sticking with a default +3 Intelligence as anything higher means we need to purchase Virtues to support it, which we can't afford to do.

Virtues

With the exception of the free Verditius Magic Virtue, a magus can have no more than five Minor Virtues, so if we want to use our full allocation of Virtue slots we would need to take two Major Virtues and four Minor Virtues. However, looking through the core rulebook, there is really only one Major Virtue we want to take and there are five very useful

Minor Virtues. So in this case, we're going to stop at spending eight points. You'll see that we're also making an assumption at this point about the craft Ability that we're taking. Craft: Goldsmith means that we're working with inherently valuable materials, which are more easily going to hit the high numbers of pawns needed to open them for enchantment. Although the character is an Hermetic Architect, the devices he is working with are far smaller precious items.

Free

Verditius Magic: It goes without saying. This is free to members of House Verditius.

Major

Major Magical Focus (Vis): We're

going with the focus again and this time taking Vis as the target. This is so that we can apply it to the Vis Extraction laboratory total. It's not particularly useful outside of this, but we're trying to improve that lab total any way we can.

Minor

Affinity with (Goldsmith): The more quickly the Craft Ability increases, the more the Verditius Magic Virtue comes into its own. Not only does the value of the craft Ability add to Laboratory Totals, but it also reduces the number of pawns of vis an item takes to open for enchantment. This is crucial in later years when the magus looks to enchant ships.

Affinity with (Magic Theory): While Craft, in the hands of a Verditius, reduces the pawns of vis it takes to

The Hermetic Architect

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

Size: 0

Age: 25 (25)

Decrepitude: 0

Warping Score: 0 (0)

Confidence: 1 (3)

Virtues and Flaws: The Gift; Hermetic Magus, Major Magical Focus (Vis); Planetary Magic, Affinity with Goldsmith, Puissant Goldsmith, Dwarf Blood, Affinity with Magic Theory, Verditius Magic*; Hermetic Patron, Driven (Become the Greatest Hermetic Architect the World Has Known), Weak Spontaneous Magic, Limited Magic Resistance (Ignem)

Personality Traits: Driven +3, Diplomatic +2, Practical +1

Combat:

Dodge: Init +0, Attack n/a, Defense +2, Damage n/a

Fist: Init +0, Attack +3, Defense +2, Damage +0

Kick: Init -1, Attack +3, Defense +1, Damage +3

Soak: 0

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Artes Liberales 3 (astronomy), Awareness 2

(determining effect), Brawl 2 (Bludgeon), Climb 2 (buildings), English 5, Goldsmith 4+3 (enchantments), Latin 4 (hermetic usage), Leadership 1 (laboratory work), Magic Theory 4 (extracting vis), Order of Hermes Lore 1, Parma Magica 1 (Mentem), Philosophiae 2 (laboratory work), Verditius Cult Lore 2 (initiating others)

Arts: Cr 11, In 0, Mu 0, Pe 0, Re 2, An 0, Aq 0, Au 0, Co 0, He 0, Ig 0, Im 0, Me 0, Te 0, Vi 10

Equipment: Casting tools

Encumbrance: 0 (0)

Spells Known:

Air's Ghostly Form (CrAu 5) +11

Jupiter's Resounding Blow (CrAu 10) +11

Ward Against Rain (ReAu 10) +2

Bind Wound (CrCo 10) +11

Flash of the Scarlet Flames (CrIg 15) +11

Lamp without Flame (CrIg 10) +11

Prying Eyes (InIm 5) +0

Words of the Unbroken Silence (CrMe 10) +11

Scales of the Magical Weight (InVi 5) +10

Sense the Nature of Vis (InVi 5) +10

Piercing the Magical Veil (InVi 20) +10

Gather the Essence of the Beast (ReVi 15) +12

* Free House Virtue

Statistics for this magus at later points in his career are provided at the end of this article.

open a device for enchantment, Magic Theory (x2) provides the upper limit for the number of pawns that the magus may use in a season. You could look at swapping this out for an Affinity with Creo or Vim as either of those could have a greater influence on the actual vis reduction possible through the Mysteries later in the process.

Dwarf Blood: This provides a +1 bonus to totals that include a Craft Ability. This includes those used for vis reduction.

Planetary Magic: You could take Puissant Magic Theory instead of this, but that would require initiating this later. If you know where you're going, you might as well prepare early.

Puissant Goldsmith: We need that additional +2 bonus to Goldsmith in order to improve our vis reduction.

Flaws

We need eight points of Flaws to balance the Virtues we selected above and we're going to stick with exactly the same set as we used for the Shipwright.

Major

Deficient Technique (Perdo): This is unashamedly a sink. It's a Major Flaw and if we simply accept that we're not going to be doing a lot of work with Perdo then it shouldn't get in our way.

Tormenting Master: Every magus needs a story flaw and for House

Verditius this fits the bill nicely. A master, jealous at the apprentice's ambition and ability? With potential to turn into a real vendetta? What's not to like?

Minor

Difficult Spontaneous Magic: Casting magic in the field is not where this magus excels; that's for another member of the troupe. We're going to try to cover some of this with some utility spells but in fairness we would expect a magus of House Verditius to craft his way around certain situations and prepare in advance.

Driven (build and enchant a castle): As the player of an Hermetic Architect, there are a number of sacrifices to be

Vis Reduction

Vis Reduction	Starting	+10 Years	+20 Years	+30 Years
Verditius Magic	7	9	10	14
Celestial Magic	N/A	5	5	5
Philosophic Vis Extraction	N/A	6	7	7
Total Vis Reduction	N/A	19	22	26

Total Pawns Needed to Open Structures for Enchantment (divide by size to get the pawns per season):

		Starting	+10 Years	+20 Years	+30 Years
Size 7	Hard Stone	N/A	63	42	14
Size 8	Hard Stone	N/A	104	80	48
Size 9	Hard Stone	N/A	153	126	90
Size 10	Hard Stone	N/A	210	180	140

After 20 years, the Architect could open a standard soft-stone structure for just seven pawns of vis (minimum of one per device) spread across the seven required items. A hard-stone structure is still very expensive after 20 years at seven times six pawns of vis (28 per device minus 22 in vis reduction).

After 30 years, the Architect could open the very largest of hard-stone structures for 140 pawns of vis (14 for each of the ten required devices). This can of course be improved upon by bringing assistants into the laboratory.

Tantalizingly, it only takes 14 pawns of vis to open a standard (size 7) hard-stone structure for enchantment. It takes seven seasons of effort of course, but the Hermetic Architect will find a host of these smaller towers across nearly every covenant in the Order.

Base Vis Extraction Laboratory Total

Given the Abilities and Virtues selected at character creation, the Hermetic Architect already has a reasonable base Vis Extraction Laboratory Total before the contributions of any assistants are added in. We'll assume a standard aura of 3 for now.

	Starting	+10 Years	+20 Years	+30 Years
Intelligence	3	3	3	3
Magic Theory (vis)	6	7	7	7
Creo	11	13	15	17
Vim	10	12	14	14
Bonus from Magical Focus	10	12	14	14
Laboratory Bonus	N/A	N/A	8	8
Aura	3	3	3	3
Total	43	50	64	66
Pawns Extracted per Season	5	5	7	7

made. Even when everything is ready, the process is very costly so the aim of enchanting a castle seems a fair subject for the Driven Flaw.

Abilities

We are going to keep this character nicely focused on his magical aims, so a lot of the nice-to-have Area Lore, and even Realm Lore Abilities have been pushed to one side; the character can always learn them later if needed.

The usual rules apply though, so 45 experience points need to be spent on childhood abilities. Beyond that, we can make our own choices.

Awareness, Brawl, and Climb: Set these to level 2 and that's the 45 childhood experience taken care of. Brawl in particular we don't object to having as it does at least add something to Dodge.

Artes Liberales (astrology): This is used in generating the Celestial Magic bonus, once initiated, that not only adds to Laboratory Totals but also reduces the number of pawns of vis needed to open an item for enchantment. In order to get the highest level of vis reduction, the magus must be able to meet (3x5) on a Stress Die + Intelligence + Astrology. The astrology specialty should be taken. Confidence can be used, of course, and a magus with high Artes Liberales can always create a Ligure (*Art & Academe*, page 69) for an extra +1 bonus on the roll.

Craft: Goldsmith (magical devices): We need this to be as high as possible as quickly as possible as this is the main source of vis reduction. The specialty for this is particularly tricky. Personally, I would happily allow magical devices as a specialty and to allow them to apply to Hermetic Architecture.

Latin (Hermetic usage): Obviously.

Leadership (assistants): If you can, you'll want to pick up a Forge Companion (*Houses of Hermes: Mystery Cults*, page 113) or two as these would

each provide a bonus to the Laboratory Total. The higher the Leadership, the more Forge Companions the magus can have.

Living Language: This is free.

Magic Theory (vis extraction): Vis Extraction is more important for the Architect than item enchantment as the virtues that we're going to acquire later work off Vis Extraction. You're going to benefit from the affinity and you have a +2 from Puissant Magic Theory, but don't rest on that. Take it as high as you can.

Parma Magica (Rego): You need something to protect you, but you're not principally a field-magus. It is recommended that magi just out of apprenticeship should have a score of one. Anything more is indulgent at this stage.

Philosophiae (enchantment): The value of this ability is added the Verditius' Laboratory Total in the same way as Shape and Material bonuses (and is similarly capped by Magic Theory). In later years, when the Verditius initiates Verditius Elder Runes, this



Sub Rosa

Ability score replaces the default x2 Magic Theory multiplier when working out the maximum number of pawns of vis a magus can use in the laboratory in a single season.

Arts

Arts were not important for the Hermetic Shipwright, but they are crucial for the Architect. The Vis Extraction Laboratory Total is derived from Creo Vim, so these need to be as high as possible. Set those to 11 and 10 at character creation.

Spells

Spells might not figure highly at this stage, but thanks to a high starting Creo score a lot of different effects are possible. Offensive Ignem spells, utility Mentem spells, and restorative Corpus spells are all useful.

You can see the recommended spell list in the nearby character statistics box.

Personality Traits, Sigil, etc.

Just as with the Hermetic Architect, these are all yours. Does he want to be the leader of the covenant, or is he a follower? Is he upbeat or cynical? Is he protective of his work or does he actively seek help and sponsorship?

The framework we've put together in this article talks about capability and not personality. How you want to approach the character is up to you, and that's what makes the character yours.

Hermetic Architecture

The Mysteries

The progression of Arts and Abilities is discussed below, but the principle focus for the Hermetic Architect must be the Mystery Virtues that unlock the means to enchant

Vis Extraction Laboratory

The following laboratory is particularly specialized for Vis Extraction.

Owner: Hermetic Architect

Build Points: 110

Characteristics: Size +2 (2), Refinement +3, General Quality -1, Upkeep +3 (costing 6 Mythic Pounds per year), Safety -1, Warping +0, Health +0, Aesthetics +5

Virtues & Flaws: Greater Expansion (Major Outfittings Virtue), General Quality +2, Upkeep +4, Aesthetics +1, Extracting Vis +2

Features: Greater Feature (Major Structure Virtue); Lesser Feature (Minor Structure Virtue); Lesser Feature (Minor Structure Virtue); Lesser Feature (Minor Structure Virtue); Greater Focus (Major Structure Flaw); Cramped (Minor Structure Flaw)

Specializations: Extracting Vis +8, +4 Longevity Rituals, Experimentation +1

Features: Cauldron: Type: Greater; Still: Type: Lesser; Tank: Type: Lesser; Mechanism: Type: Lesser

large structures. We're making some very big assumptions here, but that's the nature of the article; find the best case scenario! Your budding Hermetic Architect is going to need to initiate a number of Virtues and largely in sequence. This means

Edition, page 48 for full details.

Major Philosophic Alchemy:

This Virtue allows the magus to extract vis directly into a device, reducing the number of pawns that would normally be needed to open

Major Philosophic Alchemy can be run as a background activity. Meaning that the vis extraction can be run *alongside* the opening of the device for enchantment.

finding a Mystery Cult with the foresight to have learned them all in the first place. So we're going to list them here and then look at what obligations/flaws they bring. These are:

Hermetic Architecture: This is the core Virtue that allows the magus to enchant structures through the use of multiple sympathetic devices. See *The Mysteries: Revised Edition*, page 97 for full details.

Planetary Magic: This virtue is just a necessary stepping stone to Celestial Magic. See *The Mysteries: Revised Edition*, page 30 for full details.

Celestial Magic: This virtue reduces the number of pawns of vis needed to open a device for enchantment. The maximum bonus is five, which makes a decent dent in the overall target. See *The Mysteries: Revised*

that device. See *The Mysteries: Revised Edition*, page 40 for full details.

Verditius Elder Runes: This Virtue improves on the number of . See *Houses of Hermes: Mystery Cults*, page 127 for full details.

Mechanics

As already noted, the Hermetic Architect opens multiple devices for enchantment, each having a vis cost equal to the size and material of the target structure. Clearly, these cannot be done concurrently by the same magus so there are three things that need to be combined in a given season:

- 1) **Celestial Magic**
- 2) **Craft: Goldsmith**
- 3) **Major Philosophic Alchemy**

The magus determines the most

effective way to work using Celestial Magic, which provides a maximum vis reduction bonus of 5 pawns.

Then the magus crafts one of the intended devices, relying on his Verditius Magic and ability as a Goldsmith to further reduce the number of pawns needed to open the device for enchantment.

Major Philosophic Alchemy is where it gets interesting. It clearly states that it can be run as a background activity, though it does impose a seven-day distraction. This means that the vis extraction can be run alongside the opening of the device for enchantment and further reducing the number of pawns actually needed for that opening.

Of course, we're looking at the largest and strongest of castles and we have already established that it takes 10 devices each taking 40 pawns of vis to open.

So there are two activities going on; the vis extraction and the opening for enchantment. The former requires a Laboratory Total, so let's look at the numbers now.

We have a target of 40 pawns in a season in order to open the device. This would normally take a Magic Theory of 20 and access to 40 pawns of Vim vis each season. The boxes nearby list the base Vis Extraction Lab Total for various points in the magus' career and the total vis reduction possible at those points.

Note to the Storyguide

If you have a player who wants to go down the Hermetic Architect route from within House Verditius, give strong consideration to there being a confraternity within House Verditius either already established or at least with the same aim. Reaching proficiency in Hermetic Architecture in a way that approaches cost-effectiveness is horribly arduous. Requiring the magus to look to

one cult for one set of Virtues and another for the rest may push the player away from following this through. And take a look at the player's goals when designing other stories too. For instance, if the magi are going to be involved in a trip through Faerie, with the potential to gain Faerie gifts, tailor the architect's gift to something that improves on the vis reduction. A set of faerie tools that further improve his Craft skill would do very nicely.

Progression

So far, we've built a starting magus, but they don't stay that way for long. This section looks at where your precious seasons are best spent.

The Arts

Creo and Vim. Those are, realistically, the only two words you need in order to excel at Vis Extraction, so take those as high as possible. It might be a little restricting on the spell front as the magus grows older, but there are plenty of low-level spells that you can take and cast even without scores across most of your Arts.

Find tractatus on these books. Actively seek trade with other covenants. Find magical phenomenon to study from. Perhaps study from vis.

Abilities

There are three main Abilities that you need to invest in and one

supplementary Ability.

Magic Theory, Craft: Goldsmith, and Philosophiae are the main Abilities that are going to serve you best. They all add to the Laboratory Total for a Verditius magus so long as you are actually crafting the device you're enchanting. Once you know the Verditius Elder Runes (see below) then Philosophiae really helps put those larger devices within reach.

Fortunately, in our build, Magic Theory and Craft: Goldsmith have affinities associated with them so they should increase at a reasonable pace. Just make sure that whenever you gain any exposure XP in the laboratory you invest them in one of these two Abilities. With the help of the affinities these should keep ticking upwards.

If you do have input into the covenant's library at creation, do make sure that there are plenty of tractatus on Creo, Vim, Magic Theory, and Philosophiae and if you can manage it make sure you have a

Virtue	Minor/ Major	Initiation Total	Notes
Verditius Elder Runes	Minor	18	The magus gains the Minor Hubris Flaw, which counts as an Ordeal providing -3 to this Initiation and the next.
Celestial Magic	Major	30	Replaces Planetary Magic (which we took at character creation), which is an Ordeal and provides -3 to this Initiation Total and the next. Also benefits from -3 from the prior Ordeal.
Major Philosophic Alchemy	Major	30	Benefits from the -3 as the first initiation after an Ordeal and -2 for the previous Ordeal.
Hermetic Architecture	Minor	18	Benefits from a total -3 Ordeal bonus.

Architect Plus 10 Years

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

Size: 0

Age: 35 (35)

Decrepitude: 0

Warping Score: 0 (0)

Confidence: 1 (3)

Virtues and Flaws: The Gift; Hermetic Magus; Celestial Magic, Major Magical Focus (Vis), Major Philosophic Alchemy; Affinity with Goldsmith, Affinity with Magic Theory, Dwarf Blood, Hermetic Architecture, Puissant Goldsmith, Verditius Elder Runes, Verditius Magic*; Hermetic Patron, Driven (Become the Greatest Hermetic Architect the World Has Known), Weak Spontaneous Magic, Limited Magic Resistance (Ignem)

Personality Traits: Driven +3, Diplomatic +2, Practical +1

Combat:

Dodge: Init +0, Attack n/a, Defense +2, Damage n/a

Fist: Init +0, Attack +3, Defense +2, Damage +0

Kick: Init -1, Attack +3, Defense +1, Damage +3

Soak: 0

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Artes Liberales 5 (astronomy), Awareness 2 (determining effect), Brawl 2 (Bludgeon), Climb 2 (buildings), English 5, Goldsmith 6+3 (enchantments) (8), Latin 4 (hermetic usage), Leadership 1 (laboratory work), Magic Theory 6 (extracting vis) (13), Order of Hermes Lore 1, Organization Lore: Mystery Cult 2, Parma Magica 1 (Mentem), Philosophiae 2 (laboratory work), Verditius Cult Lore 2 (initiating others)

Arts: Cr 13, In 0, Mu 0, Pe 0, Re 2, An 0, Aq 0, Au 0, Co 0, He 0, Ig 0, Im 0, Me 0, Te 0, Vi 12

Equipment: Casting tools

Encumbrance: 0 (0)

Spells Known:

Air's Ghostly Form (CrAu 5) +13

Jupiter's Resounding Blow (CrAu 10) +13

Ward Against Rain (ReAu 10) +2

Bind Wound (CrCo 10) +13

Lamp without Flame (CrIg 10) +13

Flash of the Scarlet Flames (CrIg 15) +13

Prying Eyes (InIm 5) +0

Words of the Unbroken Silence (CrMe 10) +13

Sense the Nature of Vis (InVi 5) +12

Scales of the Magical Weight (InVi 5) +12

Piercing the Magical Veil (InVi 20) +12

Gather the Essence of the Beast (ReVi 15) +14

master Goldsmith too - very good for training.

The supplementary Ability is Leadership. At some point, you'll want to gain an apprentice and/or make use of a Forge Companion (*Houses of Hermes: Mystery Cults*, page 113), or even involve other magi in your work. For that to be most effective, you need to improve your Leadership so you can gain the benefit from as many assistants as possible.

One last mention; Mystery Cult Lore. Assuming that the magus must be a member of a cult outside of House Verditius, then points really should be put into this in order to model the magus' growing involvement.

Correspondence

Your magus must write letters. This is really important. You get a free XP each season that you are engaged in correspondence with another magus so do that on the subject of Magic Theory and keep that ticking upwards season after season. That would be four XP each year, or six if we take the Affinity into account across the year. That's not bad for just stating that the character is doing something.

Laboratory

The laboratory is important to the Hermetic Architect. Unlike the Shipwright, he can work in a standard laboratory as the items he is going to enchant should fit quite easily. He will

need some important enhancements, however.

Enhancements

This laboratory is going to be focused on Vis Extraction. The magus needs to squeeze as much vis out of the aura as possible each season. The following laboratory Virtues contribute to that:

Greater Expansion: To increase the available size

Greater Feature (Cauldron): Improves Vis Extraction

Minor Feature: Improves Vis Extraction

Minor Feature: Improves Vis Extraction

Architect Plus 20 Years

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

Size: 0

Age: 45 (45)

Decrepitude: 0

Warping Score: 0 (0)

Confidence: 1 (3)

Virtues and Flaws: The Gift; Hermetic Magus; Celestial Magic, Major Magical Focus (Vis), Major Philosophic Alchemy; Affinity with Goldsmith, Affinity with Magic Theory, Dwarf Blood, Hermetic Architecture, Puissant Goldsmith, Verditius Elder Runes, Verditius Magic*; Hermetic Patron, Driven (Become the Greatest Hermetic Architect the World Has Known), Weak Spontaneous Magic, Limited Magic Resistance (Ignem)

Personality Traits: Driven +3, Diplomatic +2, Practical +1

Combat:

Dodge: Init +0, Attack n/a, Defense +2, Damage n/a

Fist: Init +0, Attack +3, Defense +2, Damage +0

Kick: Init -1, Attack +3, Defense +1, Damage +3

Soak: 0

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Artes Liberales 5 (astronomy), Awareness 2 (determining effect), Brawl 2 (Bludgeon), Climb 2 (buildings), English 5, Goldsmith 7+3 (enchantments) (25), Latin 4 (hermetic usage), Leadership 1 (laboratory work), Magic Theory 6 (extracting vis) (23), Order of Hermes Lore 1, Organization Lore: Mystery Cult 3, Parma Magica 1 (Mentem), Philosophiae 2 (laboratory work), Verditius Cult Lore 2 (initiating others)

Arts: Cr 15, In 0, Mu 0, Pe 0, Re 2, An 0, Aq 0, Au 0, Co 0, He 0, Ig 0, Im 0, Me 0, Te 0, Vi 14

Equipment: Casting tools

Encumbrance: 0 (0)

Spells Known:

Air's Ghostly Form (CrAu 5) +15

Jupiter's Resounding Blow (CrAu 10) +15

Ward Against Rain (ReAu 10) +2

Bind Wound (CrCo 10) +15

Flash of the Scarlet Flames (CrIg 15) +15

Lamp without Flame (CrIg 10) +15

Prying Eyes (InIm 5) +0

Words of the Unbroken Silence (CrMe 10) +15

Scales of the Magical Weight (InVi 5) +14

Sense the Nature of Vis (InVi 5) +14

Piercing the Magical Veil (InVi 20) +14

Gather the Essence of the Beast (ReVi 15) +16

Minor Feature: Improves Vis Extraction

These can each be installed with a season's work, so do that as quickly as your covenant business will allow. And remember to take the exposure against Magic Theory each time.

By the end of the twenty years, the magus has the laboratory detailed in the nearby box.

Assistants

Seek out a Forge Companion as soon as possible. If you're starting your covenant from scratch, your troupe may be happy to let you buy a suitable Forge Companion (or plural) as a Specialist from the covenant's Build Points (see the *Storyguide's Handbook* in Sub Rosa issue 9).

While an average-build Forge Companion will only add +1 to a Laboratory Total, this is better than nothing. And if you choose to increase your Leadership Ability, relatively easy to do at low levels, then you can be looking at a +3 or +4 before you know it.

An apprentice is going to take a lot of focus away from bumping your Creo and Vim scores up so I'd wait. Familiars are different. They can be bound quite easily and then taught Magic Theory. They could be worth it.

If you're working in a Cult, then increase your Leadership such that you can use a highly skilled Hermetic Laboratory Assistant in your Vis Extraction seasons.

Spells

For the end game, spells are really unimportant. Let the other covenant members learn new spells and then take advantage. Or see what devices, Laboratory Texts, or Casting Tablets the mystery cult can provide,

Initiations

We have already listed out the Virtues that the Architect needs to initiate. Of course, there are other options, but what's involved in gaining the suggested Virtues? The table below looks at a recommended order in which to gain them and also what kind of initiation totals are required.

Clearly, a knowledgeable mystagogue is going to be needed for those Major Virtues. This requires

Architect Plus 30 Years

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

Size: 0

Age: 55 (55)

Decrepitude: 0

Warping Score: 0 (0)

Confidence: 1 (3)

Virtues and Flaws: The Gift; Hermetic Magus; Celestial Magic, Major Magical Focus (Vis), Major Philosophic Alchemy; Affinity with Goldsmith, Affinity with Magic Theory, Dwarf Blood, Hermetic Architecture, Puissant Goldsmith, Verditius Elder Runes, Verditius Magic*; Hermetic Patron, Driven (Become the Greatest Hermetic Architect the World Has Known), Weak Spontaneous Magic, Limited Magic Resistance (Ignem)

Personality Traits: Driven +3, Diplomatic +2, Practical +1

Combat:

Dodge: Init +0, Attack n/a, Defense +2, Damage n/a

Fist: Init +0, Attack +3, Defense +2, Damage +0

Kick: Init -1, Attack +3, Defense +1, Damage +3

Soak: 0

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Artes Liberales 6 (astronomy), Awareness 2

(determining effect), Brawl 2 (Bludgeon), Climb 2 (buildings), English 5, Goldsmith 11+3 (enchancements) (18), Latin 4 (hermetic usage), Leadership 3 (laboratory work) (5), Magic Theory 6 (extracting vis) (23), Order of Hermes Lore 1, Organization Lore: Mystery Cult 4, Parma Magica 1 (Mentem), Philosophiae 3 (laboratory work), Verditius Cult Lore 2 (initiating others)

Arts: Cr 17, In 0, Mu 0, Pe 0, Re 2, An 0, Aq 0, Au 0, Co 0, He 0, Ig 0, Im 0, Me 0, Te 0, Vi 14

Equipment: Casting Tools

Encumbrance: 0 (0)

Spells Known:

Air's Ghostly Form (CrAu 5) +17

Jupiter's Resounding Blow (CrAu 10) +17

Ward Against Rain (ReAu 10) +2

Bind Wound (CrCo 10) +17

Lamp without Flame (CrIg 10) +17

Flash of the Scarlet Flames (CrIg 15) +17

Prying Eyes (InIm 5) +0

Words of the Unbroken Silence (CrMe 10) +17

Scales of the Magical Weight (InVi 5) +14

Sense the Nature of Vis (InVi 5) +14

Piercing the Magical Veil (InVi 20) +14

Gather the Essence of the Beast (ReVi 15) +16

high Presence and Mystery Cult Lore scores, and even then the Initiation Scripts may still need to inflict additional Ordeals in order to make the scripts viable.

Conclusion

Hermetic Architecture is not easy. It is costly, even to those magi who have arguably specialized from the outset and have stayed dedicated to the cause. What is clear is that while magi may specialize on certain types of project, say ship-building or designing Longevity Rituals, they can achieve very reasonable gains on their own. The Hermetic Architect on the other hand is a vocation that requires a team in place to at least reduce the vis cost to manageable levels and

potentially to make such projects quicker.

However, given the number of covenants across Mythic Europe and the potential gains in income, influence, reputation, and hubris involved in enchanting the physical covenants themselves, the goal is a grand one.

The examples in this article are only one path through the magus' career and a number of assumptions are made. Your character is bound to look different by the time he's 30-years out of apprenticeship.

If you are a player undertaking the path, be prepared for your magus to sometimes feel a little constrained and for the rewards to sometimes feel a little far away. But when you are

eventually opening complete towers for enchantment with just 14 pawns of vis and planning even greater projects, then the rewards come thick and fast. And if you're the storyguide for such a player, enjoy putting together the cast of supporting cultists in all their jealous, supportive, manipulative, or leaderless glory and letting the stories tell themselves.

Welcome to the Turb

The *Welcome to the Turb* series provides detailed grog-level characters ideal for use either as foes, non-player characters within the saga, or as grogs-ready-to-play. This article presents a group of German and Italian mercenaries seeking work after disappointing attempts at participating in the Crusades and some questionable choices.

Men of War: Falco, Krause, Kröll, and Kukenschabe

These are merchants of war, the Band of Trouble. Definitely not nice men, the Band of Trouble are three German mercenaries with group training with spears and pikes, in addition to their other skills. All three are distant cousins from around Aachen who rampaged through Constantinople as part of the Fourth Crusade, fought with some Crusader groups in the Levant and finally spent a short stint with the Fifth Crusade near Damietta. An unwise client recently led their host into a crushing defeat, but the Band managed to escape and return to Mythic Europe. The ghost of a woman they terribly wronged in one of their campaigns follows and haunts the group as a whole. The exact details of this violation are left to the tastes of your saga, but her spectre follows and torments them when possible, refusing to accept spoken apologies or confessions for absolution.

Kukenschabe is their leader, although he's not the strongest or the most personable. He is, however, the

deadliest, and the whole right side of his face is carved up and healed. He is dedicated to ensuring the group's survival and decent employment.

Kröll (pronounced with the umlauts) is quicker, faster, not as bright but almost as deadly as Kukenschabe. He wears a half-dozen

By Ben McFarland
Inserts by David Staveley,
Mark Lawford,
and Matt Ryan

knives, and a mangled scar fails to truly obscure a brand on his right cheek.



Sub Rosa

Krause seems friendly and soft-spoken, but a head-injury suffered early in his youth makes him prone to fits of blinding rage or shattering headaches. No scar is immediately apparent on his bearded face.

Accompanying them is an Italian from Piedmont named Falco. He lacks their martial prowess, but he's a good shot with a crossbow, and speaks almost a half-dozen languages with a honey-sweet silver tongue. Part of why he travels with the three brutal mercenaries is his inability to keep his hands off other men's wives.

The troupe might meet them on the road, traveling to the south of France in search of work with the Albigensian Crusade, headed to Aachen in the Holy Roman Empire or Piedmont to see immediate family, or seeking employment in the region of your choice. The statistics for their arms and armor are drawn from *Lords of Men*, page 137-140.

Ars Grogica

Roles for the Band of Trouble within a saga include a magus'



Krause

The statistics for Krause present him as the veteran of two Crusades, a grim, business-like warrior who isn't necessarily interested in winning as much as he wants to make sure his opponents are dead.

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

Size: 0

Age: 34 (34)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Rapid Convalescence, Reserves of Strength, Warrior; Plagued by Supernatural Entity; No Sense of Direction, Wrathful

Personality Traits: Bloodthirsty +3, Dedicated +2, Thorough +2

Reputation: Brutal +3, Effective +2, Reliable +2

Combat:

Dagger: Init +2, Attack +7, Defense +6, Damage +5

Dodge: Init +2, Attack N/A, Defense +7, Damage N/A

Halberd: Init +4, Attack +11, Defense +9, Damage +12

Heater Shield: N/A, Attack N/A, Defense +10, Damage N/A

Long sword: Init +4, Attack +11, Defense +9, Damage +8

Soak: +8

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Area Lore: Levant 2 (Crusader strongholds), Area Lore: Western Mediterranean 2 (Constantinople), Athletics 4 (marching), Awareness 4 (being on watch), Bow 3 (shortbow), Brawl 4 (dodge), Carouse 3 (staying sober), Great Weapon 5 (halberd), Hunt 2 (small game), Living Language: Arabic (conversational) 2, Living Language: German 5 (conversational), Living Language: Greek 2 (conversational), Living Language: Italian 3 (conversational), Single Weapon 5 (long sword), Stealth 4 (in armor), Survival 2 (acquiring food)

Equipment: dagger, grog's pack, halberd, heater shield, iron cap, long sword, mail hauberk with plate&mail jambs (+7 Prot, +3 Load).

Encumbrance: 1 (Load: 8, due to armor/weapons does not affect combat)

Appearance: Krause has sandy blonde hair and brown eyes and a full beard. Upon close inspection, very faint scar is evident on his left cheek, but he must be clean-shaven to show it. Always considered a little "off" since suffering a grazing blow from a mangonel shot, he has an easily recognized deep voice. While an impeccable soldier, Krause won't say what happened with young maid who now haunts them, except that it was "very bad;" a comment occasionally accompanied with a smirk most find uncomfortable.

Falco

The statistics for Falco present him as an experienced mercenary, but still youthful enough to occasionally allow his poor judgment to get the better of his actions.

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

Size: 0

Age: 35 (35)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Polyglot (see below), Well-Traveled, Venus' Blessing; Compulsion: Pursue Married Women, Lecherous, Reckless

[Falco may replace Polyglot with a second instance of Well-Traveled if the SG dislikes this virtue]

Personality Traits: Cheerful +2, Reckless +2

Reputation: Friendly +2, Lecherous +2

Combat:

Crossbow: Init +4, Attack +12, Defense +5, Damage +8

Dagger: Init -1, Attack +5, Defense +1, Damage +5

Dodge: Init -1, Attack N/A, Defense +2, Damage N/A

Mace: Init 0, Attack +7, Defense +2, Damage +10

Punch: Init -1, Attack +3, Defense +1, Damage +2

Soak: +6

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Area Lore: Italy 2 (geography), Area Lore: Levant 2 (geography), Area Lore: Provencal 2 (Aubrac), Area Lore: Spain 2 (geography), Area Lore: Western Mediterranean 2 (geography), Area Lore: Egypt 1 (geography), Area Lore: England 1 (geography), Bows 5 (crossbows), Brawl 2 (dodge), Carouse 2 (staying sober), Charm 5 (seduction), Etiquette 2 (noble behavior), Folk Ken 4 (women), Guile 5 (servants), Legerdemain 3 (palming objects), Living Language: Arabic (conversational) 4, Living Language: Catalan 3 (conversational), Living Language: English 4 (conversational), Living Language: French 4

(conversational), Living Language: German 4 (conversational), Living Language: Greek 4 (conversational), Living Language: Italian 5 (conversational), Single Weapon 2 (mace), Stealth 2 (urban)

Equipment: boiled leather greaves (+1 prot/1 load), crossbow and 20 bolts, dagger, iron cap, mace, mail haubergeon (+4 prot/2 load), travel-worn but fine courtier's clothes

Encumbrance: 1 (Load: 6, due to armor/weapons does not affect combat)

Appearance: With a friendly smile and a well-coiffed appearance, which includes a carefully maintained handlebar moustache, Falco loves the finer points of life. He takes pride in his thick, dark hair and muscular physique. He never passes up an opportunity to attempt to bed a young wife who has caught his eye, and his good looks and quick wit mean he's successful just enough to (unfortunately) encourage him. His arms and armor are utilitarian, but he plays up his experience and travels as part of the seduction.

If a SG prefers not to use the new Polyglot virtue (below), drop Bows, Charm, Guile to 4, Folk Ken and Living Language: Arabic to 3, and Legerdemain to 2.

New Virtue

Polyglot

Minor, General

This virtue grants Affinity for all Living Languages. The character is adept at learning the spoken word, but cannot gain experience points from texts on a language and has a -3 penalty to Living Language ability scores (other than his native language) when attempting to comprehend something he reads. He benefits normally from exposure, a teacher, or practice. The character still needs Artes Liberales to read and write. (e.g. A Catalan character from Barcelona with Polyglot has a Living Language: Greek score of 4. When reading a Greek Bible, his score of 4 is considered a 1.)

Kröll

The statistics for Krause present him as the veteran of two Crusades, a no-nonsense warrior disturbed by the spirit which haunts him, but too callous to consider it more than the wages of a life spent at war.

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

Size: 0

Age: 34 (34)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Intuition, Lucky, Warrior; Plagued by Supernatural Entity; Branded Criminal, Social Handicap

Personality Traits: Simple +2, Terse +1, Violent+1

Reputation: Bad man (local) +3, Capable +2, Decent Hunter +1

Combat:

Dagger, thrown: Init +2, Attack +6, Defense +5, Damage +5

Dodge: Init +2, Attack N/A, Defense +6, Damage N/A

Halberd: Init +4, Attack +12, Defense +10, Damage +12

Heater Shield: N/A, Attack N/A, Defense +10, Damage N/A

Long Sword: Init +4, Attack +11, Defense +9, Damage +8

Soak: +8

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Area Lore: Germany 2 (hunting grounds), Athletics 4 (sprinting), Awareness 4 (spotting sentries), Bargaining 1 (trading game), Bow 3 (shortbow), Brawl 4 (dagger), Carouse 2 (staying sober), Great Weapon 6 (halberd), Hunt 3 (small game), Living Language: German 5 (conversational), Living Language: Italian 3 (conversational), Single Weapon 5 (long sword), Stealth 3 (in armor), Survival 3 (acquiring food), Thrown Weapon 2 (dagger)

Equipment: dagger, grog's pack, halberd, heater shield, iron cap, long sword, mail hauberk with plate&mail jambs (+7 Prot, +3 Load).

Encumbrance: 1 (Load: 8, due to armor/weapons does not affect combat)

Appearance: A bright pink brand is impossible to miss on Kröll's cheek, the unmistakable mark of a terrible criminal juxtaposed by his ready smile. He does not talk much, and when he does, it is always to the point and uncomplicated. His hands are thick and scar-riddled, and he has a bite out of his right ear. He seems most comfortable on watch, and anxious when not armored. He has a very deadpan sense of humor and an unsettling habit of playing with knives.

Kukenschabe

The statistics for Kukenschabe show him as a seasoned mercenary who knows the battlefield but barely qualifies as a “captain.” He plans for the worst, and makes that quite clear while outlining his plans. Fortunately, most of his group know and enjoy this attitude, expecting it and becoming concerned when he doesn’t express it—if Kukenschabe’s not grumbling, then things are serious. He seems most concerned with the safety of his cousins and Falco, enough to abandon a failing enterprise if it seems like the time is appropriate.

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

Size: 0

Age: 35 (35)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Mercenary Captain, Puissant Great Weapon, Warrior; Plagued by Supernatural Entity; Disfigured, Pessimist

Personality Traits: Pessimistic +3, Focused +2, Clever +1, Pragmatist +1

Reputation: Effective +2, Mercenary +2, Survivor +2

Combat:

Dagger: Init +1, Attack +7, Defense +4, Damage +5

Dodge: Init +0, Attack N/A, Defense +5, Damage N/A

Heater Shield: Init N/A, Attack N/A, Defense +6, Damage N/A

Mace: Init +2, Attack +11, Defense +7, Damage +10

Halberd: Init +3, Attack +14, Defense +10, Damage +12

Soak: +9

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Area Lore: Egypt 1 (Damiatta), Area Lore: Western Mediterranean 2 (ports), Athletics 3 (climbing), Awareness 4 (spotting ambushes), Bargaining 3 (setting contracts), Bow 3 (shortbow), Brawl 3 (dodge), Carouse 2 (remaining sober), Folk

Ken 3 (determining morale), Great Weapon 6+2 (halberd), Intimidation 3 (keeping troops in line), Leadership 3 (small groups), Living Language: German 5 (conversational), Living Language: Greek 1 (conversational), Living Language: Italian 4 (conversational), Single Weapon 5 (mace), Survival 2 (acquiring food)

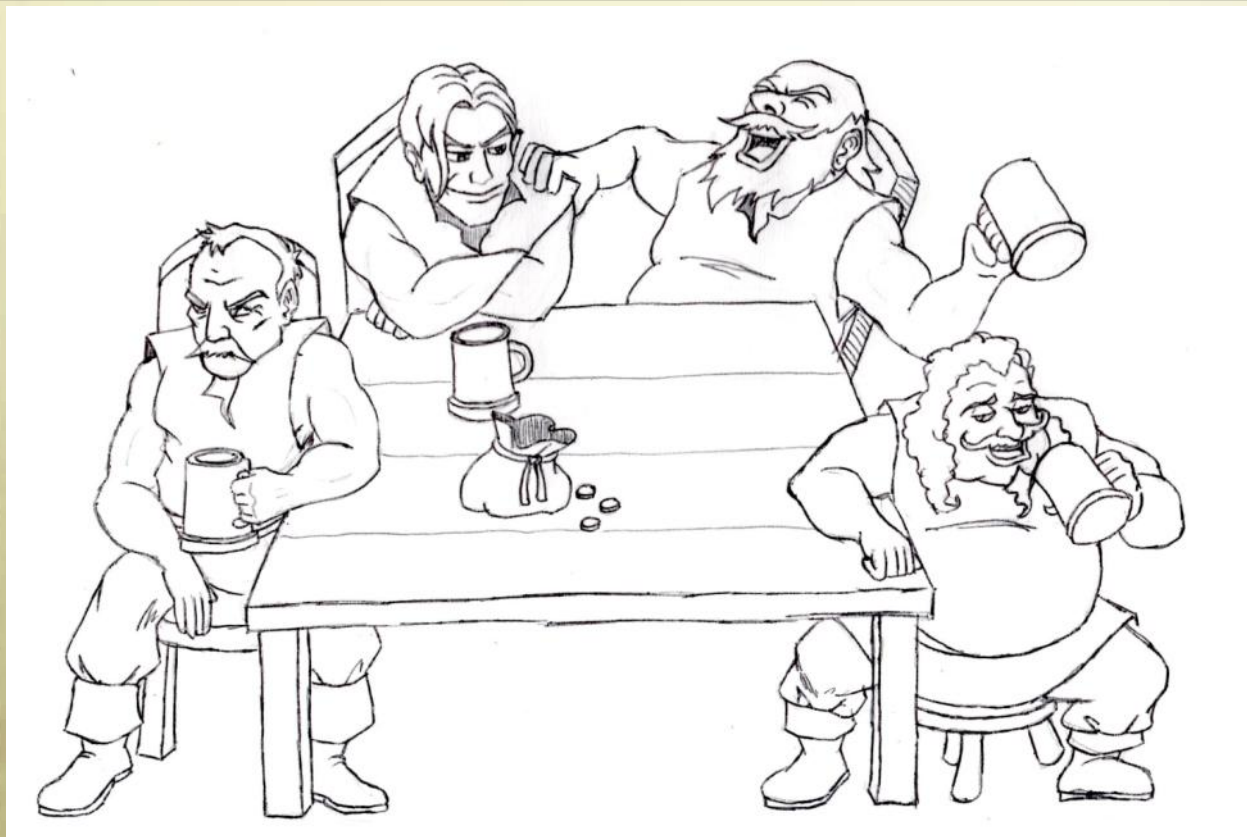
Equipment: dagger, grog’s pack, halberd, heater shield, iron cap, mace, mail hauberk with plate & mail jambs (+7 Prot, +3 Load).

Encumbrance: 1 (Load: 9, due to armor/weapons does not affect combat)

Appearance: The whole right side of Kukenschabe’s face is a twisted, puckered pink scar, the color of a faded rose. He tends to keep to the background, letting Falco do most of the talking, but he’s always right in the thick of things once battle begins—clear, distinct baritone voice guiding tactics and holding the center. He prefers the night shift, if only because the dim lights tend to hide the botched job his cousins managed, trying to conceal his criminal brand. It did the trick, however, and he claims to have been hit in the face with lit lantern.

But You Can’t Do That!

Sure, the inset box on page 37 in the **Ars Magica** core rules states grogs shouldn’t have story flaws. However, in the case of this band of sellswords, it seemed fitting that they be literally haunted by the sins of their past. The ghost plaguing them should mainly be an irritation in the field, where the covenant Aegis does not hedge her out and she can easily elude an irritating magus looking to destroy her. She might grow to become a more serious issue for those who regularly deny her revenge on the Germans, but that should be handled on a case by case basis. Instead, she might alert enemy sentries, sabotage or misplace gear, spook horses at inconvenient moments, or ruin the grogs’ rest with terrible nightmares.



Phil Harding, a farmer of these parts

By David Staveley

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

Size: 0

Age: 32 (32)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Peasant

Personality Traits: Friendly +1, Obedient +1

Combat:

Dodge: Init +0, Attack n/a, Defense +2, Damage n/a

Bludgeon: Init +0, Attack +5, Defense +2, Damage +4

Fist: Init +0, Attack +4, Defense +3, Damage +2

Soak: +2

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Animal Handling 6 (livestock), Area Lore: Home manor 4 (legends), Athletics 3 (running), Awareness 4 (alertness), Bargain 3 (farm produce), Brawl 2 (Fist), Carouse 3 (drinking songs), English 5 (Rural), Farming 6 (arable), Folk Ken 2 (peasants), Guile 1 (lying to authority), Hunt 2 (vermin)

Equipment: A shovel, or a muckrake, or any kind of farming tool that comes to hand

Encumbrance: 0 (1)

Appearance: An odor of manure precedes Phil Harding wherever he

goes and so he is rarely found in the presence of his betters. He has thinning lank fair hair and mutton-chop sideburns that frame his crooked smile.

Innocuous, invisible and taken for granted by the nobles and magi around them, the humble farmer actually makes up the bulk of the population in medieval times. They toil away in the fields from dawn until dusk, barely scraping together enough of a living to feed themselves and their family. Yet when magi visit an unfamiliar area, following rumours of strange goings on near the old ruins, this invisible character suddenly becomes oh so interesting. They usually have a vast knowledge of all the local goings on, and are usually quite willing to stop for a chat, especially if it is accompanied by a tankard of strong ale down the *Dog & Duck*. They are a superstitious lot though, and faced with a group of strongly gifted individuals, the response might involve pitchforks and torches. It is best to send the grogs in first.

Being close to the land, the humble farmer will often be the best source of information on any local faeries. If they did not have such understanding on how to deal with the “good folk”, their lives would be made much harder. Given that magi are often interested in obscure places off of the beaten track, it is often the local farmers who would start the sort of rumours that so often reach the ears of the magi. These rumours will of course be filtered through the mind of the average peasant, which means that the nuances of a dedicated Perdo Herbam vis manifestation becomes a *gert stinkin pile a rotten loikes a what I never no smelt so baadaad*. Comedy rural accents are a must when playing such a grog.

personal turb, a special “brute squad,” or a more elite band selected to go into particularly difficult situations. These grogs are veteran, capable mercenaries; men practically carved out of wood and hardened in the fires of nearly a dozen campaigns. They’re not sent to negotiate, unless negotiating is going to involve a lot of Mentem magics after the fact.

Introducing Trouble

There are a couple of ways a Storyguide might introduce these grogs into the saga.

Returned from Crusade: The Band of Trouble might be encountered returning from Constantinople or Damietta, depending on when or where your saga is set. In this case, they’re eager for light duty, and happy to guard people most might find unpleasant. They know all about “unpleasant.”

On the Run: Drinking and armed men of questionable repute; what

could have gone wrong? Plenty, and now the grogs are looking for somewhere to lie low, perhaps for a very long while—after all, they’re starting to approach an age where they might be getting too old for the sort of shenanigans they find so easy to start.

Haunting Consequences: Terrible things happen in war, often resulting in items or loot whose provenance is best left unasked. These grogs have brought some of those things back with them and they’re looking for the discerning buyer who knows what they’re worth—both the goods, and the grogs. Unfortunately, the items have also ensured that the angry spirit has an easy connection to them.

Stories for Trouble

Once established within the saga, what sort of stories might support a small thread for the grogs, but without stealing the spotlight from

the rest of the covenant?

The Price of War

The Ghost of the Girl wronged by the grogs escalates her campaign of antagonistic behavior. She wants revenge on the Band of Trouble, and settles for nothing less than a proper burial of her bones and vicious, tormenting revenge against the German cousins. She occasionally extends her anger to include those who protect them or assist them, an oddity Falco has started to notice.

Best Served Cold

Not every incident resulted in an unquiet spirit. A former resident of Constantinople comes looking for revenge after recognizing the grogs in the covenant’s employ. Their distinctive features make him quite certain they led the particular band which sacked his home and wronged his loved ones. While this is not specifically the result of the haunting spirit, the ghost could have alerted

Niall the Shaughraun, a Wandering Grog

By Matt Ryan

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

Size: 0

Age: 23 (23)

Decrepitude: 0

Warping Score: 0 (0)

Confidence Score: 1 (3)

Virtues and Flaws: Wanderer; Puissant Brawl, Well-Traveled; Compulsion (to the drink), Incomprehensible, Poor Student

Combat:

Dodge: Init +1, Attack n/a, Defense +8, Damage n/a

Fist: Init +1, Attack +8, Defense +8, Damage +2

Bludgeon:* Init +1, Attack +10, Defense +9, Damage +4

Niall's typical bludgeon is a walking stick, spade, shovel, or other garden implement.

Soak: +2

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Area Lore: Munster 3 (peat bogs), Athletics 2 (running), Awareness 3 (horseman), Bargain 2 (for supper), Brawl 5 + 2 (bludgeon), Carouse 3 (drinking vast quantities), Charm 4 (parish priests), Folk Ken 2 (sheriffs), Guile 2 (lying to superiors), Hunt 2 (setting snares), Irish 5 (pejorative terms), Music 2 (recorder), Stealth 2 (moving silently), Survival 3 (forests), Swim 2 (coasts)

Equipment: Scabby clothing.

Encumbrance: 0 (0)

Appearance: Dirty, disheveled, and blowsy, Niall blends into the great unwashed crowd of Irish peasantry.

Every society has its vagabonds, impecunious itinerants skulking the countryside and staying one step ahead of starvation, obligation, and the law. Vagabonds are so common in Mythic Ireland that the Irish have elevated the position to a professional vocation. Called a shaughraun, anglicized from the Irish

seachránái, the Irish drifter is characterized as a belligerent but cowardly braggart, often drunk, always poor, and regularly critical of the current situation.

Niall was born in a small rural village, a few hours walk from the nearby port town of Waterford. One of eight siblings, he grew up avoiding hard work and evading responsibility. Realizing that farm life was much too taxing, Niall left the family homestead and went roving, roaming the countryside in search of an easier life. To Niall's mind, there is no life easier than a covenfolk's, and as soon as he could he inveigled his way inside the covenant's doors. With no trade or profession, the shaughraun wasn't invited to stay at the covenant, but he could visit regularly and spent a few nights supping off the covenant's hospitality. Niall is a type of handyman. He is not particularly skilled in any one trade, but is an extra set of hands in time of need. Though lazy, he is physically capable, and will partake in activities that he thinks will ingratiate him with the magi. He is not stupid, and his low Intelligence score reflects his pattern of repeating mistakes and partaking in known bad behavior. For example, while he knows it is a bad idea to insult the turb captain, he just can't seem to keep his tongue from wagging out the occasional insult. Not a warrior, Niall has been in enough scrapes to be a competent brawler. He likes to tussle and will eagerly join a fight, especially if his side has numerical superiority.

Niall is a good grog character to hand to a visitor or infrequent player. He is easy to play and should be fun complaining, avoiding work, and diving into brawls. His disruptions to the adventuring party should be small, so that he doesn't become a nuisance. Niall is always looking for ways to become more highly regarded by the magi, and will volunteer for tasks if he knows they are watching.

Since your saga is likely not set in Mythic Ireland - an egregious oversight that you should correct immediately - Niall does not have to be Irish. Every medieval society has vagrants, as does every modern society. Simply change Niall's name, Area Lore, and Native Language, and let the fun begin.

the man to the grogs' presence, or led him to the area through dreams.

Seeking Enlightenment

What recently paid mercenary doesn't like ale and women of questionable morals? After the Band of Trouble gets rolled and loses their gear to a brothel looking to make extra coin, the boys from Aachen might join the minority. Besides, as far as the ladies of ill-repute are concerned, what kind of soldiers are going to admit a bunch of girls stole their kit? Violence might seem like the easiest route, but that's not guaranteed to get anyone's mail back.

To Fulfill a Promise

A former comrade of the grogs, one thought dead in combat, appears while traveling through a location. His survival means the Band of Trouble was previously betrayed, though the grogs managed to escape despite the treachery. How do they handle the news, and is their first thought betrayal or good fortune that a brother-in-arms beat the odds?

Using Trouble as NPCs

How often do you have use for men with pointy metal bits and the

skills to use them? This group makes for a handy patrol of veteran soldiers, capable thugs, or special escorts. Really, that's their utility—Trouble is always there when you need them.

Lester, the Loyal Watchman

By Mark Lawford

Having been born into service, the covenant is all that Lester really knows. His father was custos to one of the early magi and so young Lester was never destined for a farmer's life. He took up axe and shield as soon as he could manage them and even accompanied an apprentice on his guantlet.

However, the life of a grog is an unpredictable one. While out escorting supplies one spring, Lester and the turb were set upon by robbers. No ordinary men, these were enemies of the covenant who had bargained with evil forces. Lester was the first to fall with an arrow through his leg. He nearly died upon the road that day.

When the turb returned to the covenant, the magus attempted to heal the wound, but it was corrupted by infernal magic and the ritual failed. While the wound appeared healed, a lingering malady turned Lester lame. He has been that way for nearly twenty years.

Unsuitable for service beyond the covenant, Lester is now just a watchman. He stands guard at the gates and upon the walls. He often stands watch through the night, in rain or snow, and his loyalty to the covenant permits no complaint or dereliction of duty.

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

Size: 0

Age: 37 (37)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Covenfolk; Gossip, Warrior; Lame, Covenant Upbringing

Personality Traits: Loyal to The Covenant +3, Brave +2, Knows his Place +2

Combat:

Dodge: Init -3, Attack n/a, Defense +3, Damage n/a

Fist: Init -3, Attack +5, Defense +4, Damage +0

Long Spear: Init -1, Attack +8, Defense +5, Damage +7

Axe & Round Shield: Init -3, Attack +9, Defense +6, Damage +6

Soak: +4

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Area Lore: Area 5 (geography), Awareness 5 (keeping watch), Brawl 4 (Fist), Carouse 3 (staying sober), Climb 1 (trees), Covenant Lore: Covenant 5 (personalities), English 5 (slang), Folk Ken 5 (visitors to the covenant), Great Weapon 4 (Spear, Long), Latin 3 (hermetic usage), Leadership 3 (intimidation), Order of Hermes Lore 3 (personalities), Single Weapon 4 (Shield, Round)

Equipment: Round Shield; Heavy Leather Armor, Long Spear, Axe, Great Cloak and Hood, Sturdy Gloves

Encumbrance: 3 (3)

Appearance: His greying hair and beard are always neatly cut, though they are rarely seen behind the thick woollen cloak and hood of his night watch. He is most often seen leaning on his spear at the gates, or patrolling the walls. From afar, his pronounced limp sets him apart from other grogs. He rarely looks his peers in the eye, mindful of his place, and has learned to laugh at the mockery that often comes his way.

Playing Lester

Lester is always respectful and always knows his place. He has watched younger men than he gain favor with the magi and understands that his lameness makes him fit for little more than watch duty.

It is not that the other grogs disrespect him, but more that they often barely notice him. He is simply the man who greets strangers and visitors to the covenant, the man who limps along to rous the magi from their council when trouble is brewing at the gates, and the man who ends up holding the horses for the grogs and companions who return from the outside world.

Stories for Lester

Stories that take place wholly within the covenant are a fine place to take advantage of Lester. Having been brought up in the covenant he knows a little of Latin and as the gateman he usually hears news before anyone else.

He would dearly love his chance to shine just one more time, to serve his covenant and make a difference. So stories that rely on knowledge of covenant personalities, of comings and goings, and of rumors from the outside, play to his strengths. He is less able in combat than others but his Leadership allows him to take command of perhaps a number of younger and inexperienced grogs and even apprentices.

And if you're using the Men of War detailed above, Lester's Folk Ken may soon reveal their true nature, and then the lowliest of the covenant's grogs might need to find a way to expose them to the magi who have become taken in by them.

Place Within the Saga

Most sagas have them, those nameless grogs at the covenant gates who enter stories simply to tell the magi of trouble approaching, and then go just as quickly. Lester provides a ready-made cipher to add a little character to these most forgotten of grogs. Unlikely to make an impression over a series of stories, he is at least a guest shot character and then a name to the face that the magi actually see quite frequently.

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The Body on the Shore

By Edward Kendrick

In our hearts we hide so much; our desires, our loves, our misdeeds and our secrets.... But what happens when those secrets can no longer be kept? What happens when our desires cannot be contained? What happens when love turns to hate, friend to enemy, brothers to battle and lovers to the grave? There is a word that comes from the splitting of a heart and it is murder. Murder most foul.

Precis

A messenger brings news of a death within the covenant's lands and a foretelling of a death yet to come.

Instructed to bring light to the murder gone past and to stop the one yet to come, the magi must travel to a village that hides a murderer in its mists.

Hidden with-in the lives of the people is a secret key to solving the recent mysterious death, a death from past years and a threat to the local lord that would bring death to his very door. All eyes must be drawn through the deadly sea mists...to the body on the shore.

Background

When the local lord died his eldest son returned to the area and took a

local girl from the Village to be his bride. He loved her but her former lover stayed in her heart, so when the lover heard his beautiful girl was to be betrothed he was angry, but he contained his rage. He kept it to himself and over the years it distilled into hatred.

When Lady Alicia came with child it was more than he could bear and so he murdered her and left her body on the shore. Years later the hatred still burns white hot and when he is given an opportunity to strike again he takes it, killing the lord's steward and house keeper... now this man, once



Sub Rosa

young, means to bring a final death to the shore, that of the Lord himself.

and the killer's ability to conceal himself.

forehead, fingers and hands. He was not hanged; he was certainly drowned. He also has minor abrasions upon his legs as though he was dragged across jagged rocks.

Preparing the Story

This adventure works best if the players are unacquainted with the village's inhabitants so make the location of the village on the farthest borders of their lands of influence.

The choice of terrain can also be changed for this adventure to work, with the action either taking place near some marsh land or perhaps by a large river with a deviating water level, either would work; it is most suited by the sea but it's not essential would be my advice. What's important is the mist, the faceless threat from the natural environment,

Dramatis Personae

Andrew Fraser

Fraser was a good man, always fair and abided by the law. Despite his role as a tax collector he was almost universally respected. His body has been in its grave on the upper beach for as long as it takes word to reach the covenant (via another Tribunal and then by Redcap) but the magi can contact his spirit and examine his body if they are skilled enough.

His body shows signs of a struggle, though he is not bruised, he has slight rope burns around his neck,

His spirit tells the magi that he was set upon from behind and wrapped in a net, that the net was pulled into the water and that he was drowned by a strong, ruthless man. He did not see his attacker but he can tell the magi that he was on the beach in the next cove when he was attacked. He was there because Maude told him that a man wished to talk to him about the threat to Sir Gilbert. It was very foggy which is why he did not see the man coming but he swears it was a man and not one of the Fair Folk of the Sea.

Sir Gilbert Montrey

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

Size: 0

Age: 43 (43)

Decrepitude: 0

Warping Score: 0 (0)

Confidence: 1 (3)

Virtues and Flaws: Knight, Arcane Lore, Educated, Relic; Enemies (Stephen Argile); Lost Love

Personality Traits: Honorable +2, Practical +3, Weary +1

Combat:

Dodge: Init -4, Attack n/a, Defense +3, Damage n/a

Fist: Init -4, Attack +6, Defense +3, Damage +0

Dagger: Init -4, Attack +9, Defense +4, Damage +3

Long Sword: Init -2, Attack +11, Defense +5, Damage +6

Lance (mounted): Init -2, Attack +14, Defense +7, Damage +5

Soak: +11

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Animal Handling 2 (horses), Arabic 3 (slang), Area Lore: Montrey Manor 3 (geography), Area Lore: The Holy Land 4 (geography), Artes Liberales 1 (astronomy), Athletics 3 (running), Brawl 4 (Dagger), Carouse 3 (staying sober), Charm 3 (first impressions), Code of Hermes 1 (mundane relations), English 5 (prose), Etiquette 3 (court), Faerie Lore 2 (faerie mounds), French 4 (poetry), Great Weapon 4 (great sword), Hunt 3 (deer), Infernal Lore 1 (curses), Latin 4 (academic usage), Leadership 4 (in combat), Magic Lore 3 (magical traditions), Order of Hermes Lore 1 (personalities), Ride 4 (battle), Single Weapon 5 (heater shield)

Equipment: Full Chain Mail (Soak: 11)

Encumbrance: 3 (3)

William Montrey

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

Size: 0

Age: 31 (31)

Decrepitude: 0

Warping Score: 0 (0)

Confidence: 1 (3)

Virtues and Flaws: Knight, Puissant Single Weapon, Tough; Fragile Constitution, Judged Unfairly, Weak Characteristics

Personality Traits: Weary +3, Determined +2, Brave +1

Combat:

Dodge: Init -2, Attack n/a, Defense +2, Damage n/a

Fist: Init -2, Attack +6, Defense +2, Damage +0

Knife: Init -2, Attack +8, Defense +3, Damage +2

Long Sword: Init -1, Attack +15, Defense +8, Damage +6

Soak: +3

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Animal Handling 1 (horses), Arabic 4 (slang), Area Lore: Montrey Manor 2 (geography), Area Lore: The Holy Land 3 (geography), Athletics 2 (running), Awareness 3 (alertness), Brawl 3 (Knife), Chirurgy 2 (binding wounds), English 5, Etiquette 1 (court), French 4 (prose), Guile 1 (elaborate lies), Hunt 1 (deer), Leadership 2 (intimidation), Ride 3 (battle), Single Weapon 5+2 (long sword), Stealth 3 (natural areas), Survival 3 (moors)

Equipment: Quilted armor (Soak: 3), longsword, knife

Encumbrance: 2 (2)

Sir Gilbert Montrey

Sir Gilbert fought bravely in the Crusades, losing his brother in the process. Returning from those foreign wars he joined the service of the Order of Hermes for a while and saw many strange things while with his covenant. He is a well respected man.

He took over his father's lands and is a fair ruler who believes in a hard day's work and its rewards. When he met Alicia he was struck by her beauty, her freedom and her care free nature. She helped him to adjust to life after the Crusades and they were a good pairing even though she was some years younger than he.

Her death has taken the light from his life and though he carries on he is not a happy man. He misses her and

believes she was pure and kind and perfect for him.

Lady Alicia

Alicia was a young woman who knew she was onto a good thing when Sir Gilbert became taken with her, she was not however as pure as he believed her to be. She was due to be married in secret to Stephen before Sir Gilbert.

She did care for Sir Gilbert and grew to love him though in the first year of her wedding she was still meeting with Stephen on occasion to pursue a physical relationship with him. When she finally broke her affair with Stephen he was angry but she believed he came to accept that she could no longer be with him.

On the day she died she was

walking along the beach in the Lover's Cove. The Fog descended rapidly and as she tried to make her way back around the rocks she was taken by net, dragged into the sea and drowned. Then her killer swam with her body around the rocks and deposited her body on the beach where she normally swam.

William Montrey

Will is the younger brother of Sir Gilbert and journeyed with him to the Crusades. He was a good swordsman but a poor knight, plagued with ill-judgement. This ill-judgement saw him captured in a battle and though he was put up for ransom Sir Gilbert was never told and still believes him dead.

William has survived the Moorish

Jack of Orkney

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

Size: 0

Age: 35 (35)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Wanderer; Long-Winded, Tough, Warrior; Disfigured (Facial scars from torture and beatings), Dutybound, Social Handicap (Unpleasant odor)

Combat:

Dodge: Init -1, Attack n/a, Defense +3, Damage n/a

Fist: Init -1, Attack +5, Defense +3, Damage +0

Knife: Init -1, Attack +7, Defense +4, Damage +2

Short Sword & Buckler: Init: -1, Attack +8, Defense +5, Damage +5

Short Bow: Init -3, Attack +11, Defense +6, Damage +6

Soak: +7

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Arabic 2 (slang), Single Weapon 2 (short sword), Area Lore: The Holy Land 3 (geography), Area Lore: Montrey Manor 2 (geography), Athletics 2 (running), Awareness 4 (keeping watch), Bows 5 (short bow), Brawl 3 (knife), Carouse 2 (power drinking), English 4 (slang), Fishing 2 (rivers), Fletching 2 (short bows), Folk Ken 2 (nobles), Hunt 4 (covering tracks), Scots 5 (slang), Stealth 4 (natural areas), Survival 5 (moors), Swim 2 (sea)

Equipment: Buckler; Fur Armor, short bow and arrows, short sword

Encumbrance: 3 (3)

Appearance: Facially scarred, he doesn't look much, but he is well-built and physically fit. His armor is patched and repaired, the scars on his leather and fur armor aping those on his face.

James Marstow

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

Size: 0

Age: 30 (30)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Peasant; Warrior; Weakness (Drinking)

Personality Traits: Bitter +3, Depressed +2, Wrathful +1

Combat:

Dodge: Init +0, Attack n/a, Defense +5, Damage n/a

Fist: Init +0, Attack +8, Defense +6, Damage +2

Kick: Init -1, Attack +7, Defense +4, Damage +5

Knife: Init +0, Attack +8, Defense +5, Damage +4

Axe & Buckler: Init +1, Attack +12, Defense +7, Damage +8

Soak: +3

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Animal Handling 1 (dogs), Arabic 2 (slang), Area Lore: Montrey Manor 2 (geography), Athletics 2 (running), Awareness 2 (bodyguarding), Brawl 5 (Fist), Carouse 4 (power drinking), Chirurgy 1 (binding wounds), English 5, Folk Ken 2 (nobles), French 2 (slang), Guile 3 (lying to authority), Leadership 3 (intimidation), Ride 1 (pack horses), Single Weapon 5 (axe), Survival 3 (coastal marshes), Swim 5 (long distances)

Equipment: Buckler; Heavy Leather Armor, Axe, Knife

Encumbrance: 0 (2)

Appearance: A surly expression and looks out of place and uncomfortable without his armor.

jails and escaped. He has made his way back through Mythic Europe a dishonoured man, certainly not beaten and spiritless but humbled terribly. He lives in self exile on the moor with the man who helped him escape the prison and the pair of them are almost unrecognisable compared to their youthful looks of old.

He seeks no revenge on Sir Gilbert but instead stays close to his family home, it ever present in his sight. One day he aims to go to the Manor and ask his brother to give him shelter but so far he has not been able to overcome his own self loathing and the knowledge that being cast away by Sir Gilbert would probably be the final nail in his coffin.

Jack of Orkney

Jack is an archer and soldier by profession though the Crusades have driven from him any need he once felt to campaign. He sees William as noble man who shared his food with Jack in the prison, who nursed him though a fever while others left him to die and who above all else is a decent and honourable man. A good man.

They escaped together, travelled, swam and fought together and as far as Jack is concerned will probably die together from hunger. He has no

illusions about his future, a facially scared veteran with pock marked skin and a painful back from all the beatings he received from the guards.

Maude Orton

Maude was Alicia's friend and confidant. She knew about the affair between Alicia and Stephen. On the day of her death she saw Alicia go into the Lover's Cove from her window in the manor. When the Fog descended she watched as Stephen crossed into the Lover's Cove as well unseen by Alicia. She did not see Alicia attacked but she feared the worst when her body was found and so confronted Stephen later that day.

He claimed he was innocent but she did not believe him and when she told him so he threatened to drown her slowly. He told her that he would know if they were coming for him and he would disappear and make sure that she paid for her betrayal before he died. She believed him and so has remained silent about what she saw.

Stephen has threatened her many times and reminded her that he is watching her. She lives in fear and wants it to end but has always been too afraid of Stephen to say anything. Now she sees he is a danger to Sir Gilbert who has been very kind to her and allowed her to stay in the manor

as a maid. She does not wish to see him harmed and so tells the Magi what she saw believing they will stop Stephen before he can take his revenge on her.

James Marstow

James Marstow was a man at arms and a very good soldier. He fought in the Crusades alongside Sir Gilbert and became one of his personal guards. He saved his life many times and was wounded more than once in the service of his king. He is troubled by the times of battle he witnessed in the Crusades and does not get on well with people. He is quarrelsome and ill suited to life amongst others and yet cannot bear to live alone. This is his final resting place as far as he's concerned and the last corner of England that he may call home. If he is expelled from this village he believes it will be his end.

He is of no danger to Sir Gilbert and is indebted to him for putting up with his rages and his surly nature.

Stephen Argile

Stephen is a bitter man who hides his feelings well. He was obsessed with Alicia and when she turned away from him and into the arms of Sir Gilbert he managed to convince her that she still needed his attentions. When finally she stopped the affair he

Stephen Argile

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

Dex +2, Qik 0

Size: 0

Age: 45 (45)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Peasant, Improved Characteristics, Puissant Brawl, Obsessed (Killing Sir Gilbert), Faerie Friend

Combat:

Dodge: Init +0, Attack n/a, Defense +7, Damage n/a

Grappling: Init +0, Attack +10, Defense +8, Damage +3

Fist: Init +0, Attack +9, Defense +7, Damage +3

Bludgeon: Init +0, Attack +11, Defense +7, Damage +5

Knife: Init +0, Attack +10, Defense +7, Damage +5

Soak: +2

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

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Area Lore: Montrey Manor 4 (geography), Athletics 4 (running), Awareness 3 (keeping watch), Brawl 5+2 (Grappling), Charm 4 (first impressions), Climb 3 (cliffs), English 5, Etiquette 2 (court), Faerie Lore 1 (Fair Folk of the Sea), Farmer 3 (barley) [Category: Provisions], Guile 5 (concealing his hatred), Intrigue 4 (working his way close to Gilbert Montrey), Leadership 3 (intimidation), Reeve 3, Stealth 4 (natural areas), Swim 5 (combat)

Equipment: Small knife, once-fine clothing that's seen better days.

Encumbrance: 0 (1)

Appearance: Stephen has the bearing of a handsome man dimming with age and worry. He has a confident charm, however and while his hair and beard are clearly aging grey, people charitably refer to him as distinguished.

seethed and waited for his time, hoping to get over the feelings of anger and the need for revenge.

On the morning he heard she was with child he could not contain himself and watched for her on the beach. He was going to confront her and hurt her but then she crossed into the seclusion of the Lover's Cove and he knew what he had to do. He took a small net and waited for the tide to start going out, when he was sure he would not be seen he dragged her into the sea and drowned her.

Knowing he would be hanged for her murder he swam around the rocks and released her body on the shore. Years later he lured Andrew

suspicious of strangers and on edge following the death of Andrew Fraser, a man they knew, respected and trusted.

There are three basic types of Villager; those that are happy to talk to the Magi, those that must be convinced and those that have no wish to mingle at all, considering these new people as dangerous and 'trouble.' This is in addition to the normal deleterious effects of the gift.

happy to Talk

Arlene and Cassandra at the smoke hut are happy to converse with any handsom males. They are late teens, married but excited by men

and answers all the questions they ask but if they just bother her she clams up.

Lydia and Charlotte are set to gathering seaweed down by the shore for the day, they are both married and in their early thirties. They have the kids running through the sand beside them and so are wary of these strangers near their children. If they are treated with respect and the kids are offered something to treat them then they talk. Heavy-handed tactics or rudeness sees them disengage with anyone that tries to converse with them.

Rachel Teach is one of the leading wives of the village, she wants to know why the Magi are here and what they think they can do to help, if she is convinced then she tells them anything she knows.

No Wish to Mingle

Jonathon Carter is a solitary man who helps getting the catch in but suffers from severe back pain. He needs to speak to no one and he hates having to move around. If they come to him he simply doesn't care though if they offer to cure him in some way then he aids them all he can.

Norma Trent, a miserable, sallow looking rake of a woman in her late twenties who lost her husband two summers ago to the sea. Her five year old son died last winter and she is now married to her husband's brother; Simon, a violent man who dislikes her speaking to anyone other than him.

Willamina Trent, Simon's sister, deep in her thirties and as unpleasant a woman as your likely to meet. She polices Norma's ban on conversing outside of the house and verbally abuses her whenever possible. A horrible bully and a deeply untrustworthy woman.

Gilbert's Court

Sir Gilbert's court is small but he has several dedicated people in the

The Sea Folk have been allied with Stephen ever since they witnessed him killing Alicia, so they sense his intention and come out of the sea to aid him.

Fraser into the Lover's Cove and did the same thing to him, he didn't hate Fraser but he knew that Fraser was the only man allowed near the beach on the day Sir Gilbert sat his yearly vigil for Alicia. With Fraser dead Stephen could even place himself as Sir Gilbert's guard making it so much easier to take the knight into the sea. He plans to drown Sir Gilbert on the beach where Alicia was found. He knows he cannot fight him but he is strong enough to drag him into the sea and drown him.

When the magi turned up he knew he had to hide and wait for Sir Gilbert to go down to the shore so he disappeared on the trip back from the manor to avoid questioning. He hides in the fog and attack him as he kneels by Alicia's cross; it's up to the magi to stop him.

Villagers

Most of the men are out on the boats when the Magi arrive and will be out for several days. The people of the village are not unfriendly but are

who are capable and strong.

Gareth is a campaigner from long ago and is too old to work the boats in his fifties and so fixes the nets and oversees the preparation of the fish. He holds the key to the salt hut and converses with a soldier or man at arms at great length.

Leila Trescale is a foreign woman from France who lost her husband last year to the sea. She is lonely, in her mid twenties and happily seduces any of the men that come to the village. She likes the village and the people there are her family and friends but there are some things she simply can't get from them.

Those Yet To Be Convinced

Susanna is primarily there to fix nets and is hard at work and not easy to distract with other matters. If those that talk to her offer to drag some of the old nets to her cabin or even pitch in and sort through the old ropes to find the breaks then she talks

household that live there and some that come from the village to give service to their lord.

James Hardy, chief footman and quartermaster. A large, dependable man who says little unless he has too, he's been in the service of the house for many years and served under Sir Gilbert's father. He never liked Lady Alicia and always suspected her of being a woman of low morals.

Richmond Deville, Sir Gilbert's leader of the guard. Sir Gilbert has a small retinue of men at arms that he served with during the Crusades. Deville takes himself very seriously and wants others to do the same. He isn't a gifted soldier but he knows how to fight and has his three troops well trained. They are as follows:

Trevor Bourne; a man who dislikes the cold but enjoys the company of ladies. A decent swordsman, but a better pugilist. He is measured, quick witted and keen to prove his worth.

Michael Morris; a very pale skinned northern man with red hair, he is fiercely loyal and very strong.

Milly Tanver, a maid and cleaner. She lives in the village and her husband (Peter) and father (Luke) are fishermen away for the week. She knows to keep a low profile and keep herself busy with her work.

Sara Tanver, Milly's mother and the Manor's chief cook. She is a formidable woman who holds her skills in high regard. She knows the manors secrets but won't talk to the Magi in front of Milly, whom she considers to be too young still for 'things that don't concern her.'

The Fair Folk of The Sea

The Sea Folk have been allied with Stephen Argile ever since they witnessed him killing Alicia. They see him as a man who brings them sacrifices and so when he goes to take Sir Gilbert they sense his intention and come out of the sea to aid him.

The Sea Folk have long arms, gills on their necks, slimy faces, jagged shark-like teeth, slightly scaled grey skin, large black eyes and are about five foot seven tall. They are very strong but not experienced fighters.

Expected Sequence of Play

The adventure itself has four clear set pieces; the Dinner, the Journey home, the confrontation on the moor and The Body on The Shore and these set pieces deliver information, the chance of combat and tension. Tying them together we have the investigation and mystery revealing.

Firstly, when they arrive the village is busy and the day is late. Let them get settled into their abodes and then get them up to the manor for dinner.

The dinner is the first set piece. Make it feel real. The food is well cooked and the place warm but Sir Gilbert's grief should be easily detectable. He is a deeply unhappy man.

When Deville walks them down he delivers his suspicions concerning Hardy in a conspiratorial way. Probably whispering it to one of the Magi's men at arms rather than announcing loudly. After all, the hall is where Hardy lives.

The journey home can deliver panic and tension. Make sure the effort is there to get the animals scratching for the eyes, for the groin, biting off the fingers...make it nasty. It is important that you cover Stephen Argile's escape so if someone gives chase then hit them with sheep and dogs. Drive them back to the group, make the difficulty greater for those fighting by the cliff edge. Prove you mean business.

The night can be fraught with dangers and optional ghostly visions of a small dead child. It can be quick and easy, it depends on how long you have to complete the adventure.

Allow them time to get to grips with the villagers and make it easy to find who they want to, when they want to. Mysteries can turn into disasters if not clarified.

The Confrontation on the moor works better as a Mexican stand-off but if your team like to fight then let them. In the end this is the final piece, it shows them who the killer is, where he's going and that if they don't stop him he will kill again. It's also a chance to increase the amount of swords they have on the shore and to reunite two brothers that have been apart for too long.

Convince William he is missed and he returns with them to help his brother.

Finally the shore battle can be as dangerous as you want it to be but I would suggest harassing them and bringing the fear of death as a real companion to them.

The final wrap up is complicated if they want it to be. In an ideal world they tell Sir Gilbert that Stephen killed Alicia without revealing their affair, reunite William with Gilbert, and walk away with a new source of Vis.

Letters of Instruction

Your regular Redcap character arrives out of season, apparently carrying out a commission that demanded immediate attention. The letter is addressed to the covenant rather than an individual magus and is from a Quaesitor Regis. The Redcap knows a little of the quaesitor; noted to be of fair but firm mind, well-respected, and active across several Tribunals in his long career. With age and warping making their presence felt, Regis retired to Magvillus, the House Guernicus domus magna.

It is thought that Regis himself, despite the ministrations of magic, is now too frail to venture far from the covenant.

Importantly, the Redcap views the letter, for he knows who it is from,

with some reverence. He considers it a great honor to be asked to perform service for Quaesitor Regis.

The Band of Players

The players can be easily found several villages away plying their trade. The troupe is made up of six players; an actor, rendering tales for the crowd, a lute-player of fine quality, a knife thrower and acrobat, two dancing sisters who beguile the crowds with their enchanting continental dancing and exotic beauty and a wise woman who draws lots for you and tell your future. They are all keen to aid the Magi so that suspicion is not cast upon them concerning Andrew Fraser's death. The wise woman does not in fact possess the Gift, instead having the power of *Premonitions*, but she does confirm that she saw Fraser's death and that of Sir Gilberts.

When she saw their fate she thought 'the sea would take them, but that they would not go willingly'. That is all the information she can really impart about Sir Gilbert though she offers to 'draw the lots' for a member of the party sent to question her.

If they agree then she segregates the person she draws lots for and tells them to "beware, for to enter the water is to invite death. He stalks the shores of that village and I see that his bloody business is not yet finished."

Use the statistics for the Witch in **ArM5**, page 23 if you need them.

If the player characters send a group after the players at the same time as they set out for the Village then they can have the information and meet their companions in the village for the Dinner at the manor that night.

Sir Gilbert's Lands

Sir Gilbert controls a small manor on a steep hill looking down over his fishing village. The trek there is treacherous as boggy marsh land

surrounds the hill he lives on and it can be dangerous to go out on at night.

The village is busy, with over one hundred souls living and getting their livelihood from the sea. The fishermen work on the boats that Sir Gilbert owns and though he is well provided for he does not take more than he should. In fact the taxes appear low compared to most men's.

The main drive of the village is fishing and they lose men to the sea as is the way of most villages on the coast. The bog is no place to leave a marker and so the upper area of the beach between the sand and the cottages is used as a ground to mark the dead's passing with rows of modest crosses, some with flowers and some without.

The Village is built on a steadily graduated hill which comes to the top of the hill where the manor is placed on top. The sandy beach is protected from the worst of the storms by the cove it sits in, the next cove along is where the fishing fleet is kept and is reachable when the tide is low. It too has a sandy beach but is less protected and it is through this cove that the land becomes saturated by the sea.

Arrival

When the magi arrive they are met by Stephen Argile, a large local fisherman who is helping the manor while they adjust to life without Andrew Fraser. He tells them that Sir Gilbert is busy for the day but that he bids them to come to his Manor for dinner that night. The two cottages the magi are given to stay in have been vacant for some months and are cold and dusty.

Hut one is the old home of Norma Trent and her small family. Sadness covers every corner and a small cross marks a child's grave in the garden. The house never seems to get warm and the smallest bed out of the two does not provide a good

night's rest — they awake with one Fatigue Level lost.

Hut two is the home of a fisherman who died at sea named Arthur Kips. He was messy and a habitual loner. The house stinks of mold and sea air and the bed frame is rotten meaning it collapses mid-way through the night if more than one person takes the bed. Beyond that, the chimney is blocked by a dead gull and needs clearing. If they do not check then the house quickly fills with smoke. The floors are damp and the roof leaks where the sea mist gathers on the building. It is a badly neglected building.

Stephen bids them to come back up to the manor before dark and offers to show them the way back when the night has closed in and their meal is over.

The Feast

Sir Gilbert's hall is small and simply decorated. He has a meagre staff of three that live at the manor and the rest of the staff come from the village. There are many chambers on the first floor capable of providing shelter for multiple guests. The dining room is modest but tasteful with some ornate wall rugs and a large picture of a young woman in her early twenties in pride of place.

Sir Gilbert has no other guests and once wine is served he bids the servants leave so that they may talk freely. Sir Gilbert explains that the players came and that they entertained with a play and some tricks and that the woman foretold his and then Andrew Fraser's deaths.

When they left no more was thought of her till Andrews's body was discovered on the shore. He was found in exactly the same position as Sir Gilbert's late wife; on their sides with their heads tipped up so that their dead eyes stared up into heaven. As soon as he saw Fraser's body he became convinced that this was not Gods work but that of the devils.

He tells the magi that he believes the steam cave to be a place of worth to them and that they are welcome to exploit it if they can but solve the mystery of why Andrew Fraser had to die and why he is next. They have but a day as Sir Gilbert takes his 24-hour vigil on the beach the day after tomorrow to commemorate Alicia's death. He believes she is smiling down on him from heaven and that she was a pure and loyal wife and soon to be mother, for when she died she was with child.

She loved to swim in the sea and that is believed to be what she was doing on the day she died. Sir Gilbert loved her dearly and has vowed never to remarry so he that may join her when his time comes. The large cross on the beach is placed where she was discovered.

Sir Gilbert answer questions but the magi must be careful not to push him too hard for he is a man with great burdens and, if not handled properly, he calls an early end to the dinner.

Andrew Fraser: He has served in the Montrey household since before Gilbert took over and worked under Sir Gilbert's father. He was wise, strong and knew Sir Gilbert's mind. Sir Gilbert held him in high regard.

James Marstow: He is a man that Sir Gilbert fought with in the Crusades and saved Sir Gilberts life more than once. He was a strong, brave warrior who has been chased out of most towns because of his quarrelsome nature. Sir Gilbert shows him clemency and offers him refuge for as long as he can.

It is true that Marstow beat Fraser to the ground and refused to pay his tax but when he came to the manor he repented, apologised to Fraser and paid in full. He is a soul made weary through war and Sir Gilbert would bring him the peace of the sea and a simple life and an understanding of how a man can change when faced with great terror and even greater bravery.

Stephen Argile: A man who was born and will die in the village or in the sea before it. He has been a leader of the boats for some years and knew Sir Gilbert's wife well before she was married to Sir Gilbert. She had a great affection for him and swore he was the finest man in the village before Sir Gilbert arrived. Stephen felt her death keenly and is an influential man in the area so when Fraser died it seemed clear that Stephen take his place.

The Fog: Sir Gilbert believes that the sea Faeries may come to the land through this fog and knows that all tremble when the fog is at its thickest. He believes it originates from the Seers cave and that the Magi must be careful for the Fog brings danger that is unseen and may hide the approach of the Sea Folk as they stalk the village for small children to steal.

The Men on the Marsh: A month ago Sir Gilbert became aware of two men living on the moor. They are being supplied from Sir Gilbert's stores but he doesn't know which member of his staff is doing the supplying.

Sir Gilbert has not been out to investigate as the men are in a very hard to reach area of the moor. He did send Deville and his men to find these two strangers but they came back empty handed and unable to tell Sir Gilbert anything about them.

Sir Gilbert: He was not close with his father, unlike his brother William, and didn't get on with either of them well though he respected them both and feels their deaths still. He blames himself for Williams's death in the Crusades and believes the news of his brother's death was the beginning of the end for his sickly father. He carries the burden of their deaths and Alicia's on his shoulders.

On the Way Out

Deville walks the guests down to meet Stephen Argile who is waiting outside. On the way he tells the magi and their grogs that someone is taking

supplies from the hall and that he suspects James Hardy of the deed, though he cannot prove it.

The Trip Home

The grogs no doubt elect to escort their magi back to the cottages and are shown the way by Stephen. They set off at an even pace into the night, the fog so thick only a few feet in front of the face can be seen clearly.

The walk is downhill and is traitorous at night and passes a small cliff face that drops down into the village, though it is only a fifteen foot drop to slip over it in the darkness could easily result in serious injury or even death. It is only a ten minute walk but at the half way mark, just as they reach the cliff, they hear the howling of wolves or perhaps dogs. The sound is distorted and sounds shrill and unnatural. Stephen bids them to hurry and is obviously afraid.

Suddenly, through the Fog, come warped animals which attack the collected group. The animals are magically altered with a deeply penetrated magical infusion. Magi with low Parma magica may be susceptible to their assault while Magi with high Parma Magica cannot be harmed by the animals. This does not mean to say that they are safe as the battle is fought against multiple, fast moving targets, in thick mist, at night, with the defenders backs to a short cliff. Difficulty checks to avoid being knocked over the cliff increase any danger felt by the Magi in this encounter.

The Attack

First come a few hounds to break up the group and slink between the grogs to attack their masters. Once they are in and biting bring in some smaller animals like chickens. This isn't a comedy encounter, make the smaller animals go for the eyes and throats, make then scratch at exposed skin and get those claws looking like their covered in stagnate water and blood.

Finally we have the hit of the cats and a larger animal, perhaps a flock of sheep. This needs to be handled with care; you're not looking for laughs. When describing these animals make their alterations small but menacing; red eyes, sharp-pointed ends to their feathers, fur is spikey and matted, blood on the elongated claws, mouths too wide, teeth longer and slightly twisted, etc.

As the combat progresses, attack those that are pushed away from the group, continue putting frantic attacks in at the magi, make players roll to keep their footing (low difficulty), awareness roles to make sure their keeping formation and guarding who they are meant to be (low difficulty).

During the confrontation Stephen is cut off and staggers into the fog being followed by some smaller creatures as well as a mutated dog. He makes his escape but as he goes he slashes his arm so that blood can be

Strange and Ferocious Beasts

The Fair Folk of the Sea have the power to mutate and enrage the beasts of the land, sea, and sky, altering them in mind and body. These ordinary beasts become murderous and savage.

The following beasts would be suitable for the attack on the trail back to the village.

Running Dog: *Lords of Men*, page 50

Working Pony: *Lords of Men*, page 56

Duck: *Lords of Men*, page 58

Goose: *Lords of Men*, page 58

Bull: *Book of Mundane Beasts*

Cat: *Book of Mundane Beasts*

Remember to apply the effects of faerie *The Ferocity* power.

seen on the grass heading towards the village; the opposite way to where he actually goes which is round the village edge, into The Lovers Cove and down to the sea. He also tosses back a pouch of meat which has been soaked in his blood and mystically bound by the sea faeries; this allows him to disappear as anyone casting a tracking spell picks up the meat parcel, which is quickly devoured by the demon dog. The dog then heads out of the village and back to its master, William Montrey.

The Next Day

With the tide high the Fog is gone and the Magi are free to roam the Village and discover the truth. They find the villagers detailed above and their gossip below.

The Village

The men from the village are off in the boats for the next few days and have left the women busy with the hard work of preparing the fish for markets. The windows all have thick heavy shutters and the doors have large cloths to drape in front of and behind the doors.



Sub Rosa

There is a lack of general animals and those observant enough amongst the Magi and their Retinue notices that all animal huts and pens have been reinforced against damage, oddly though the reinforcement is designed to keep things in rather than keep things out.

Along the shore line lays a glistening, beautiful beach. It is mired in sadness as the crosses of the lost fishermen are placed between the sea and the first houses and dominating the scene is an eight foot high, thick wooden cross that sits in the centre of the beach. It is obviously driven deep into the earth and stands as a bleak symbol of the loss of the village.

To the right of the village cove is a set of short cliffs, only sixty feet high. From somewhere around the coast there is a small plume of steam that rises from the sea, close to or right against the cliff. To the left another Cove that surely can only be visible from the cliff top or perhaps the manor.

There isn't enough time for the magi to head down into the village before dinner at the manor and so they must travel up to meet with Sir Gilbert.

The Village People

The women of the Village are busy with the running of the place while the men are away and have very little time to talk but if the grogs are willing to follow them or put up with them working as they talk then they may learn some information. If a grog helps a villager they are bound to get a far better response than one who simply asks questions and bothers the villagers.

There are many things that the players can do to help the villagers. Hauling a salt barrel from the hut with permission from Gareth, gathering Seaweed on the shore, hauling nets, changing the fish over in the smoke huts, feeding the animals,

cooking, cleaning the huts and perhaps even looking after the children or old people.

Wives' Tales

The Fog: The village is a blessed place for much of the time with very few taken by the sea but because of that the locals believe they are forced to live in the 'fog'. It sweeps in through the village in low tide and is normally of little consequence, yet the spring following a hot, dry summer brings lower tides and a far denser fog. This fog is what they are enduring at the moment. The village is clear but when the tide goes out it is almost impossible to see and that is when everyone hides in their cottages.

The fog brings things that move in the night, slipping through the streets and round the backs of houses, always gone just before you can see them properly. Some say they are ghosts, others that they're simply the Sea Folk from the steam cave. The fog brings fear and doubt and no one walks the streets in the fog unless they have to. The shutters and heavy blankets keep the fog out of the houses.

The Seer's Cave: It is only visible properly when the summer before has been very hot and dry and the bogs dry out slightly. The cave is shallow and few dare to enter it, all that do feel light headed and have been known to fall sick or become favoured with visions of horror.

The way to reach the cave is via a cliff path cut long ago. It is treacherous and can only be traversed in low tide. When the water level is higher that's not a problem but when it is low the fog consumes the cliff making it almost impossible to get to.

The Cross: The crosses on the upper beach are markers to remember those taken by the sea. The huge cross in the centre of the beach was placed there by the manor staff and Sir Gilbert himself. It is where his wife's body was found after she had

drowned. She was young, pretty, local girl who seemed very much in love with Sir Gilbert. They were married for three years before her death. The person to really speak to about Alicia is her maid, Maude Orton.

Sir Gilbert was devastated but never took it out on the villagers. He has not even looked at another woman since and only goes down to the water's edge on the anniversary of her death.

Stephen Argile: He is a strong fisherman who grew up in the village and is an important man within the fishing fleet. He is notable as an incredibly strong swimmer. He lives alone.

His cottage is tidy and uncommonly neat. Searching around the magi can find the things they need to perform a simple spell to locate Argile. It immediately indicates that he is on the moor, some miles from the village, but the trace is strange. It is perhaps slightly intermittent.

Andrew Fraser: Fraser was an organised man who was known as fair and just. He collected the taxes and ran the Manor for the knight and though he was seen as perhaps too serious, he was not a hated man. Only one villager had come to any disagreement with him in the last year or so and that was James Marstow, a quarrelsome man who did not like paying his taxes. They fought several weeks ago and Fraser was beaten to the floor by him. Marstow went to speak with Sir Gilbert and was allowed to stay in the village. It is believed by many that Marstow knows Sir Gilbert from the Crusades.

The Quarrelsome Man: James Marstow is in his cottage as he was ill when the last ships went out the day before the magi arrived. His cottage is in some disrepair and his garden is untended as though he has no care for it or himself. He walks with a limp and smells of mead.

He is not interested in talking to the grogs and tells them to go away.

He does not attack them, instead throwing curses and wishing them; “drowned before sun touches sky once more”.

The Men on the Moor: The village women know that two men are out there but they do not come down to the village and so they do not interact.

Asking around reveals that James Hardy has been seen leaving the manor and heading onto the moor ever since the men arrived. He took the old dog out there in the first week and it never came back. Sara Tanver; the cook from the manor, has noticed food and cheap wine has gone missing and dead Master William’s dog has been taken into the moor. She presumes to be put down.

The Seer’s Cave

The seers cave contains a super hot source of Vis in the form of rocks that are locked to the land below the surface of the water. When the volume of the water decreases the stone is closer to the surface creating a vast amount of steam that floods out and covers the village and surrounding area.

The steam created from the rocks can be collected as a weak source of Aquam Vis, the stone is some ten feet under water at low tide and surrounded by an extremely strong current. The water is boiling around the stone and so diving to reach the stone is extremely difficult and whoever did this would need magical protection to keep from scalding or being battered against the rocks.

On top of the other dangers the Sea Folk lurk near the cave. They are aggressive and love to drag fools to the bottom and hold them till their lives are sacrificed to the sea.

The Confrontation on the Moor

When the magi look for the two men on the moor, they find that they have set up on a raised area of land by a small copse of wood and have been camped there for many weeks. As they approach Jack of Orkney, armed with a longbow, looses a warning shot to dissuade the magi from drawing closer.

If the magi continue to close the gap he draws another arrow and a younger man (William) appears, sword drawn and orders them to leave. If they continue to close approach then the dog barks aggressively and the archer becomes

even more agitated, believing them to have come to harm or kill William.

William Montrey has his family crest on his tabard (taken from the manor). With a Perception + Awareness check against Ease Factor 6 the magi and grogs notice that there is still a strong resemblance between Sir Gilbert and William. If they make this leap then they can defuse the situation or amplify the aggression if they believe they have their man.

William has no wish to fight but he and his companion defend themselves using the high ground and the tree line to make the copse defensible

Any conflict should be quick and



Sub Rosa

hopefully result in the magi following the magical trace to the old dog that protects its master. Obviously as the magi concentrate they can perform another trace and discover the wool has been pulled over their eyes and that the real Argile is heading into the village and down to the shore, moving across the cliffs and down through the lovers cove.

It's now a race against time to get back as Sir Gilbert is heading down to the shore...and Steven is waiting for him.

The Body on the Shore

Sir Gilbert is not in his armour but is wearing his sword. His men at arms watch from a respectful distance. As he slumps down before the giant cross on the beach the mist starts to swirl across to them far thicker than before and consumes them in what seems like seconds.

The journey back across the moor takes some time and as they are hurrying a difficulty should be applied to avoiding patches of water and dangerous slopes and dips (easy difficulty). If they pass this then they can arrive as Steven makes his move and the screaming magi can come

through the fog warning of murder most foul as the murderer pounces.

In the eventuality that some of the magi or their grogs are left to watch Sir Gilbert, Steven waits for the mist to thicken before attacking. This gives the magi time to regroup and get everyone in the final encounter.

Steven comes at Sir Gilbert from behind in bare feet, a heavy net in his hands. He scoops the knight into his net so that he can't use his sword and then drags him into the sea. At this point, the Fair Folk of the Sea come to aid Argile. They should equal the number of land-based combatants and then have no less than two more than them. The high numbers make saving Sir Gilbert difficult, make the battle large and dangerous, and bring the underhanded tactics of the Fair Folk of the Sea to the fore.

The Fair Folk fight off their opponents and single out victims to be dragged to the water and drowned. The combat here should be desperate, dark and threatening. The sea faeries kill all they can, so have Gilbert dragged screaming to the sea, one of the men at arms drowning in the surf, the mist swirling round the combat; the danger palpable.

To go near the water is to invite death. If Steven Argile gets Sir Gilbert into the water he has but seconds before he is taken by death.

Conclusion

If the players save Sir Gilbert they gain reputation boosts in his area, within the Order of Hermes for the service provide to Quaesitor Regis, and be given access to the source of Vis in Seer's Cave. If they allow him to die they suffer penalties of an equal measure but may at least gain favour with William if they fight bravely on the beach and suffer losses themselves.

Gilbert and William should be reconciled at the end of this adventure and that should certainly see the Magi clear to collecting the Vis and gaining a strong ally in Sir Gilbert. If the Magi really do prove their valour, cunning and intelligence there is a chance that William may consider pledging himself to their covenant and bring Jack of Orkney with him, however if they decide to tell Sir Gilbert that Lady Alicia was unfaithful they lose access to the Vis source as he blames them for tainting the memory of his beloved wife.

Fair Folk of the Sea

Faerie Might: 15

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

Size: 0

Virtues and Flaws: Greater Faerie Power; Feast of the Dead, Hybrid Form, Increased Faerie Might x2, Faerie Sight, Faerie Speech, Lesser Faerie Power; Might Recovery Requires Vitality, Monstrous Appearance; Hatred (humans), Incognizant, Role Requires Suffering, Traditional Ward: Folk Charm

Personality Traits: Hates humans +3, Bloodthirsty +2

Combat:

Grapple: Init +2, Attack +14, Defense +11, Damage +6

Bite: Init +2, Attack +12, Defense +8, Damage +3

Soak: +5

Wound Penalties: -1 (1-6), -3 (7-12), -5 (13-18), Incapacitated (19-24), Dead (25+)

Pretenses: Awareness 3 (humans), Athletics 2 (climbing), Brawl 5 (grapple), Faerie Speech 3 (primitive threats), Leadership 5 (combat), Penetration 3 (The Drowning), Swim 5 (combat), Stealth 3(hiding in shallows)

Powers:

The Drowning: 1 points, init -4, Corpus: Increases the rate at which the target must make drowning deprivation checks. Checks are normally made every thirty seconds. By expending a point of Might, the faerie can force the target to check in that round. This can be repeated round after round for as long as the faerie has Might left to expend. This is treated as the full time period having been reached, which means that the Ease Factor for the next roll also increases. (25 spell levels (Base 5, +1 Touch, +1 Diameter) -2 Might cost from intricacy points.)

The Ferocity: 2 points, init -4, Animal: Gives a target animal a ferocity score of 10 and a murderous attitude to go with it. Physical symptoms might include glowing green eyes, elongated claws or talons, (40 spell levels (Base 15, +3 Sight, +2 Sun) -2 Might cost from intricacy points.)

Equipment: Flail or club, belt

Vis: 3 pawns

Appearance: Silver-grey scaled skin, large glassy eyes, and the sucking jaws and gills of a fish. Dressed in rags torn from the bodies of drowned sailors.

They cannot attack someone bearing a token made from a figurehead of a sunken ship, or an amulet fashioned by a sailor's widow.

Master Regis of Guernicus

From Sir Gilbert Montrey

It has had been some years since I was in the employment of the order of Hermes and in truth I must say I have missed many aspects of my time there with you in the covenant, though this letter is not sent to you as a matter of trivial reminiscence. Dark times have conspired to surround me and so I write to ask for your assistance in my hour of need.

My first few years away from the covenant treated me very well but sadly my wife was tragically taken from me by the ocean three summers past and still the sorrow sits around my neck like a weighted stone.

This sorrow was compounded further still when a troupe of players came through my lands. Their acrobats and knife throwers indulged us with their skill and all was well till their mystic woman read my future and foretold of my imminent death' at another's hands.' Surely I would think little more of it but that my steward and most trusted man insisted she read him next and sadly was told that he would pass before me.

This morning his body was discovered on the beach where my wife died. He was drowned, certainly, but I feel now forces move against me and I have no way of pushing back this darkness alone. So I ask for you to send someone to aid me in this hour of need.

I believe there could be a source of Vis on my land situated along the coast and if you were to help me then of course access to it would be immediately granted.

I send this letter in the hope it reaches you in good health and that you may see it in your power to aid one who served you in the past.

Greetings to my learned colleagues,

I am Master Regis, Quaesitor of House Guernicus. Before I took up my retirement to the covenant of Magbillus, Sir Gilbert Montrey was a knight under my employment for some short time and did great service for my covenant and the order. He left our association with our blessing to take up stewardship of his family's lands but is now in need of the Order's assistance.

It appears that Sir Gilbert has been informed of his coming death by a travelling player who claims possession of the Gift. Consequently, Gilbert believes there are forces that have turned against him that he cannot battle and so turns to the order that he served so well in the past. Regrettably, twilight and age combine with distance and I cannot now fulfil my debt to him.

Sir Gilbert's lands are situated on the farthest reaches of your Covenant's influence and so I ask that you travel to Sir Gilbert and aid him in this dangerous time. If you succeed in this endeavour then you will have my gratitude. Beyond this, Gilbert has separately written of a possible source of Vis that may exist on his lands. You would of course have access to this without any challenge by the order.

I ask that the matter be dealt with immediately for I would not risk Gilbert's fate upon the word of a traveling fortune teller. And if there are dark forces at play, we cannot suffer them to prosper at the cost of a loyal friend to the Order. I have included a copy of the letter Gilbert sent to me. It shall serve as your introduction and earn his trust.

Quaesitor Regis of House Guernicus

Mappa Mundi

Maps are an important part of **Ars Magica** — showing Tribunal and national borders, as well as natural features, and it seemed fitting to have this issue's Mappa Mundi focus on map resources.

Sure, in SR#10, we pointed out orbis.stanford.edu and its great functionality for calculating travel times in the Roman era, and with a bit of adjusting for the degraded overland routes of the 13C, it's still a site with fantastic utility. But how do you give your characters the world knowledge to know what exists out in the wider world? No problem. Consider the Tabula Peutingeriana:

en.wikipedia.org/wiki/Peutinger_Table

This is a Roman *Itinerarium* which would be discovered in a library in Worms in the late 15C, and most scholars believe comes in its current form from the mid-to late 4C. This absolutely gorgeous piece of cartography was copied by a French monk from the original scroll in the 13C and details the *cursus publicus*, the routes from Iberia all the way to India. Yes. *India*. Drawn on a parchment scroll 0.34 m (13.4in) high and 6.75 m (22.1 ft) long, it is comprised of eleven sections. Many believe it is the descendant of the map Caesar Augustus had engraved in the marble floor of in the Porticus Vipsaniae, not far from the Ara Pacis in ancient Rome.

Using a copy of the Tabula Peutingeriana, your troupe's Seekers could easily strike out into the lands of *The Cradle and the Crescent*, in search of Bonisagus, who would have likely used a similar map to venture beyond Baghdad.

Another, similar and contemporary resource is The Nuzhat al-mushtāq fi'khtirāq al-āfāq (Arabic: lit. "the book of pleasant journeys into faraway lands"), most often known as the Tabula Rogeriana.

en.wikipedia.org/wiki/Tabula_Rogeriana

Commissioned by the Norman King Roger II of Sicily in 1138 and created by the Arab geographer, Muhammad al-Idrisi, in 1154, it shows North Africa at the top of the map, and the Eurasian continent on the bottom. This reversal is a little difficult to spot at first glance. This map also stretches from Ireland to India. Roger II had it engraved on a 300lb. silver disk and it utilized Ptolemaic coordinates.

A duplicate of this disk may exist



at Magvillus, providing the Guernicus with the ability to target their magics great distances using coordinates they keep in the closest confidence. Or it might be sought by both the Quaesitors and Redcaps, who hope to use its information to help keep the Order safe and unified.

More modern and abstracted for game play, you can find a series of useful maps at Inkwell Ideas—the folks who make Hexographer. There's this one, showing Europe at roughly 1200:

inkwellideas.com/2010/08/giant-hex-map-of-europe-circa-1200ad/

And a slightly improved version here:

admc.pbworks.com/w/page/1397219/FrontPage

And **Ars Magica** even gets a name-check on this page

At this link you'll find versions showing the distribution of language groups:

admc.pbworks.com/f/admc_languages_28.png

And of religious variation:

admc.pbworks.com/f/admc_religion_28.png

There are numerous maps from antiquity, however, which magi might access. The most renowned are Strabo's and Ptolemy's works, although Strabo's Geographica didn't see a Latin translation in Europe until the 15C. The ancient Greek text of Ptolemy's Geographia

[en.wikipedia.org/wiki/Geographia_\(Ptolemy\)](http://en.wikipedia.org/wiki/Geographia_(Ptolemy))

was translated to Latin several times in the 12C and 13C for Roger II and others in Italy, but older copies in the original ancient Greek could be found in Constantinople. Geographia details locations from the fabled islands of Fortunata to India and China. A detailed list of ancient and medieval world maps can be found here:

en.wikipedia.org/wiki/Early_world_maps

These include several which exist only as stone engravings or rough hide maps, and might not inspire more adventures to clarify their contents, than give sagas useful points of reference.

In the Next Issue

The Storyguide's Handbook: Chance Encounters

Strange things happen on the roads of Mythic Europe, unexpected things, sometimes unexpected by the storyguide as well as the players. This issue we present some random encounter tables, **Ars Magica** style.

Love's Labours Lost

When the grogs are left to their own devices, all manner of things could happen, including one of the most senior and well-respected of magi receiving some unwanted attention. It can only be a scenario by CJ Romer.

Lazar, The Redcap Companion

The Mercere you'll always want at home

Mythic Crete

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Modifying a Magus' Longevity Ritual

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