

SUB ROSA

THE ARS MAGICA MAGAZINE

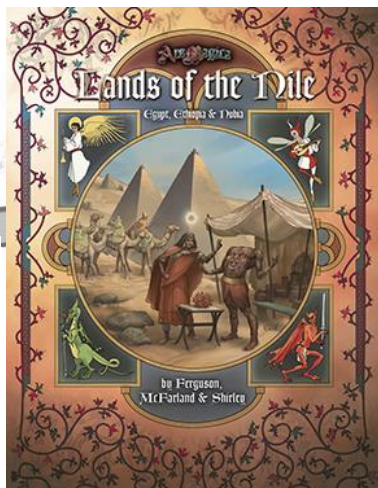
ISSUE 17, OCTOBER 2015



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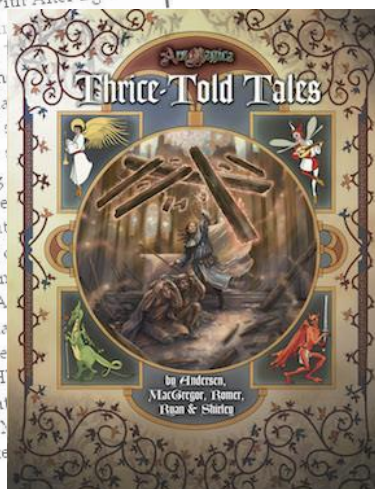
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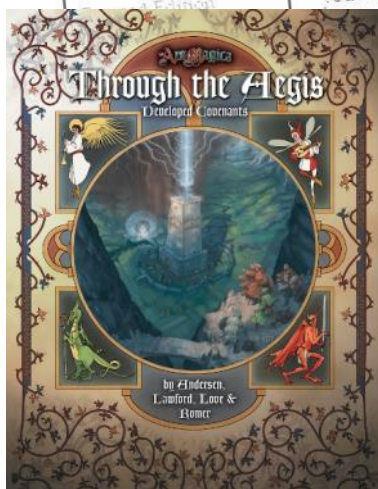
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THIS ISSUE

ISSUE 17

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CONTENTS

UNDER THE ROSE	PAGE 4
FROM THE LINE EDITOR.....	PAGE 5
WEREWOLVES OF GEVAUDAN.....	PAGE 6
BY BEN MCFARLAND	
SET PIECE: THE INN.....	PAGE 9
BY GERALD WYLIE	
FLAMBEAU'S CAVE	PAGE 16
BY BEN MCFARLAND	
AN UNFINISHED TOWER: HIMINIS' LEGACY	PAGE 21
BY BEN MCFARLAND	
AN ART OUT OF TIME: TEMPUS.....	PAGE 27
BY BEN MCFARLAND AND MATT RYAN	
COMMON MAGICS	PAGE 33
BY RAY COCHENER	
THE GIANTS OF CASTLENAU.....	PAGE 38
BY BEN MCFARLAND	
THE DIVINE OF PROVENCE: A LOST ANGEL	PAGE 42
BY BEN MCFARLAND	
POPULATING PROVENCAL.....	PAGE 47
BY BEN MCFARLAND	
SPELLS FROM THE IRON-BOUND TOME.....	PAGE 52
BY ANDREW BREESE	
RUINS, RUMORS, & RELATIONSHIPS: PROVENCAL STORIES.....	PAGE 72
BY BEN MCFARLAND	
VAL NEGRA.....	PAGE 78
BY MARK FAULKNER	

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The new releases in support of **Ars Magica Fifth Edition** may be ending, but it's not the end. We'll carry on playing it, for sure, and **Sub Rosa** will carry on for a good while yet supporting Fifth Edition any way it can.

UNDER THE ROSE

So, the end of **Ars Magica Fifth Edition** has been announced and with it the end of David Chart's run as line editor for the game and its world. It's been a great run, make no mistake. Mythic Europe has probably never been handled better or more fully. We've seen areas of Mythic Europe and beyond explored with an eye for detail and drama that I certainly can't remember seeing for previous editions. The line has taken risks too, from some radical rethinking of some popular Houses, to the creation of new rival magical traditions, to the masterful treatment of the Faerie Realm. The end of the line is a loss indeed.

But look, we still have books in the pipeline. We have *Thrice-Told Tales* (which you should all have by now, of course), *Egypt*, and the grand finale in *Dies Irae* (the final draft having been edited by David Chart and turned-over to Atlas-Games). These are each going to be great additions to the canon in their own ways and we certainly hope you're looking forward to them as much as we are.

As far as what the end of the line means for **Sub Rosa** it's actually pretty easy; we carry on as we are. Simple as that. We are hugely grateful to John Nephew for so quickly and definitively giving us the thumbs-up to carry on as we are and keep doing what we're doing. So it's worth taking stock of what that means in practice.

It means we will continue looking for great content from within the community and from

some of the by-now familiar list of existing contributors. **Ars Magica Fifth Edition** continues to be our focus, as that is the current edition of the game, but of course, with content published for *Fiasco* and for *Tales of the Quaesitors* (based on the Gumshoe system), we'd love to support those too and we'll work with the fan community on any suitable articles and projects.

But we should make clear, as we've had enquiries on this point, that we cannot now make anything approaching a book in format. That means you won't be seeing a **Sub Rosa Tribunal** book. The mandate we have is to *complement* the line and not *compete* with it. Even though the **Fifth Edition** itself may come to an end, we do *not* have a mandate to publish a book that attempts to continue that line outside of the explicit solicitation and editorial governance of Atlas-Games.

Take the Roman Tribunal, for instance. The Atlas-Games forum hosted an energetic project to create a fan-sourced **Fifth Edition** Roman Tribunal up and working. It's a fan effort led out in the open by fans and it stands every chance of producing a great vision for how the Tribunal might work. The effort may even end up being put together in a PDF file and made available for download somewhere rather than being confined to the forum. And that's great. While it's gone a bit quiet of late, the beauty of an open project is that all it needs is volunteers, so please do take a look. We look forward to reading it.

But a book like that is not something we can do at **Sub Rosa** and nor would we want to go down that road, to be honest.

Themed issues are still going to happen. We had the Diedne for issue 13 and issue 16 took us forward and backwards in time across Mythic Europe. Next issue, **Sub Rosa** 18, is the *Bestiary of Uncommon Creatures*, a collection of numerous creatures with which to fill your stories. Indeed, the issue you're reading now takes its theme from the Provencal Tribunal. So we'll carry on with those as and when the theme strikes. Who knows, we may even do an issue focusing on the Tribunals that never made it into **Fifth Edition**. Keep an eye out for that. Just in case.

And where does all this change leave the authors? They've done great service for **Fifth Edition** so what next for them? Well, give enough creative people enough time and they'll need to fill it. There are already some rumblings behind sealed mailing lists and forums, but those rumblings are not for **Sub Rosa** to disclose. You haven't heard the last from the **Fifth Edition** authors, of that we're very sure.

Oh, and by the way, please do go check out Project Redcap. There's a great page been recently added giving loads of detail on past issues of **Sub Rosa**.

http://www.redcap.org/page/Sub_Rosa_magazine

FROM THE LINE EDITOR

By DAVID CHART

This will be my last **Sub Rosa** column as Line Editor. *Lands of the Nile* is probably not out as you read this, but it will be soon, and then only *Dies Irae* remains for **Ars Magica Fifth Edition** in its current form. As I have said elsewhere, I am retiring because I have done pretty much everything I wanted to do with the game, and the few things that are left would not make for a coherent product schedule. I'm happy with what we've made, and it seems that quite a lot of other people are, too.

However, some people have said that the end of the line means that the game is dead. I do not agree, and not just in a "it's not really dead as long as we remember it" sense.

First, bearing in mind where I am writing, new material will still be produced for the game. **Sub Rosa** is not going to finish, even though this column will. That material will not be "canonical", but it will be chosen and overseen by two of the most active contributors to **Fifth Edition**. Given that, it may even be a good thing that the material is not bound to be consistent with material that has already been published. I'd like to thank Ben and Mark in advance for the work they will put in to supporting the game.

But it is true that there will be no more official supplements from Atlas. Does that make the game dead?

I do not think so. The core rules, and what will soon be 40 supplements, are still all available. There is no reason not to

continue playing your sagas, or even start new ones, and it will still be possible to do that in twenty years, or fifty. Unlike computer games, pen-and-paper roleplaying games are not going to become incompatible with currently available hardware, in the absence of a general upgrade to Human Being 2.0. It is true that the game would face some difficulties if English became a dead language, but, pretty much by definition, that will not happen in the lifetime of anyone reading this as it is published. (And if anyone is reading this in the far future, when English has become a dead language, wow. And, er, why? Go study something important.)

Some people may worry that they will run out of material to play with, if nothing new is being produced. However, I do not think that is a real risk. Indeed, with 40 **Ars Magica** books, some players are already complaining that there is too much. It is quite possible that no-one could actually use every single book, much less every single element of every book, in a single saga. I suppose that, if you played **Ars Magica** every week for twenty years or so, you might actually run out of new rules or character types to introduce, although even then I'm not sure. You certainly wouldn't have exhausted the possibilities of the published books and rules. People who are just getting into the game face even less danger of running out of material; there are ten years' worth of

releases for them to buy. They also have the advantage over people who bought them as they came out that they can buy supplements as they become relevant to the saga, rather than having to see what we publish.

In short, **Ars Magica Fifth Edition** is not dead. It is complete. It is now ready for people to play. All the Houses and supernatural realms have been fully detailed, and there are Tribunals ready for use. The sample covenants, characters, and stories that are so helpful for new storyguides are now available. The important aspects of Mythic European society have been described. If you want to take your saga beyond the Order and Mythic Europe, Africa and the Middle East have books, and there are many varieties of non-Hermetic magic on offer as antagonists or alternative sagas. There are several books of possible saga frames, and a whole book of ways to end things with a bang.

Looked at from this perspective, I feel I should apologise to the people who had to wait ten years and more for all of these books to come out. I'm afraid that the realities of publishing did not allow us to prepare everything, and then release the complete game in one fell swoop.

WEREWOLVES OF GEVAUDAN

By BEN McFARLAND



The region of Gevaudan, in the Massif Central is mentioned in the sidebar of *Faith & Flame* Chapter 7 as the home to the wolf-like Beast of Gevaudan in the 18th century, and between the 15th and 18th centuries, tales of wolf attacks proliferate across France. A pack of wolves actually hunted the Paris streets in the 1450's, while the wolves of Perigord, Sarlat, and Soissons all hunted the people at other times. A rare resource on these creatures is *Wolf-Hunting in France in the Reign of Louis XV: The Beast of the Gévaudan*, by Richard H. Thompson. *Monsters of the Gévaudan: The Making of a Beast* by Jay Smith is easier to come by and available electronically.

Amongst the wilds of the Massif Central live tribes of werewolves. A sort of Magic Kin (*Realms of Power: Magic*, page 89) associated with Animal, they live hidden as members of towns, or within villages comprised of nothing but lupine shapechangers.

The magi may decide to attempt recruiting these lycanthropes, employing them as the savage shock troops of their forces, or creating their companions from the champions of the tribes.

Mythologically, the Norse eddas speak of how werewolves gather in forests, preparing for Ragnarok, and the Romans had tales of men who turned into wolves and hunted the forests. Some of these stories persist, and there are legends of werewolves in this region. However,

SUB ROSA

in the historical record, there are no reliable myths of hybrid man-wolf werewolves until around the 18th Century, making this particular group more than just a little anachronistic.

ADDITIONAL HOOKS

The werewolves of Gevaudan could easily serve the Court of the Wolf, detailed in *Mythic Locations*, Chapter 11. Their favored elders might serve as the Luperci, and they guard the Court from intrusions. In such a scenario, werewolves serving the covenant could be the source of tales regarding the Court of the Wolf, leading companions there in search of justice when mundane methods fail and magi refuse to intervene.

Alternatively, the werewolves might be the remnants of Diedne turbs, and their villages conceal caches of lost magics. While the tribes no longer remember their origins, and don't understand what it is they are guarding, they viciously protect the heirloom enchantments and hidden texts because that's what they've always done. In this case, the werewolves might even know the Parma Magica, and their magical nature allows them to perform the ritual, providing them a modicum of defense against Hermetic magi or covenants looking to scour them from the forests.

STORY SEED: RAIDERS ON THE RANGE

Magi must work to keep the werewolves as loyal allies, and this means regularly turning them loose on suitable targets. Allowing them to sack crusader or mundane communities might alienate otherwise helpful resources, and likely turn those places against the

MAGICAL KIN: WEREWOLVES OF GEVAUDAN

Inherited Virtues: Personal Power: The Beast Between, Skinchanger (does not require an item, but the werewolf may only change into wolves), Tough, Wilderness Sense

Common Flaws: Baneful Circumstances (silver), Compulsion (Hunt on the Full Moon), Dark Secret (Werewolf), Essential Flaw (minor), Monstrous Blood (Magic Animal), Offensive to Animals

The Beast Between

1 point/Fatigue, Init Qik -2, Corpus

R: Per, D: Sun, T: Part

The werewolf can change into a part-human part-wolf form, with the head of a wolf, the rough musculature and upright gait of a man, but the claws, fur, and tail of a wolf. When in this form, the werewolf keeps the mental

Characteristics of his human form, but acquires the physical Characteristics of an equivalently-sized wolf, unless his own characteristics are better (Str +1, Sta +3, Dex +2, Qik +1).

He has a bipedal stance and usable hands, and has the bite attack of a wolf (Weapon statistics: Init 0, Atk +3, Def +1, Dam +4).

The werewolf's hide provides a Protection of +2. If the werewolf has the ability to change shape, it can end this power prematurely by transforming; otherwise the hybrid form lasts for Sun duration.

Note that the guideline for this effect was published in *Magi of Hermes* (see the section on Hugh Hostis)

MuCo 20 (Base 5, +2 Sun, +1 Part, free Animal Requisite) Personal Power (20 levels, -1 Might cost)

Members of these tribes hunger for combat, glory, and loot. They are often Reckless, Wrathful, or have Social Handicaps. They are barely controlled hordes with a nearly insatiable thirst for blood and vengeance.

covenant. However, the werewolves are impatient, and may not be willing to go too far afield in search of prey. The magi must bring these dogs of war to heel, and that may mean engaging their leader in hand-to-hand combat to show him who is the alpha.

STORY SEED: THERE'S A BJORNAER AFOOT

A gentle-Gifted Bjornaer is attempting to infiltrate the werewolf tribes, using deft and subtle magic to emulate their powers and betray their plans to the Christian forces in the area. This saboteur is working with the covenant, and if captured, the werewolves will likely kill or imprison him, or raiding targets will be warned, defenses will be ready,

and losses will be high. If the Bjornaer is captured just before a war band is dispatched, will the covenant be able to save both the target and their compatriot before both innocent and hermetic blood is shed?

ETIENNE, YOUNG PROVENÇAL WEREWOLF TRIBESMAN

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

In Hybrid Form: Int 0, Per +1, Pre 0, Com 0, Str +1, Sta +3, Dex +2, Qik +1

Size: 0

Age: 22 (22)

Virtues and Flaws: Personal Power: The Beast Between, Skinchanger, Warrior; Baneful Circumstances (silver), Compulsion (Hunt on the Full Moon), Monstrous Blood (Magic Animal)

Personality Traits: Bloodthirsty +3

Reputations: Skilled hunter +3, Vicious combatant +3

Combat:

Hybrid Bite Attack: Init +1, Attack +10, Defense +7, Damage +5

Axe: Init +2, Attack +9, Defense +5, Damage +7

Short Bow: Init 0, Attack +7, Defense +1, Damage +7

Soak: +5 (+8 in Hybrid form)

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: Provence 2 (Massif Central), Athletics 3 (sprinting), Awareness 2 (spotting prey), Bow 2 (shortbow), Brawl 4 (bite), Carouse 3 (staying sober), Folk Ken 2 (spotting outsiders), Guile 2 (concealing nature), Hunt 2 (small game), Living Language: Occitan 5 (conversational), Living Language: Catalan 2 (conversational), Living Language: French (conversational) 2, Living Language: Italian 2 (conversational), Profession: Woodsman 3 (finding quality lumber), Single Weapon 3 (axe), Stealth 3 (in forests), Survival 2 (acquiring food)

Powers:

The Beast Between: 1 point/Fatigue, Init Qik -2, Corpus

R: Per, D: Sun, T: Part

The werewolf can change into a part-human part-wolf form, with the head of a wolf, the rough musculature and upright gait of a man, but the claws, fur, and tail of a wolf. When in this form, the werewolf keeps the mental Characteristics of his human form, but acquires the physical Characteristics of an equivalently-sized wolf, unless his own characteristics are better (Str +1, Sta +3, Dex +2, Qik +1). He has a bipedal stance and

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MuCo 20 (Base 5, +2 Sun, +1 Part, free Animal Requisite)
Personal Power (20 levels, -1 Might cost)

Equipment: dagger, pack, round shield, iron cap, long sword, mail hauberk.

Encumbrance: -2 (3, does not affect combat)

Appearance: A young man with a thick, bushy black beard and oversized clothing, he has a feral look in his eye and a hungry smile. He has a definite aura of malice about him, and walks with a swagger which obviously holds most other people in contempt.

Design Note: He is designed as a grog, with only three Virtues and Flaws.



SET PIECE: THE INN

SETTING

By GERALD WYLIE

Each article in the *Set Piece* series takes in a single archetypal location typical of many sessions across many, many sagas. It explores the potential in the setting, providing the storyguide with ready-to-play details, characters, and side-plots to ensure that the same old lodging house isn't just the same old lodging house.

In this article we look at exactly that; the lodging house or inn, the scene of many a clandestine meeting.

The inn, so typical of fantasy literature and games, is a rare thing in the *Ars Magica* of 1220. Villages and other small settlements had no need for a dedicated inn or lodging house to accommodate merchants, messengers, or other transients. Travelers needing lodging for a night or two would normally impose upon the residents, eating and drinking with them and sleeping in their homes, often even their beds.

Towns and certainly cities, settlements with thousands of native individuals and all the trade requirements that brings, would

see hundred if not thousands again arrive and leave for numerous reasons. Markets and fairs provide mercantile opportunities; holy days see pilgrims arrive from all over; and martial tournaments held at the behest of local nobles bring knights and retainers from across the continent. In each case, lodging houses provide bed and board for the transient masses.

Lodging houses might also service the needs of travelers away from towns and cities. Mountain passes for instance, through which merchant caravans take their



goods, might be dotted with lodging houses spaced a day's travel apart. Pilgrimage routes in particular will be well-served with numerous places to rest up, eat, and purchase supplies for the next day's journey.

Wherever they might be, they all provide the same basic services; a place to sleep, food and drink, and livery for horses.

APPEARANCE

There will be regional variations on the construction and appearance of lodging houses and their construction and those in closely-packed cities will necessarily look different to those along trade routes. Inns and lodging houses found along the road tend towards a cluster of single-storey buildings, including a main eating hall, one or more buildings given over to sleeping quarters, a stables, and often a covered barn wherein merchants can store their carts and goods.

In the case of urban lodging houses, built in towns and cities where space is at a premium, the building rises upwards rather than out, extend up two, three, or even four storeys with stables and a courtyard to the rear.

EATING HALL

The main eating and drinking hall includes the kitchens and stores and one or more fireplaces or fire pits for warmth or for cooking. Tables and chairs are plentiful and some inns may have partitioned nooks and private booths to provide parties with a degree of privacy. On the whole, however, the room is largely open.

Entertainment may be had there. Gambling with dice would be common but also more elevated games. The Book of Games (jnsilva.ludicum.org/HJT2012/BookofGames.pdf), a work commissioned by Alfonso X of Spain and completed in 1283. It describes a number of games in three categories; chess, or a game of skill, dice, or games of chance, and tables, games combining both skill and chance. It is conceivable that any of the games described in the book may be had in any inn or lodging house.

Music and storytelling would be common and patrons might take turns in entertaining the others. Alternatively, musicians and storytellers might entertain the room in return for payment from those present.

And of course, good conversation may be entertainment enough. There is always news to be had and travelers may find they have things in common with apparent strangers, such as a common acquaintance or familiarity with a common town or village.

DORMITORIES

Rooms are generally communal, i.e. individual rooms are almost never available for individual travelers and they are instead provisioned with at least two large beds and perhaps as many as six. These beds are built to accommodate two or three people. Innkeepers are notably less fussy than their clients are would willingly see five or six share a single bed as long as each pays.

Those desiring privacy will find little unless they pay for an entire dormitory to themselves or their party. Those of meagre means may sleep on the floor in the main eating hall or "common room".

Inns and lodging houses in rural areas or on trade routes may sometimes be sparsely occupied while those in towns and cities can be expected to be consistently busy. In fact, some of these urban lodging houses may service permanent residents, in which case they provide less in the way of stables and services for travelers and instead make their money from the many beds occupied by those with nowhere else to go.

Mice and other vermin abound and they can be heard scratching around the room and even in the straw-filled mattresses for scraps of food.

CELLARS

Some inns may have cellars for the storage of ale, food, and other supplies. They might also be used to store contraband if the host finds himself drawn into smuggling or other nefarious activities.

While the dormitories might be filled with mice, rats seek out the lowest parts of the building, including the cellars. A lax host might inadvertently allow rats to spoil food and drink and the rats themselves might spread disease through their influence.

STABLES, BARNs, AND COURTYARDS

External buildings and courtyards provide livery for horses and storage for wagons and goods belonging to those staying at the inn.

These shadowy space present opportunities for clandestine meetings away from prying eyes and ears. They might also be the setting for nefarious activities. For instance, trade goods might be interfered with or stolen, a horse might be made lame in order to cause someone a delay, or a saddle may be damaged in the hope of injuring a rider.

SERVICES

The obvious services provided by an inn are food and drink, somewhere to sleep, and livery for horses. This applies equally to roadside establishments and those in towns and cities.

But there are also the additional services not immediately apparent. Information may be had at the lodging house or inn, information concerning local events, people, and places. Directions may be given or suggestions as to the best road to take, given the season, weather, and local events. While an inn might not have a blacksmith on-site, they would be able to fetch one at short notice if a traveler's horse needed shoeing or a wagon needed fixing, for instance. And messengers and other tradesmen might also be sent for.

The inn might also be able to sell supplies for those in need, food and drink and the like, and they might be able to provide rudimentary medical aid for those who have become injured or sick on their travels.

AURAS

The lodging house takes on the Dominion aura of its town or city and this naturally waxes and wanes through holy days and at night.

Roadside inns, far from churches and their influence, may be subject to other auras. In particular, faerie auras might be common given the number of people passing through the inn and the story potential they bring with them.

Infernal auras are infrequent unless the inn has been the site of some significant wrongdoing. For instance, The Templar's Feast, an inn on the road from Dijon to Toul, has recently become a staging point for a band of brutal robbers under the leadership of the knight Eduard le Savage. These men prey upon the merchants and pilgrims on the road and their sins are starting to draw the infernal towards the inn.

CHARACTERS

Typical characters encountered would be the owner or host and the host's wife and family. There might also be other staff and of course other travelers taking advantage of the inn's hospitality. Some of these characters may be genuine and benign while others may be up to no good.

A selection of stock characters appropriate for the inn are provided at the end of this article.

SECRETS OF THE LODGING HOUSE

With all manner of people passing through a lodging house, it should be no surprise that stories abound.

OVERHEARD

Travelers on the road often carry secrets with them and those secrets are valuable currency to others to be sold on for money or favor. So clandestine conversations may be spied upon. Eavesdroppers might listen through the doors or even the walls or they may watching from the loft space above the dormitories.

You could add such an even where the player characters take to such discussions without first ensuring that they are not being overheard. Perhaps they hear a noise above the ceiling or from behind the door as their business is concluded. Perhaps when they investigate there is nothing there, but perhaps the eavesdropper is still in the inn somewhere, mingling with the other guests.

A MAN DIED IN THAT BED

Bad things inevitably happen at inns. Frequent anonymous visitors, fatigue from the day's travel, more drink than they can handle, goods or money being carried... Arguments can arise quickly or someone may be robbed, killed even. And the player characters may run into someone who saw the whole thing happen.

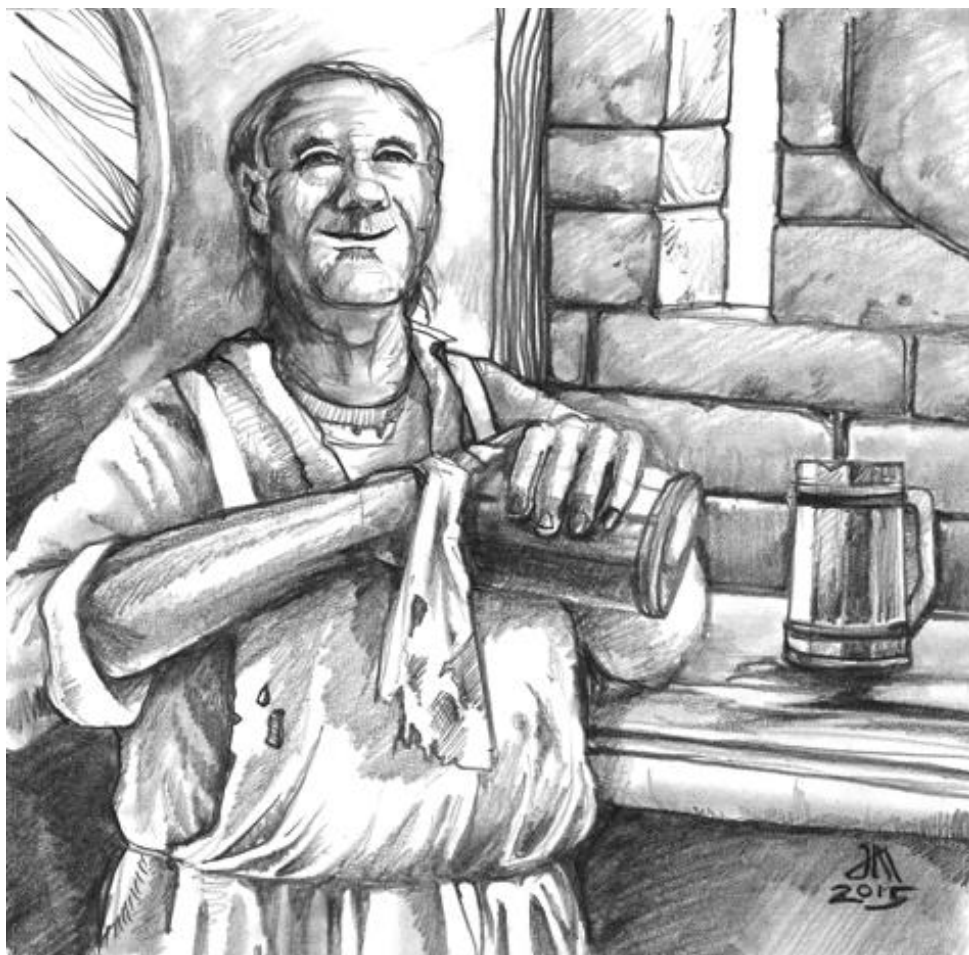
As the player characters settle to sleep in the dormitory an old man helpfully points out that a man died in their bed. He says he was set upon for the silver he carried and had hidden beneath his pillow.

Those investigating can still see the blood stains in the rope-strung bed and the wooden floor beneath it. What's more, the man's unsettled ghost is still there. Some say that they've seen it. Indeed, they might well have done. It does haunt the room but only manifests where there is someone present plotting ill against another.

The player characters might either leave the ghost to its business, lay it to rest, or use its propensity to manifest in the presence of treachery to their advantage.

THIEVES AND ROBBERS

One of the other travelers staying at the lodging house may be light-fingered thief or



a cutthroat robber. The thief might watch the other guests, pick out those who appear wealthy or unable to hold their drink. He might purposefully ply them with drink and either take their money purse while they are unable to notice or do anything about it. It isn't just money, of course, that might attract a thief. Goods stored in the inn's stables, courtyard, or barns make attractive targets, but then so might intriguing property like books, letters, and official seals. Such a thief might use deception, disguise, and subterfuge as his weapons.

However, there are other more brutal forms of thievery. Likely operating in a small gang, robbers might either attack sleeping guests, in which case one of the dormitories or the common room is a likely setting for such an attack, or they might waylay travelers on the road after learning of their plans.

BURIED TREASURE

As a diversionary event, through mistaken identity or pure chance, the player characters might become embroiled in a buried treasure mystery. Inns provide useful landmarks and someone wanting to hide something might do so either within the inn itself or nearby outside.

And so, before the player characters arrived at the inn someone hastily hid something of value, or a map to where something of value has been secreted. This something or the map falls into the hands of the player characters while they are staying at the inn, just as those seeking the very same thing arrive to look for it.

The inn provides a confined space in which to initially encounter the item or the map and those who have come looking for it and a base from which to set out, following the map, possibly with violent means following the same trail.

SMUGGLERS, CLIPPERS, AND

SPIES

The cellars are filled with goods that have eluded the town's tax men, or perhaps they are complicit and they are working

with the smugglers to defraud the town or city.

Coin-clippers passing off shaved-down coins through the lodging house might either be in league with the proprietor or working at the lodging house with his knowledge. If you take this option, characters passing through the lodging house definitely pick up some doctored coins during their transactions for bed and board. The storyguide can decide that the coins are detected when the characters next try to use them or can rely on random chance. If the latter, then the next three times a financial transaction is made, whether purchasing supplies, paying craftsmen, or settlement of taxes, roll a Simple Die. On a roll of one, the coins are detected.

Spies from neighboring nobles, or serving mercenary captains, or even in the employ of bishops, keep a keen ear open for news and rumor that might earn them a penny or two. Blessed with high Carouse, Charm, Intrigue, and Stealth a spy might engage the player characters in idle chatter, perhaps over an innocent game of dice to while the evening away. He might share news and stories from further along the road in return for news from where the characters have just travelled from.

STAGING ACTION IN THE LODGING HOUSE

Every location brings unique options for action and the lodging house is no different, from opportunities to take cover, numerous weapons freely to hand, and the risk of fire.

EVERYTHING'S A BLUDGEON

From pots smashed across a target's head, cups and plates thrown the length of the room, and even a chair across the back, everything in the lodging house is essentially a bludgeon as far as the Melee Weapons Table is concerned (*ArM5*, page 176).

STORM OF THE LODGING HOUSE DETRITUS

ReHe 5

R: Touch, D: Momentary, T: Room

Casting this spell, all wooden plates, goblets, and utensils smaller than a stool or chair and not held or weighted down, immediately fly towards a designated target. The barrage does +5 damage to a single target as the storm of wooden implements and utensils assaults them. The target also counts as under the effect of a hazard for any remaining actions in that turn, which imposes an additional botch die.

(Base 3, +1 Touch, +1 Room)

With most fixtures and fittings affected by *Herbam*, a Target Group spell could lift and propel just about all the cups, plates, and other wooden utensils, and likely chairs and tables too, inside the inn's common room.

THE SLEEPING

Should a fight break out at night, the action may spread quicker than the other guests can respond. In the common room, certainly, in the early stages of a fight (the first three rounds, for instance), the ground underfoot is unstable due to the risk of treading on another guest too groggy to get out of the way. Treat such conditions as a Hazard (*Lords of Men*, page 121) and apply one or more botch dice as appropriate.

TAKING COVER

Overtured tables provide pretty secure cover. On the off-chance that someone has managed to find space to use a bow of any kind, a table or the serving bar provides absolute cover all the while the character remains behind it and doesn't try to act over it before the attacker's initiative.

Should a character have a melee weapon requiring either the Single Hand Weapon

Ability or the Two-Handed Weapon Ability, then they can hack away at the table.

A typical table has two Damage Levels. Being hacked at by a weapon is not what the table was made for, so it is unlikely to stand up to much punishment.

Treat the attacker as attacking something with a Defense of zero. This should allow them to generate a healthy Damage at the back end of their attack against the table. If they beat a total of 11, then the table loses one of its Damage Levels.

THE STAIRS

Stairs come into play in lodging houses with more than one storey. Fighting on stairs is counted as both Difficult Terrain (halving movement rate) and as a Hazard (adding one or more botch die), both as explained in *Lords of Men*.

Stairs may also be used as a weapon, or to inflict damage at least. A target pushed down a flight of stairs is considered to have fallen onto a hard surface. Treat a normal flight of stairs as an eight-foot drop. The impact table on *ArM5*, page 181 suggests a base +1 for each two feet, doubled for hard surfaces. That's a non-combat damage total of +8 (i.e. roll a stress die +8 against the target's rolled soak total).

ALE

Barrels of ale, both open and sealed, are behind the serving bar. These could be toppled or smashed in order to provide a sudden flood of ale across the floor. This creates a Hazard as the floor becomes slippery underfoot.

Assuming the magus can see or touch the ale, a barrel contains enough ale to do +5 damage to a target if propelled through an appropriate Rego Aquam effect (using the base Individual Target).

FIRE

There is certainly going to be a large fireplace on the ground floor. Depending on your layout this might even be a central

fire-pit. In itself, the fire would normally do +15 damage to anyone falling into it (base +5 x 3 for being half-immersed) and you could apply that directly to any antagonist or non-player characters. However, you might consider some other effects.

For instance, you might have the character catch on fire, either an arm or a leg, which does +10 damage (base +5 x 2 for having a limb covered) each round until extinguished. Not only is this something of a distraction, but the enterprising character might even be able to use it as an impromptu weapon or bludgeon – treat it

as a Fist attack, but apply a +5 fire bonus to any damage inflicted.

Of course from an action point of view, there's little value in making a feature of the fireplace if there isn't the danger of it spreading. Any time a character is pushed back, falls, or stumbles, or any time a thrown weapon attack misses its target, consider whether one of the logs in the fire is displaced as a result.



PONCET THE THIEF

Poncet has been a thief as long as he can remember. He has also been poor for as long as he can remember. The life of a thief has so far not been a wealthy one; while he may steal a silver ring that once cost a year's wages he can only sell it on for enough to see him through the week. And of course, he has his costs to consider.

His method is to ingratiate himself with strangers, to establish what they might have of worth, and then either to get them so drunk they don't notice their purses going missing, or to sneak into their rooms and raid their baggage under cover of darkness.

He travels with a pack of clothing, providing for different disguises, which he uses to help avoid those who might come looking for him.

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

Size: 0

Age: 35 (35)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Peasant; Educated, Puissant Legerdemain; Compulsion (Stealing), Minor Essential Flaw (Glass Jaw)

Personality Traits: Glass Jaw* (Sta) -3, Charming +3, Brave +2, Compassionate +1

Combat:

Dodge: Init +2, Attack n/a, Defense +5, Damage n/a

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

Knife: Init +2, Attack +5, Defense +4, Damage +2

Bludgeon: Init +1, Attack +6, Defense +4, Damage +2

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: Area Lore: Area 2 (escape routes), Artes Liberales 2 (rhetoric), Athletics 4 (running), Awareness 3 (searching), Bargain 2 (selling stolen property), Brawl 2 (Dodge), Carouse 4 (staying sober), Charm 3 (first impressions), Civil and Canon Law 1 (Provençal law), Climb 4 (walls), Disguise 3 (nobles), Etiquette 2 (nobility), Folk Ken 3 (nobles), Guile 3 (lying to authority), Intrigue 3 (rumormongering), Latin 3 (academic usage), Legerdemain 5+2 (picking pockets), Occitan 5 (Provençal), Stealth 3 (sneak)

Equipment: Good quality clothes; Fine clothing; Priest's Clothes

Encumbrance: 1 (1)

Appearance: Poncet is a man of average build with brown eyes and a full head of brown hair. He frequently changes his appearance, growing facial hair or shaving his head as suits his needs. He does have a scar on his left wrist, however, which he may carelessly expose on occasion. Poncet has a glass jaw; he cannot take a punch. Any time Poncet is engaged in a scuffle (i.e. non-lethal combat as described in **ArM5**, page 174) his essential Glass Jaw Trait comes into effect giving him a -3 to his Soak. This also comes into play any time he takes a blow to the head sufficient to require a non-combat damage roll.

RAYMONT THE HOST

Playing the host is all Raymont knows. He grew up in the roadside inn; it was his father's and his father's before him and he firmly believes it will pass to Frances, his only son, once his days are done.

He is not a strong or a brave man and he might easily be cajoled or persuaded into allowing his inn to be used for nefarious or illegal purposes.

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

Size: 0

Age: 40 (40)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Peasant; Famous, Gossip; Humble, Obese

Personality Traits: Convivial +3, Humble +2, Keen to Impress +1

Reputations: Good Host 4 (along the Provençal-Normandy Roads)

Combat:

Dodge: Init +0, Attack n/a, Defense +3, Damage n/a

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

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

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: Area 4 (roads), Awareness 3 (eavesdropping), Bargain 4 (buying supplies), Brawl 3 (Bludgeon), Brewer 5 (ale), Carouse 4 (his own brew), Charm 3 (welcoming guests), Chirurgy 2 (cuts and scrapes), Folk Ken 4 (travellers), Guile 4 (protecting his guests' interests), Intrigue 4 (gossip), Leadership 2 (intimidation), Occitan 5 (Provençal), Tavern Owner 5 (ensuring clean beds for wealthy travellers)

Equipment: Simple clothes, apron, keys for the cellar and the outbuildings

Encumbrance: 1 (1)

Appearance: Raymont is a large rotund man with thinning and greying ginger hair and a once-pale face now turning red in the cheeks. He wears a constant smile and is always ready with a subservient bob of the head. The apron he wears over his tunic is now a little too small for him after years of eating and drinking rather too well.

FLORS, THE HOST'S WIFE

Flors is much more than simply the host's wife, although she is as loyal and capable as she needs to be for such a role. She is also the woman those in the nearby villages turn to for help with wounds and illnesses. She knows where to find and how to prepare local herbs for the treatment of all manner of ills. It is something that is often useful in treating gloomy travelers succumbing to the rigors of the winter weather.

She is drawn to those who appear in need and always ensures that those who might need her help are looked after.

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

Size: 0

Age: 35 (35)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Peasant; Good Teacher, Puissant Chirurgy; Soft-Hearted, Weak Characteristics

Personality Traits: Soft-Hearted +3, Gregarious +2, Tidy +1

Combat:

Dodge: Init +1, Attack n/a, Defense +4, Damage n/a

Bludgeon: Init +0, Attack +5, Defense +3, Damage +2

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

Soak: +1

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 3 (personalities), Baking 4 (cheap flour), Brawl 2 (Dodge), Carouse 3 (staying sober), Chirurgy 5+2 (binding wounds), Etiquette 2 (nobility), Folk Ken 5 (merchants), Herbalist 4 (finding herbs for poultices), Housewife 3 (cleaning), Leadership 2 (her son), Music 3 (sing), Occitan 5 (Provençal), Tavern Owner 4 (making the best out of the stores), Teaching 3 (Herbalist)

Equipment: Peasant clothes, apron, a large wooden spoon or ladle, sprigs of herbs.

Encumbrance: 1 (1)

Appearance: A slightly-built middle-aged woman with blue eyes and brown hair.

FRANCES, THE INN-KEEPER'S SON

Frances dreams of a life of adventure. He has heard the stories brought by travellers to his father's inn all his life and he cannot believe that he is destined for nothing more than to simply hear these tales; he needs to experience them for himself. Thus far, he has lacked the courage to run away and find his fortune on the road. If he could but encounter the right people, perhaps he might follow them, pledge his service to them in return for fortune and adventure.

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

Size: 0

Age: 17 (17)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Peasant; Apt Student, Intuition; Fragile Constitution, Overconfident

Personality Traits: Overconfident +3, Brave +2, Yearning for a Better Life +1

Combat:

Dodge: Init +1, Attack n/a, Defense +4, Damage n/a

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

Bludgeon: Init +0, Attack +6, Defense +4, Damage +2

Knife: Init +1, Attack +5, Defense +4, Damage +2

Soak: +1

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 4 (horses), Area Lore: Area 2 (geography), Athletics 2 (running), Brawl 2 (Fist), Carouse 1 (games of chance), Charm 2 (first impressions), Chirurgy 2 (binding wounds), Climb 2 (ladders), Folk Ken 2 (merchants), Occitan 5 (Provençal), Order of Hermes Lore 1 (personalities), Ride 2 (speed), Stealth 2 (hide), Tavern/Brothel Owner 3 (sweeping and cleaning)

Equipment: Quilted Armor (Protection 1), belt, travelling pack.

Encumbrance: 2 (2)

Appearance: Frances is a young man of seventeen years of age. He has inherited his father's ginger hair and fair complexion but not his excessive weight. He is normally seen in his every-day clothes; simple tunic, treads, and shoes. However, he has acquired a few items of cast-off clothing and equipment including a poorly-fitting quilted surcoat. Frances' quilted armor may have an emblem that the magi recognise, perhaps the emblem of a neighboring or rival covenant.

Frances is a quick learner. His keenness to learn makes him an ideal student and he is prepared to use his current skills to tend the horses and to cook and clean if it means someone might teach him to swing a sword or to pull a bow or perhaps even to read. His overconfidence means he believes he can do all these things at once and if he does find a mentor this may run to impatience.

FLAMBEAU'S CAVE

Discussed in the mythology of the Founder, the Cave-shrine of Flambeau simply did not make it into the manuscript of *Faith & Flame*. There was so much to address, and somehow, this Hermetically significant location was lost in the

shuffle. It is offered here in a small attempt to rectify that oversight.

By BEN McFARLAND

MYTHS, LEGENDS, HISTORY, AND RUMORS

According to House's of Hermes: Societates, Flambeau fled after the battle against the jinn who killed his master and found a cave on the French side of the Pyrenees. He stayed in the cave for five years, perfecting his signature fiery spell before going back out into Mythic Europe to kill those responsible for his master's death. He only took the name "Flambeau" upon leaving the cave, and little else is written about it.

However, such a place likely held a particular nostalgia for the wizard, as that crucible where his arts were forged into a deadly, capable weapon, and as he grew older, he might have even begun to regret some of the destruction which followed in his wake. Before Flambeau left for whatever his final fate may have been, he attempted to excise the darkest part of himself, hoping to leave it in the place where he might have acquired it, in the Chamber of Discovery. Knowing it would be powerful, he fashioned the Penitent Door, utilizing the example of the Iron Door of Val Negra. With the trap complete, he sealed the door and departed. Whether he made for some battle against the sahirrs or off to a monastery, remains unclear and he did not leave any explanations.



The Cave itself consists of an entrance, roughly two paces square, a tunnel roughly twenty paces long, sloping down into a grand chamber of columns, arches and various formations. At the back of this gallery stands the Penitent Door, a grand iron circular door. The door turns on a post through its center, like a coin spinning on its edge. It is locked in place by seven bands of iron, sunk into the rock and bent to keep it from turning. Beyond the Penitent Door lies a much smaller chamber, one apparently used as a small residence at one point. There is an anchorite-like cell in one wall with the moldy remains of a sleeping pallet, a cold fire pit filled with cinders and a few rocks large enough to sit on. From this room, a single tunnel leads into darkness. The tunnel has two dead-end branches but leads to the Chamber of Discovery, the natural cavern where Flambeau studied. The whole complex has a Magic Aura of 5, and there is a Magic regio with three layers.

Within this space, there is a single occupant. A sliver of what was once Flambeau, an Adulteration, still roams these passages and caverns.

THE PENITENT DOOR

As described, the Penitent Door is a circular door three paces across, and inlaid with silver symbols and hermetic markings. At the center of the door is an embossed image of a flame, the Founder's symbol. The door turns on a post through its center, like a coin spinning on its edge. It is locked in place by seven bands of iron, sunk into the rock and bent to keep it from turning. These bands would require magic, or a Strength check to bend each one back enough to allow it to turn (Ease Factor 21). The door holds a ritual effect, the magic which binds the Adulteration here. This is a ReVi Ring

duration Structure target range touch ward against magic beings with Might. Only the Adulteration knows the door's name and it does not know why.

CHAMBER OF DISCOVERY

In the back of the cave, there is a short passage with two dead-end branches and a third tunnel which leads to a kidney-shaped chamber. This room has three stone bowls, their insides scorched black with cinders. There is a boulder roughly hewn into a scribe's desk, and one wall is fairly flat. Investigating it reveals bits of chalk and the remnants of pigments, as if it was once used as blackboard. The whole place has a Magic Aura of 7 (Natural Tether 2, Preternatural Tether 1 (Flambeau's Study), Preternatural Tether 4 (The active ritual of the Penitent Door). It could be used as a laboratory, but needs three seasons to prepare the site. Doing so might eliminate any secrets which might be learned from the blackboard wall at the storyguide's discretion.

REGIO & REGIO NETWORK

Flambeau's Adulteration cannot access it, but the regio network which connects the various regiones of the Pyrenees links this cave to the numerous others which pock the hills and valleys and the Pyrenees. The regio itself has three layers. The first is an expansive darkness, which gives way to a winding tunnel. This layer is usually entered by walking into one of the two dead-end branches in complete darkness with one's eyes closed tightly. The winding tunnel of the second layer connects to the regiones of the other caves across the mountain range. Travelers have a sense of the path toward other

THE PENITENT DOOR

ReVi 80

R: Touch D: Ring T: Room

This ritual is actually inscribed on the front of the Penitent Door, but in reversed Latin script. Because Flambeau knew he was going to be affecting a portion of himself, he was able to cast with a sufficient Penetration to ensure the Adulteration was kept bound inside the Cave. This ward keeps the affected creature inside the targeted room and unable to affect the door or the room itself. It will prevent creatures with a Might of less than 55 from entering the cave, as well, unless they enter via the regio network. The Adulteration cannot breach the regio levels, and so remains in the cave.

(Base 55 + 1 Touch + 2 Ring + 2 Room)

regiones they have visited on the network, but an InVi effect can determine routes to the previously unvisited links or to a regio linked to a particular arcane connection. The third layer emerges from the winding tunnels of the second layer into a cavern lit by glowing crystals. A reflection of the rough stone bowls and scribe's boulder which exist in the mundane world stand here, but they are formed from the pale, glowing crystals.

THE INHABITANTS

There are occasional, chance residents of the Founder's cave. These are the fire drakes and wyverns (see *Realms of Power: Magic*, Chapter 5) that fill the Pyrenees and who benefit from living within the aura present in the cave. These beasts rarely stay too long

THE ADULTERATION OF FLAMBEAU

Malignancy, Autumn

Magic Might: 55 (Ignem)

Characteristics: Int +3, Per +1, Pre +2, Com +1, Str 0, Sta +4, Dex -1, Qik 0

Size: n/a, 0 when manifested

Confidence Score: 3 (4)

Virtues and Flaws: Magic Spirit; Greater Immunity (Deprivation); Improved Characteristics x3, Great Stamina, Magic Sensitivity, Tough, Unaffected by the Gift; Blatant Magical Air, Magic Monster, Environmental Magic Condition (Enclosed by the Iron Door); Anchored to the Mountain, Proud, Wrathful.

Magical Qualities: Focus Power x3, Greater Power x3, Magical Meditation, No Fatigue, Ritual Power x4, Vis Mastery (Ignem); Gift of Speech, Improved Abilities x3, Improved Confidence, Improved Power x7, Personal Power. (55)

Personality Traits: Hard-Hearted +3, Proud +3, Wrathful +3

Soak: +7

Fatigue Levels: N/A

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

Abilities: Area Lore: Pyrenees 4 (Caverns), Area Lore: Val-Negra 4 (Regio Boundaries) Awareness 3 (Light Sources), Concentration 4 (Maintaining), Dead Language: Latin 4 (curses), Folk Ken 5 (Sensing Lies), Guile 1 (Concealing Intent), Magic Sensitivity 5 (Ignem Effects), Artes Liberales 2 (Languages), Living Language: French 5 (Gascony dialect), Living Language: Spanish 5 (Asturian dialect), Magic Lore 4 (Ignem entities), Magic Theory 6 (Ignem), Organization Lore: Order of Hermes 2 (Early Members), Penetration 4 (Ignem), Single Weapon 4 (longsword), Thrown Weapon 4 (bodies).

Powers

Cleansing Scourge of Flame, 5 points, (Vim), Init (Qik-Might points spent).

R: varies, D: varies, T: varies

The spirit can recreate any non-ritual Ignem effects no greater than 50th level at a cost of 1 Might point per magnitude of the effect. (Focus Power x2)

Eidolon, 0 points, (Imaginem), Init +3.

R: Touch, D: Conc, T: Ind

Creates an illusionary form visible and audible to material beings. The spirit can create a single form. The image can

move and speak as directed, and lasts until the spirit has no further use for it. (Greater Power: 15 levels, +2 Init, -2 Might cost; 15 levels surplus spent improving Initiative of Donning the Corporeal Veil.)

Curse of Ash, 5 points, (Ignem), Init 0.

R: Touch, D: Mom, T: Ind, Ritual

Imposes the Deficient Form (Ignem) and Incompatible Arts (CrIg, MuIg) flaws upon the victim. If the flaws are permanent, the cost is removed from the Adulteration's Might score as well as its Might pool. This curse may be transmitted by touch, should the victim fail a Stamina roll against an Ease Factor of 10. Those infected later may be cured naturally, by treating it as a disease with an Ease Factor of 12. If temporary, the points are recovered when the flaw is withdrawn. (Ritual Power x2, non-Hermetic effect, Improved Power: -5 Might points, +20 Init.)

Price of Peace, 5 points, (Vim) Init -5.

R: Touch, D: Mom, T: Ind, Ritual

Imposes the Noncombatant flaw upon the victim. If the flaw is permanent, the cost is removed from the Adulteration's Might score as well as its Might pool. If temporary, the points are recovered when the flaw is withdrawn. (Ritual Power, Improved Power: +5 Init)

Recluse's Burden, 5 points, (Vim) Init -5.

R: Touch, D: Mom, T: Ind, Ritual

Imposes the Reclusive flaw upon the victim. If the flaw is permanent, the cost is removed from the Adulteration's Might score as well as its Might pool. If temporary, the points are recovered when the flaw is withdrawn. (Ritual Power, Improved Power: +5 Init)

Smoke on the Wind, 0 points, (Ignem), Init -2. The Adulteration can fly through the air in any direction simply by concentrating. If distracted, this control is lost but the power still holds the Adulteration aloft indefinitely. ReIg 15 (base 4, +2 Sun, constant; Personal Power: 15 levels, -2 Might cost)

Donning the Corporeal Veil, 0 point, (Corpus), Init +3.

R: Touch, D: Sun, T: Ind

Allows the spirit to physically manifest until the next sunrise or sunset as a darkly tanned older man, dressed in a rough, brown woolen robe. The penalties imposed by the Gift still apply though; the spirit is somehow disturbing and stands out, despite appearing very average in every way. Cr(Re)Co 25 (base 5, +1 Touch, +2 Sun, +1 requisite; Greater Power: 25 levels, -3 Might cost, +6 Init)

Ghostly Touch, variable cost, (Te), Init (Qik-Might points spent).

R: varies, D: varies, T: varies

(Continued on page 19)

(Continued from page 18)

Moves objects not held by another or fastened down. For 1 Might point, a maximum of 5 pounds can be moved; every additional Might point doubles this weight limit. If the item is hurled with force, use the Thrown Weapons ability and it inflicts +5 damage per Might point spent. The spirit can enter combat with an object when using this power. All physical attacks with this power must penetrate Magic Resistance. The power last until the object is released by the spirit. The Adulteration cannot affect items beyond the Iron Door until the Door ceases to function.

ReTe 25: (Focus Power)

Presence, 1 points, (Imaginem), Init -4.

R: Arc, D: Sun, T: Ind

Grants awareness of everything that happens within the Regio network of the Pyrenees, but it cannot affect anything beyond the Second Door until the Door ceases to function. InIm 35

(base 2 +4 Arc, +2 Sun, +1 constant effect. +1 non-Hermetic effects; Greater Powers: 35 levels, -3 Might cost)

Appearance: The Adulteration of Flambeau manifests if seen by Second Sight, appearing as a deeply tanned, bald man in his late 50's. The man begins to smolder and smoke, releasing bits of ash as it becomes angry and frustrated, bursting into an immolated form when furious and ready to attack. It truly believes it is the Founder Flambeau, trapped within the regio. It is often found manifested in its human form, but may conceal itself and interact via its Eidolon. It loathes Moors and sahirs, and immediately attacks should it realize such individuals have passed beyond the Penitent Door. Its imprisonment confuses it, and it strives to escape from beyond the Penitent Door, though it does not understand how the Door prevents it from leaving.

and never touch or investigate the Penitent Door. Rarely, one will use the front portion of the cave to build a nest while keeping a clutch of eggs, or to heal from a particularly difficult battle, staying for several years, but never making the cave a permanent lair.

SHADES OF THE PAST

A different Adulteration of the Founder lingers in this place, a second, cast-off reflection of the Founder, trapped behind the Penitent Door. The Adulteration is not in any sense Flambeau himself; Flambeau is long gone, dead or passed in to Final Twilight. (See *Houses of Hermes: Societates*). Yet it believes it is Flambeau, and is a horrific shadow to the reality of the great magus who was. If released, it will cause havoc, devastating the Iberian tribunal as it seeks out Flambeau's ancient enemies and burns its way across the countryside. It is a crazed, psychopathic magical construct, built from the mistakes, the base desires, and the failings of the Founder. This Adulteration may also serve as a variant of the one found in Val-Negra

for groups who want a different version.

GETTING TO THE CAVE

Physically reaching the cave is a difficult climb, many days from any settlement. The nearest water source is a full day's hike from the location, and the natural cave in front of the Penitent Door is occasionally occupied by drakes, or very, very rarely, a shepherd or pilgrim lost in the mountains. There are numerous small caves in the area, and the changing foliage from year to year can make returning without an arcane connection difficult. Characters who make a successful Hermetic Lore check (Ease Factor 18) can narrow their search to a general region which might be searched in a season; magi with specialties in Founders, House Flambeau, or the Cult of Mithras get a +3 to make this check.

VIS

The stone braziers in the cavern laboratory generate 4 pawns of Ignem vis per year, in the form of ashes within the bowls. The Adulteration periodically uses this vis for some strange experiment or casting, and so there are never more than 5 to 25 pawns of Ignem vis just sitting here. This vis forms on the anniversary of Flambeau's death, a day determined at the storyguide's discretion.

The lichens growing around the Penitent Door are infused with Rego vis, a result of the long-running circular ward which holds the Adulteration within the cave and prevents it from escaping. It creates 3 pawns per year. Sometimes creatures which require vis to survive consume this lichen. There are currently between 3 and 21 pawns of Rego vis in the plant material encrusting the rock around the metal door.

SECRETS AND REFERENCES

In the laboratory, the scribe's boulder can confirm that the Adulteration does closely resemble the man Flambeau, who lived in the cave for many years. It knows the Adulteration simply appeared one moment, but it cannot say when. Intellego Terram magics which allow the caster to communicate with the stone provide this information.

The blackboard wall in the laboratory can reveal the laboratory text of Flambeau's signature spell with In(Cr)Te(Im) magics. The exact size and quality of the manuscript is left to the storyguide's discretion. This text must still be translated and deciphered as Flambeau created it prior to the forging of Hermetic Theory. This might serve as a source of Insight on a Fire-related project, provide a more powerful variant of pilum of fire, or simply be a matter of prestige, as the magus utilizing this spell would be wielding the very weapon the Founder turned against numerous jinn, non-Hermetics, and sahir.

The Ghost of Pyrene knows of this cave, but refuses to tell anyone of it. She fears an unwitting fool would remove the Penitent Door and release the Adulteration into the world. Unwilling to take such risks, she has shown no one how to find or enter the Founder's former hermitage.

The deepest level of the regio, the crystal cave, might house the lost talisman of Flambeau, the Fireheart. Those seeking the item, or hoping to remove the gem will need to deal with the Adulteration, first. Other personal items of the Founder might rest at this layer, too, such as a sword or journal. Either item could spark savage conflicts between members of House Flambeau, if publicly announced for examination.

HOOKS FOR USING THE FOUNDER'S CAVE

With the exact location somewhere unknown within the Pyrenees, this place is easily the object of many a Flambeau magus' quest, either as an initiation to the Cult of Mithras, or



for those who venerate the Founder and wish to better understand their roots. The drake-infested slopes of the mountains serve as adequate challenge, the magical nature of the cavern, and the renown within House Flambeau both offer ample reward. Such a story seed also offers an opportunity to introduce the ghost of Pyrene, as the magus seeks out the spectre, hoping to learn the cavern's location. The ghost would be an unwilling source, however, requiring the aspirant to prove their good judgement, strong morals, fidelity to keeping the cave's location secret. For an order trying to meet the ideals of the Chivalric code, her demands might even be a welcome challenge.

FOUNDER VERSUS FOUNDER

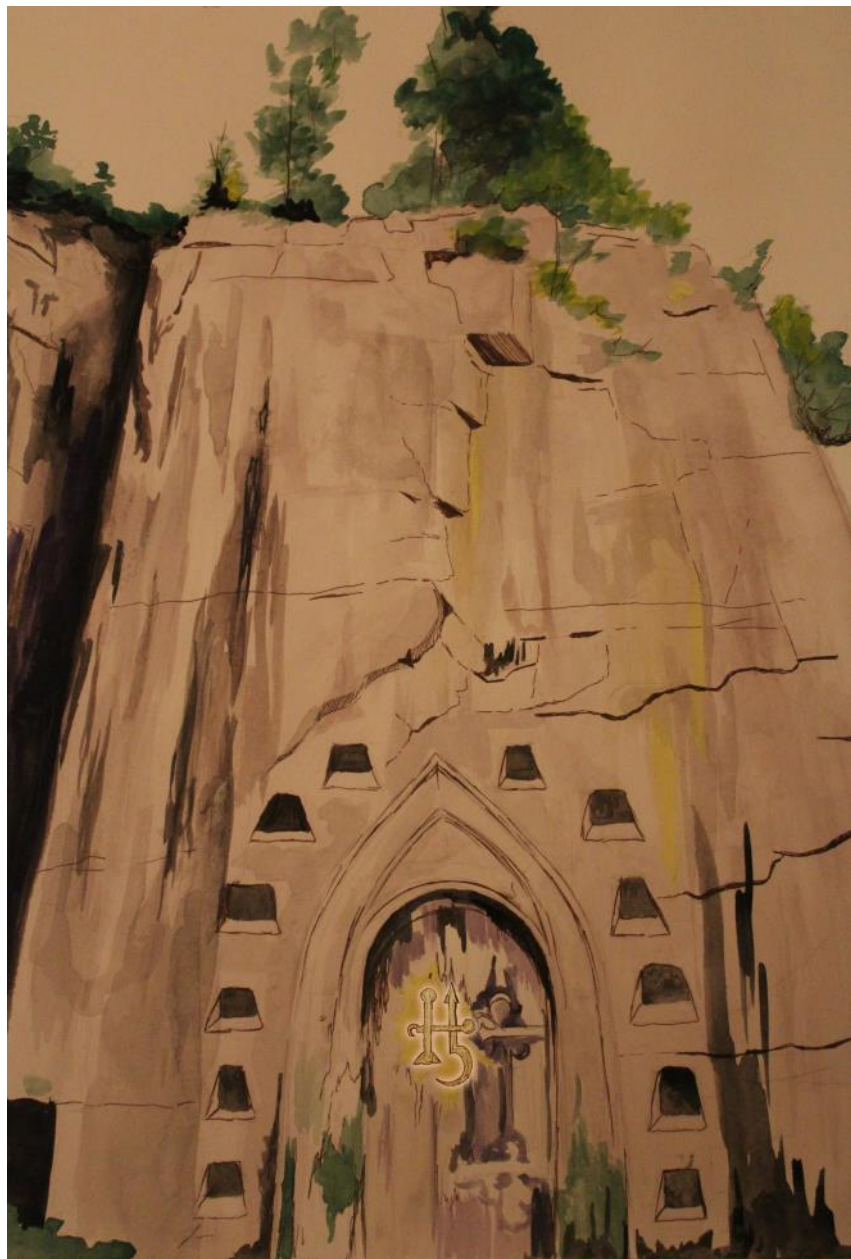
An interaction with magi who have visited both the Cave-shrine and Val Negra, where the magi reveal there are two Adulterations of the Founder, and reveal the possibility (indeed, the truth!) that neither one is really the Founder, could drive the two Malignancies insane. Each one might become bent on finding a way to reach and destroy the other. They may attempt to destroy the player characters to get to the rival, and they may just attempt to turn the covenant against the other Malignancy.

REVISIONISTS

Members of House Flambeau who cleave to a differing version of the Founder's history may feel that the secrets held within the cavern's walls are simply too dangerous to reveal to the wider Order of Hermes. They might seek out the shrine's discoverers and attempt to silence them through Certamen, Wizard War, or blatantly illegal assassination. They might attempt to steal the character's arcane connections to the site, to eliminate their need to search for the site. They could masquerade as like-minded enthusiastic scholars of the Founder and try destroying the cavern. This antagonism could culminate in a no-holds barred battle around and within the cave, as the potential guardians and destroyers fight for a piece of the Order's nascent history.

AN UNFINISHED TOWER: HIMINIS' LEGACY

By BEN McFARLAND



The lost caches of Himinis the Mad (and their many decoys) offer an easy route to adventure in Narbonnais, and one magus in particular has been searching for it across the many idyllic hills and streams of the region. The magus Rycas is member of the Confraternity of Himinis, and he combs the area, seeking to discover clues and uncover guideposts that will lead him to the hidden sites his hierophant secreted throughout the libraries and ruins of Provence.

BASIS

In the course of the saga, the magi may discover the existence of the caches of Himinis the Mad, either through interaction with Rycas or through their own research. Curiosity, greed, or a thirst for knowledge might lead them either join the hunt or race against Rycas to see who can find caches first. Can they determine the false locales from the true ones, and what secret is hidden there? Is there a greater puzzle to be discerned, or are these simply the cursed legacy of a crazed archmagus?

These locations need not be explored sequentially or in even in the same arc, but might be revealed over the course of several arcs, piece by piece, or perhaps as a result of an experience comprehending Twilight.

Himinis the Mad established his sanctum somewhere in Provence and then went on to found his Confraternity. However, he continued his own research in seclusion, investigating the Roman ruins and their artifacts. In doing so, he stumbled upon defixiones (*Ancient Magic*,

page 71). He perfected the art and created the initiation allowing this art to be incorporated into the Verditius mystery, calling it "The Fixed Path." Ever suspicious, he hid his manuscripts and created caches as a method for recovering the texts later.

RUMORS, TALES, AND LIES

Either Seekers or Verditius may come to Provence, looking for details about Himinis, his Confraternity, or his magics.

WHAT THE TRIBUNAL THINKS ABOUT THE CACHES OF HIMINIS

Nearly all members of the Tribunal believe the Caches of Himinis are a fool's errand. They have no need seek the Caches, and given the Mad Verditius' reputation for deadly curses, no desire. Most believe the Himinis' legacy is a myth told to pull young Verditius from the laboratory and into the wider world. Rycas thinks they are wrong, and continues to search.

SEEKER OF MADNESS

One would expect the Confraternity of Himinis to be everywhere in Provence and yet they are nowhere to be found. They refuse to live there in accordance to a directive of their Master but maintain a network of loyal observers to ensure they know when someone comes investigating. Venerating Himinis would bring attention on the sites, attention the Confraternity has no desire to attract. The current mystagogue has a mystery play which indicates the location of the first clue of the Fixed Path, but even it supposedly has a trap hidden within it. The Confraternity of Himinis works to keep possible cache sites secret, believing there is an inner mystery left behind as a legacy of their founding member. Those who feel ready can seek it when they choose. Outsiders who go looking for Himinis' sites are certain to encounter his followers opposing them when they least expect it. Such obstacles include manipulation of mundane forces, certamen for objects and access to sites, even threatening or prosecuting Wizard's War. The Confraternity is uncertain if this "Fixed Path" will survive beyond its first initiation, and intend on making sure one

of their own succeeds before anyone else in order to record it. Rycas is the most recent hopeful to take up the path, but he does not know its first step. Even considering the construction of the path a work of art itself, Himinis carefully crafted the path's secrets, and requires anyone who would follow him to discover it for themselves.

SITE CLUES AND TOKENS

Himinis wanted magi with sufficiently advanced intellect and arts to inherit his research, and through his Hubris, felt only those able to discern his clues are worthy. To this extent, he has hidden clues throughout the region which, when properly deciphered, lead the investigator to a site and suggest the method for activation—generally speaking a phrase while tracing Himinis' sigil.

Sample clues include:

- A commentary on Pythagoras hidden within a text on Galen within the University of Montpellier's library. When decoded, this points the investigator to an actual site.
- Foundation stones which have extraneous text or symbols. Matching symbols are written on an obscured place in the structure along with a clue. The clue may or may not be a false site.
- Maps, paintings or portraits with his mark incorporated into the background. The background or position of the mark represents the location of a cache. The clue may or may not be a false site.
- Troubadour songs with messages encoded in the text. Keys to the messages are written in margins of rare texts—indicating the title of the song, the line number and numeric position of the particular

BUT I DON'T WANT DEFIXIO MAGIC IN MY SAGA!

Not every saga might want to include defixio magic in the course of play—and that's not an issue. In those situations, consider that Himinis might have been pursuing some other Breakthrough. Perhaps he wanted to bind human souls to objects in order to create a more perfect source of animation for automata. Maybe he sought to master the Limit of Time by exploring the Tempora and Twilight paths of the Magic Realm. He might have an entirely different focus, specific to your saga. He could have been successful or unsuccessful, but his caches provide an interesting way to establish a puzzle-crafting NPC whose motives are inscrutable and who is unavailable for questioning.

word associated with the message.
For instance:

Razos de Trobar, by Raimon Vidal: 1-1, 3-2, 8-3, 5-2, 7-4

Now the investigator would find the poem in question and select the first word of the first line, the second word of the third line, the third word of the eighth line, and so forth, to assemble the message. The clue may or may not be a false site.

Himinis' strange nature may lead to false clues sharing a theme, or having no connection at all. Such details are left to the Storyguide.

SAMPLE HIMINIS CACHE ITEM

Himinis generally leaves a single-charged item behind, enchanted with a Watching Ward and missing a piece. The missing piece bears Himinis' sigil. Until the piece is reattached using the *Reforging Enchanted Items* mystery (*Houses of Hermes: Mystery Cults*, page 125), the magic of the item will not function. The item can be investigated, but it will not work until the item is made whole. Once repaired, a cache item might appear something like this:

THE EMPTY LOG

ReTe55

This rough piece of driftwood is missing a small rectangular piece, removed from the main trunk of the log. Intellego Herbam magic shows a hollow space inside. This space contains a thin sliver of copper. When the command phrase is spoken, the log summons a bound copper scroll from Himinis' lost sanctum and splits open.

The scroll itself might have one of Himinis' Curses invested in it:

Possible Triggering Actions

- Investigating the scroll with Intellego magic
- First person to read the scroll
- First person to open the scroll
- First person to read the scroll who is Uncursed

Such curses impose a Minor Flaw, such as Disfigured, Hunchback, Incomprehensible, or Lame. They are equivalent to a PeCo40 effect (Base 25 + 12 for 24 Penetration + 3 per triggering action) and last 8 seasons.

(Base 35 + 4 Arc)

Each scroll is a tractatus on Defixio Lore, detailing one of the specific associated cults, with a quality of 15. After locating six such scrolls, the seventh true cache site provides an initiation script, detailing the major version of the *Sever the Ties that Bind* ordeal and the Mystery of Defixio Magic.

INITIATION OF DEFIXIO MAGIC

Ease Factor: 30

Script Bonus: +18

Script Details: The initiate must travel to a temple of one of the Cults of Ceres, Hecate, Minerva, Pluto, or Proserpina on the god's holiest day (+3). There, he must inscribe a previously used defixio tablet with a new curse while using a dagger wet with his own blood (+3) and then sacrifice his talisman (+3). He must then use the jagged fragments of his talisman to complete the major version of the *Sever the Ties that Bind* ordeal (+9). A variant of this initiation is detailed, granting the initiate the flaw Blatant Gift.

Once initiated, the target gains the new Duration: Event, and the new Range: Unlimited, and may incorporate any other details of Defixio Magic which may be discovered through texts, fetishes, or other artifacts.

Himinis' tokens are always small items, capable of fitting easily in a pocket. They carry his mark and are detectable with Intellego Vim.

FALSE SITES

False sites always inflict a curse on the individual activating Himinis' mark. These curses are the same as those described in *Houses of Hermes: Mystery Cults* (page 131)—inflicting the Lesser Malediction flaw on the investigator for eight seasons. These curses are considered 5th magnitude effects with a Penetration of 24 and replicate the effects of General Minor Flaws (*ArM5*, page 39)

These decoy sites might be designed along a theme, such as one site embodying each of the four humors, a trio of sites noting the differences in Animal, Human, and Divine natures, a pair of sites reflecting Life and Death, Night and Day, or Truth and Lies. These decoys are meant to hamper investigators while showing the true followers of the Confraternity what the sites are not. Genuine clues to the actual sites or tokens might only be accessible after triggering the curse of a false site.

POTENTIAL SITES: PARTS OF THE PUZZLE

These sites are offered as true sites of importance to the Confraternity and Himinis, possibly for different reasons.

LOCATIONS: THE UNFINISHED TOWER

The first of Himinis' sites established in the area, this seemingly partially finished tower with a strangely clear foundation sits amongst a copse of trees. There are no signs of recent construction,

but the stones are all sharp-edged, as if recently quarried. It is sometimes called “the Witch’s Basin.” The whole place has a Magic Aura of 2.

THE TREES

A group of thirteen plain ash trees rings the structure, and they act as the location’s defense. Anyone who activates the curse of the site by opening the stone chest without the ongoing effects finds that the trees move in and strike at anyone in the foundation. Their rough, knotted branches inflict +10 damage with each attack. They batter anyone in the foundation dead unless they are warded with a fifth magnitude ward versus Herbam or greater. The site itself has been enchanted with an effective equivalent of a *Watching Ward* combined with a group level effect of *Freeing the Striding Tree* (ArM5, page 139). This ward activates twice a day and resets each sunrise.

THE ALCOVES

The key to unlocking the site, these 12 alcoves correspond to similar niches at the Quarry and the Falls. The proper procedure is described below. A simple search reveals the base of one alcove is actually a stone box, etched with Himinis’ mark.

Built from stone from the Quarry, the structure itself is about 7-feet deep with six feet of additional wall extending up from ground level. This locale serves as a useful ritual space and focus for the related alcoves, and the curse it inflicts is important for the activation of the other two sites.

THE NEARBY SPRING

This small freshwater spring feeds a carved stone basin, resulting in the alternate name for the site. Strong magics draw water from the Falls here through a channel in the center of the raw rock, which was brought from the Quarry. These two elements serve as the site’s anchors to the other two caches. This serves as the clue to investigators that this

is a true Cache of Himinis and not a false site.

WHAT HAPPENS, WHAT’S

HIDDEN: PROPER SITE

ACTIVATION

An appropriate sequence of items must be placed in these spaces while others are left empty, and the associated niches at the other two sites must follow suit. If incorrect, the location’s curse is activated. If the individual activating the site is affected by the curse from the Quarry, the Falls, or both then any of Himinis’ curses are removed and the stone box opens to reveal a text written by Himinis detailing the combination initiation and breakthrough which allows a magus to utilize the form of Tempus (see *An Art Out of Time: Tempus*, on page 27). Opened by force, the box is empty, and truthfully, the activation of the site only transports the text from its hiding place.

IMPROPER SITE ACTIVATION

If the site is activated without the proper tokens in their appropriate alcoves both here and at the other two sites, the investigator is struck by a minor curse which, like other curses described thus far, is equivalent to a 5th magnitude effect with a Penetration of 25.

The curse causes the investigator to suffer a level 25 ReTp effect (Level 10 + 1 touch + 1 concentration + 1 affecting up to a size +1 creature), always acting last in combat, slowing the flow of time for the afflicted.

THE QUARRY

This open-pit facility seems unused and ignored for sometime, with weeds growing up amidst the stones, unfinished pieces still in situ and random small trees springing up in the earth. The whole place has a Magic Aura of 2.

SEVER THE TIES THAT BIND

(major or minor Ordeal)

The Ordeal causes the Initiate to lose whatever emotional bonds he had to his family and friends, and prohibits him from reforming such familial attachments. This can impart either a minor Flaw or a major Flaw, depending upon the severity of the attachments severed.

The minor Flaw causes a Verditius magus to expel his family and his forge-companions from his life, and includes any friendly attachments he may have had to mundane people.

The major Flaw causes the Verditius magus to completely withdraw into himself. He must destroy his familiar, if he had one, and cannot bind a new one. He also must abandon his apprentice. This ordeal should be rare, as it undermines many of the communal tenants of House Verditius, but it is very appropriate for magi wishing to learn the Inner Mystery of Bind Curses.

Verditius magi in the line of succession of the primus may not undergo this Ordeal.

THE DOOR TO NOWHERE

This rough-cut outline of a door carved from the wall of the quarry has a dozen small alcoves chiseled into the stone around it. Himinis’ mark is in the center, and when activated, the outline flairs with light for a moment. In truth, this false door is a trap for those attempting to enter the regio. Anyone who properly activates the site, but tries to pass through this stone door finds all three of the true Cache curses inflicted on

RYCAS OF VERDI

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

Size: 0

Age: 77 (49)

Decrepitude: 0

Warping Score: 3 (17)

Confidence Score: 1 (3)

Virtues and Flaws: The Gift; Hermetic Magus; Bind Curse, Flawless Magic, Item Attunement; Enchant Casting Tools, Improved Characteristics (x2), Inventive Genius, Items of Quality, Magical Memory, Minor Magical Focus (wooden wands), Social Contacts (Narbonnais observers), Verditius Elder Runes, Verditius Magic; Cyclic Magic (Seasons: +Winter/-Summer), Sever the Ties that Bind; Cabal Legacy, Careless Sorcerer, Envious, Faerie Upbringing (Goblins), Hubris, Increased Hubris, Limited Magic Resistance to Vim, Missing Ear, Obsessed (Protect Confraternity Secrets), Proud

Personality Traits: Envious +3, Hateful +3, Hubris +5 (3), Obsessed +2, Proud +2

Reputations: Quality Craftsman 2 (Hermetic)

Combat:

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

Staff: Init +0, Attack +7, Defense +3, Damage +1

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: Verdi 3+8 (countryside), Area Lore: Provence 3+8 (Himinis related sites), Artes Liberales 1 (astronomy), Athletics 2 (hiking), Awareness 2 (spotting pursuers), Bargaining 2 (negotiating terms), Brawl 2 (Dodge), Code of Hermes 2 (mundane interaction), Concentration 3 (spell maintenance), Craft: Metalsmith 6 (jewelry), Craft: Stonework 3 (mason), Dead Language: Latin 4 (Hermetic terms), Etiquette 3 (Hermetic events), Faerie Lore 3 (bargains), Finesse 3 (Mentem), Great Weapon 1 (staff), Intrigue 1 (Hermetic events), Leadership 3 (forge work), Living Language: French 4 (conversation), Living Language: Italian 5 (conversation), Magic Theory 5 (Rego), Parma Magica 4 (Mentem), Philosophiae 4 (Verditius Magic), Penetration 3 (Mentem), Verditius Lore 4 (initiations)

Arts: Cr 10, In 10, Mu 10, Pe 10, Re 10, An 10, Aq 10, Au 10, Co 10, He 10, Ig 10, Im 10, Me 10, Te 10, Vi 10 805+825

Twilight Scars: The air around Rycas smells of metal and charcoal, as if he had just left the forge. The touch of his bare skin is uncomfortably warm.

Equipment: Merchant's finery, good boots, quarterstaff

Encumbrance: 0 (0)

Spells Known:

Aura of Rightful Authority (ReMe 20/ +22), Mastery 1 (Magic Resistance)

Blessing of Childlike Bliss (PeMe 25/ +22), Mastery 2 (Fast Casting, Magic Resistance)

Call to Slumber (ReMe 10/ +22), Mastery 1 (Magic Resistance)

Comfort of the Drenched Traveler (PeAq 5/ +22), Mastery 1 (Fast Casting)

Doublet of Impenetrable Silk (MuAn 15/ +22), Mastery 1 (Fast Casting)

Memory of the Distant Dream (CrMe 20/ +22), Mastery 1 (Magic Resistance)

Recollection of Memories Never Quite Lived (MuMe 4/ +22), Mastery 1 (Magic Resistance)

The Crystal Dart (MuTe 10/ +22), Mastery 1 (Fast Casting)

Wizard's Sidestep (ReIm 10/ +22), Mastery 1 (Fast Casting)

Appearance: A well-attired craftsman in his later years, Rycas has a distinctive Italian look to his features with a Roman nose and thick, curly hair that is grey in front and dark near his neck. His face is lined and generally wears a scowl of intense thought.

A magus of Verdi and member of the Confraternity of Himinis the Mad, Rycas maintains a network of contacts in Narbonnais who watch particular sites for him. When the characters begin investigating, Rycas learns of it and comes to dissuade them. He does not know what Himinis' final mystery is, but he wants to find it. Rycas does not consider breaking his Oath to the Order of Hermes unless the characters seem to be considering sharing the mystery of Himinis' secret teaching beyond the Confraternity of Himinis. He could be the Rycas referenced in *Tales of Mythic Europe* (page 37), providing an additional hook to the story there and another way to introduce Rycas into the saga before he becomes a part of this arc. In that case, he might even bring Argosus (*Tales of Mythic Europe*, page 39) to guard him from attack. Harming Argosus might arouse the wrath of his liege-lady, the Fae Queen of Northumbria, Aethelburh.

Design Note: Rycas may take one more minor Virtue and Flaw. Skilled Parens and Bound Casting Tools are suggested so that the storyguide might further personalize Rycas' Arts and spells while providing him a weakness which canny players might exploit

the character. Lessons of Himinis' teachings show the true entrance elsewhere at the site.

THE UNFINISHED CUTS

These are partially cut blocks and long grooves carved from the rock. Several of them have ash tree saplings growing from them. These trees and the replenishing water from the falls serve as clues to investigators that this is a true Cache of Himinis and not a false site.

THE STAGNANT POOLS

Aspects of the mystery of the Confraternity speak of the transformative powers of plunging a finished blade into a pool of water. The four foot wide, three feet deep pools magically fill with water from the falls and serve as the real entrances into the regio Himinis prepared for the ritual. The exact details of the regio's contents are left to the storyguide to tailor to the needs of the troupe.

WHAT HAPPENS, WHAT'S

HIDDEN: PROPER SITE

ACTIVATION

An appropriate sequence of items must be placed in these spaces while others are left empty, and the associated niches at the other two sites must follow suit. If incorrect, the location's curse is activated. If the individual activating the site is affected by the curse from the Unfinished Tower, the Falls, or both, then any of Himinis' curses are removed and the stagnant pools shimmer to reveal a portal to a hidden regio prepared by Himinis for the sole purpose of initiation and breakthrough which allows a magus to utilize defixiones, a particular mystery of the Confraternity, or possibly the form of Tempus. The portal does not open otherwise.

IMPROPER SITE ACTIVATION

If the site is activated without the proper tokens in their appropriate alcoves both here and at the other two sites, the

investigator is struck by a minor curse which, like other curses described thus far, is equivalent to a 5th magnitude effect with a Penetration of 25.

The curse causes the investigator to suffer a level 15 Pe(In)Tp effect (Level 2 +1 touch +1 group +2 increased group size +1 Intellego requisite), shooting through the target's memory with 100 Diameter-length holes. When asked a question or using a skill after this effect, the target must succeed at an Intelligence roll Ease Factor 10 or suffer a -3 penalty the check for the duration of the curse.

THE FALLS

Relatively small for a waterfall, this stream plunges over a rocky outcropping and into a small pool before continuing down the hillside. The whole place has a Magic Aura of 2.

ACTUAL FALLS

Helping anchor these sites together, there is a stone from the Quarry resting in the waters above the falls. It and the log serve as clues to investigators that this is a true Cache of Himinis and not a false site.

THE CLEFT BEHIND THE FALLS

On the stone wall behind the water is a small ring of twelve niches with Himinis' mark in the center. They correspond to the same alcoves at the Unfinished Tower and the Quarry. A log, immovably wedged between stones here, is from one of the plane trees at the Unfinished Tower.

WHAT HAPPENS, WHAT'S

HIDDEN: PROPER SITE

ACTIVATION

An appropriate sequence of items must be placed in these spaces while others are left empty, and the associated niches at the other two sites must follow suit. If incorrect, the location's curse is activated. If the individual activating the site is affected by the curse from the

Unfinished Tower, the Quarry, or both, then any of Himinis' curses are removed and the log wedged between the stones behind the Falls splits open to reveal a casting implement designed by Himinis for the sole purpose of initiation and breakthrough which allows a magus to utilize the form of Tempus. The implement works fine otherwise, but has ritual significance. Methods for creating duplicates are carved into the heart of the log where the implements were pulled.

IMPROPER SITE ACTIVATION

If the site is activated without the proper tokens in their appropriate alcoves both here and at the other two sites, the investigator is struck by a minor curse which, like other curses described thus far, is equivalent to a 5th magnitude effect with a Penetration of 25.

The curse causes the investigator to suffer a level 15 Pe(In)Me effect (Level 4 +1 touch +1 group +2 increased group size +1 Intellego requisite), causing the sufferer to forget the names and faces of those he is associating with for the next 2 years. When asked a question, working in the laboratory, or using a skill after this effect, the target must succeed at an Intelligence roll Ease Factor 10 or suffer a -3 penalty for the duration of the curse.

SITE RELATIONSHIPS

The same series of twelve alcoves exist at all three locations. A number of tokens decided by the storyguide must reside in the alcoves at all three locations, with specific alcoves left empty. The combined power of these three sites provides the regenerative aspects of their magics in non-Hermetic way discovered by Himinis.

Selected for their representation of different apparent speeds of time, they tie together now through unique magics. The Unfinished Tower stands for a more human progression of time. The quarry shows the long slow time of the earth, and the falls demonstrate the inexorable progress of nature.

AN ART OUT OF TIME: TEMPUS

One option for a saga involving Himinis suggests that the Mad Wizard continued his own ground-breaking research, investigating the Limit of Time and discovering a new Art he called Tempus. However, in perfecting the breakthrough, he severed his own connection to time. In order to reconnect his anchor with the passage of time, he re-entered the timeline and proceeded to create a series of ritual sites which, when properly activated in sequence, just might do so.

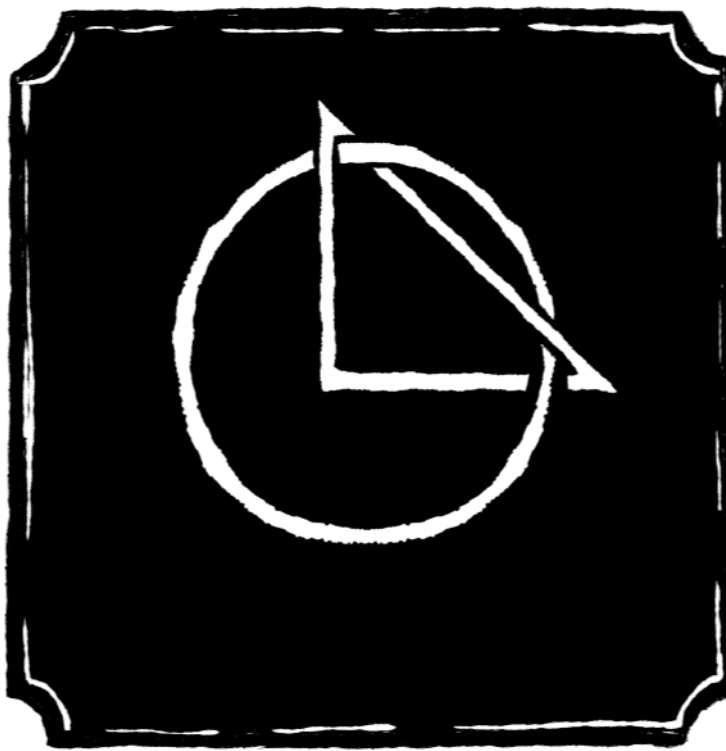
RUMORS, TALES, AND LIES

Nearly all members of the Tribunal believe the Caches of Himinis are a fool's errand. They have no need seek the Caches, and given the Mad Verditius' reputation for deadly curses, no desire. Most believe the Himinis' legacy is a myth told to pull young Verditius from the laboratory and into the wider world. Certainly no one believes that Himinis is alive now, or even possibly present in the world at this time.

SAGA INCORPORATION

This arc works from the concept there are no parallel universes, only a single, continuous time line, and magi

could move along that time line using Tempus, but the Limit of Time means they couldn't go ahead in time, only backwards — and then back to the point that they left from. However, it might be possible to alter the future by altering



past sufficiently. Discovering this, Himinus could go back in time and then return to his present time, which was still in the past from a current canonical saga. To bring Himinis into play, he might botch one of his spells and get stuck in the future, in a kind of stasis until the present catches him. Naturally, the present was a year or two behind the saga, letting Himinus jump around in time and plague the covenant.

In another option, Himinis is from the future, traveling back to create his

By BEN MCFARLAND
AND MATT RYAN

Confraternity, advancing his Tempus magic through the research of the past and plague the characters because of something they will do in the future. He may care little about the defixio magic scattered at his various sites, and only use them as markers to help establish where he is in the timeline.

A third option says that Himinis is from somewhere in the future, but he uses the Magic Realm to move along the timeline, as he perfects his new art of Tempus. He still serves to antagonize the player characters, but this is both to complete the breakthrough which will be the Art of Tempus, and to stop the covenant from completing some action which the Mad Verditius believes will have serious negative consequences.

Additionally, he may have pursued this line of study in order to prevent the covenant from committing some deed which has detrimental effects on the future, such as the release of the Black Plague. While he may not know exactly how the covenant allows this to happen, or what leads them to the event, he feels he can stop the Plague, if he can stop the covenant. That's part of Himinis' plan, and what allows him to act with impunity. He has an incomplete knowledge of the events of the past, and has been moving through the timeline in

has been moving through the timeline in an attempt to understand what happened, and to thwart the covenant from creating the future he knows.

WAIT, WHAT? TIME TRAVEL? THAT'S NOT POSSIBLE!

But it is possible. Review chapter three of *Realms of Power, Magic*, page 19. Now, given that one can travel to different eras within the Magic Realm, or tempora (s. tempus), what if a magus discovered a way to depart from a particular tempus in the Magic Realm to the corresponding mundane realm of Mythic Europe? Suddenly, by using the Magic Realm in this way, magi could potentially travel through time, so long as they could navigate the Magic Realm sufficiently to reach the regiones which capture the desired period in time. They would be limited to entering Mythic Europe at points where the proper regiones correspondingly exist in the Magic Realm, but this would allow the magus to effectively bounce through the timeline.

THE FORM OF TEMPUS (TP)

Time begins when God created the world and ends with the Last Days, when the kingdom of Heaven descends and the world ends. There are two kinds of time, **eternal time**, which is the unchanging stream of events from the Beginning of Everything to the End of Everything, and **temporal time**, which mimics the same time line but proceeds moment after moment.

Eternal Time, also called Spiritual Time, measures the transition from one state to the next without a continuous medium, it is a discontinuous leap from one state to another, without direction.

For example, an angel can skip from instant to instant in any “direction” it wants, from a man’s marriage, to his death, to his birth, to his son’s birth.

Temporal Time, also called physical time, measures the change from one state to another with a continuous medium in a single, steady direction. The man in the above examples begins at birth and moves through his marriage, son’s birth, and death in order. He cannot visit the various states of his existence in any other order.

Note this isn’t modern philosophy but actually 13th century thought, as written by Alexander of Hales (d. 1245) who developed Aristotle’s and St Augustine’s theories. He states there are actually five kinds of time, dividing eternal time into four specific kinds:

- **Superaeternitas** (super eternity) is God’s comprehension of time
- **Aeternitas** (eternity) is the measure of the being of the divine intelligence
- **Aevum** (perpetuity) is the “mode of existence experienced by angels and saints in heaven”
- **Aeviternitas** (everlasting time) is the measure of time experience by the celestial bodies.
- Finally the sub-lunar level of **physical time** is the type of time experience by man, physical spatial movement along a continuous line.

Given that philosophy, consider its relevance with regards to Hermetic magic. Hermetic magic cannot touch anything divine, so the four types of higher time are beyond its reach. But magic should affect the sub-lunar element of time, the question is just how?

Himinis invented a system of magic which affects time and called it Tempus, a new Form. He experimented with aging people – perhaps even his first curse was

the one that ages the wielder. Through experimentation and breakthroughs he discovered that time could be manipulated, just like anything else.

TEMPUS SPELLS

Tempus spells affect all things of the sub-lunar sphere. Creatures not of the sub-lunar sphere may experience the effects but with little or no impact—unless they also operate on the same timescale as mortal man.

These spells can create or destroy time, slow or speed it, establish reference points in time and determine the amount of time which has passed.

The base Individual for Tempus is a single Size 0 creature.

CREO TEMPUS GUIDELINES

These spells create time for the target, time experienced by only the target. The target experiences this time in the Momentary duration of the spell and may only interact with objects on their person. Creo Tempus spells may not have a duration greater than Momentary. No actions taken during the created timespan affect those beyond the affected target, often requiring a Circle or Room target in order create longer spans of time. These spells inflict warping on the target equal to 2 points per magnitude. Any botches due to spellcasting which occur in this generated time add dice equal to the magnitude of the Tempus effect.

Level 1: Target experiences a moment, roughly a few seconds, long enough to cast a spell.

Level 5: Target experiences a Diameter.

Level 10: Target experiences twelve hours, or a Sun duration.

Level 15: Target experiences a full day.

Level 25: Target experiences a full week. Those without sufficient supplies suffer a heavy wound from thirst.

Level 30: Target experiences a full Moon duration. Those without sufficient supplies die of thirst and starvation.

Level 40: Target experiences a full Season. Laboratory work may be completed, but all materials must be affected by the spell. Warping is suffered at the beginning of the spell effect. Apply age effects as appropriate. Characters should start tracking individual time.

INTELLEGO TEMPUS

GUIDELINES

Intellego Tempus effects are limited to objects of the sub-lunar sphere, and return no results when targeting an object from beyond that sphere, such as

angels, demons, faeries, and creatures of the Magic realm.

Level 1: Learn the approximate age of an object, within a year.

Level 2: Learn the approximate age of an object, within a month.

Level 3: Learn the approximate age of an object, within a day.

Level 4: Learn the exact age of an object.

Level 5: Learn the amount of time since an object has been altered with a Muto Tempus spell.

MUTO TEMPUS GUIDELINES

Muto Tempus alters time, creating marks or objects which can then be used as reference points within time. The duration of such objects is dependent of

time spent in the sub-lunar sphere, which may be different than the time which has passed since the moment of the Muto Tempus object's creation. For instance, a stone created with Muto Tempus with a Sun diameter might be used to travel between different points in time, but only lasts 12 hours. Creo Tempus effects may cause these objects to expire sooner than expected. A Muto Tempus mark on a creature might be used as an arcane connection in order to destroy specific past time.

Another option is to allow Muto Tempus to affect Tempus spells in the same way Muto Vim spells may affect spells, with the same guidelines.

Level 3: Create an intangible point in time which can be assessed with Intellego Tempus.

Level 5: Create a physical object, such as a stone, which may act as an



arcane connection to a point in time. This object does not reflect the amount of time remaining until the spell expires. It is as durable as a mundane object of the same kind.

Level 10: Create a physical object, such as a flower, which may act as an arcane connection to a point in time. This object reflects the amount of time remaining until the spell expires, wilting and crumbling into nothing as the spell expires. It is as durable as a mundane object of the same kind.

Level 15: Create a physical object, such as a small animal or bird, which may act as an arcane connection to a point in time. This object reflects the amount of time remaining until the spell expires, growing old and dying, crumbling into nothing as the spell expires. It is as durable as a mundane object of the same kind.

PERDO TEMPUS GUIDELINES

These spells destroy current time, as it occurs. If combined with Intellego and Muto, they can be used to destroy specific moments in time, similar to some Perdo Mentum effects—except instead of the target forgetting, the time truly never happened. This can cause loss of experience points if the amount of past time lost is longer than a day.

Level 1: Destroy a moment, causing a target to suffer a -5 penalty to their next action from disorientation.

Level 2: Destroy a Diameter, causing a target to lose an action for a round.

Level 5: Destroy a Day, target must make a Concentration roll, East Factor 10, or be unable to act for several moments.

Level 10: Destroy a Moon timeframe. The target must make a Concentration roll, East Factor 10, or be unable to act for a Diameter. If done in conjunction with Intellego and Muto utilizing a Muto Tempus mark, the target loses 2 experience points or any adventuring

experience points from that timeframe, whatever is most appropriate.

Level 15: As level 10, but lose 4 experience points.

Level 20: Destroy a Season. The target must make a Concentration roll, East Factor 12, or be unable to act for a Diameter. Make any necessary Aging rolls. If done in conjunction with Intellego and Muto utilizing a Muto Tempus mark, the target loses any experience points from that timeframe.

REGO TEMPUS GUIDELINES

Rego Tempus spells change the flow of time for the target making it easier or harder for the target to anticipate actions with regards to those around them. These spells inflict warping on the target equal to 2 points per magnitude. Any botches due to spellcasting which occur in this generated time add dice equal to the magnitude of the Tempus effect.

Level 3: Slow or Speed the flow of time for a creature, providing them with either a -5 penalty or a +5 bonus to Initiative.

Level 5: Slow or Speed the flow of time for a creature, providing them with either a -7 penalty or a +7 bonus to Initiative.

Level 10: Slow or Speed the flow of time for a creature, causing them to either act last in a round or providing them with a second action.

SPELLS

In order to help magi with this new are, we present three spells of each type.

CREO TEMPUS (CrTp)

THE PARMA RESTORED

CrTp 5

R: Per D: Mom T: Ind

With a quick incantation, the caster suddenly gains a Diameter of time where they can act, winking out of view, or becoming faint and blurry while this spell is in effect, similar to someone experiencing Twilight. During this window, they cannot affect anyone besides themselves, and any spells cast with a duration of a Diameter or less expire before the magus returns to normal time. Most magi use this quick window to reinstate a Parma Magica disrupted by some other effect. This spell inflicts two Warping points on the caster and requires the magus check to avoid Twilight while experiencing the effect. This may or may not consume the additional time experienced.

(Base 5)

THE LOST DAY

CrTp 35

R: Voice D: Mom T: Group

Usually cast upon a group of enemies suspected of enjoying magical protections, this spell inflicts 14 points of Warping and causes the targets to experience a full day of time. While they cannot leave their immediate location, this can leave them extremely tired (make an Ease Factor 12 check to avoid losing a level of Fatigue after the spell expires), and causes any spells they enjoyed with a duration of Sun or less to expire.

(Base 15 + 2 Voice + 2 Group)

DEATH BY THIRST

CrTp 40

R: Voice D: Mom T: Ind

With a word, the target experiences a month of time in just a moment. Those who require food and water to survive perish at the end of this spell, but gain 16 Warping points before they die. Death in this manner appears completely natural, as the spell does not kill the target, but the lack of water and food over the time period does. If the target has some way



to eat and drink over the magical time experienced, then they can survive. Those with two full waterskins need to make an EF 15 Stamina roll; failure indicates they are incapacitated after the spell ends, success indicates they suffer a heavy wound.

(Base 30 + 2 Voice)

INTELLEGO TEMPUS (InTp)

KNOW THE MOTH'S

EXECUTIONER

InTp(Ig) 5

R: Touch D: Mom T: Ind

The magus passes his hand through a lit flame and learns the exact amount of time since a candle was lit. This allows groups to synchronize their activities by

giving them ways to measure time since a flame was created

(Base 4 + 1 Touch)

THE HOROSCOPE'S THEFT

InTp(Co) 10

R: Sight D: Mom T: Ind

With a glance, you learn the age of an individual within a day. This information can then be used to calculate an individual's horoscope for the use as a Penetration multiplier.

(Base 3 + 3 Sight)

FIND THE RIPPLE IN TIME

InTe 25

R: Arc D: Mom T: Ind

Sensing an object through an arcane connection, the caster can determine the exact amount of time since it was altered with an appropriate Muto Tempus effect. This allows the magus to know the amount of time spent in regiones, in Twilight, underground, or even if traveling through time.

(Base 5 + 4 Arc)

MUTO TEMPUS (MuTp)

A PEBBLE IN THE STREAM

MuTp 25

R: Touch D: Moon T: Ind

This creates a fist-sized stone, which acts as an arcane connection to the point in time of its creation. The stone does not change to reflect the amount of time remaining until the spell expires. It is as durable as a mundane stone. The age of

this stone and the time remaining until it can be detected using Intellego Tempus magics.

(Base 5 + 1 Touch + 3 Moon)

MOMENTO MORI

MuTp 30

R: Touch D: Ring T: Room

Often created as visible marker of the amount of time remaining in a Wizards' War, this spell generates a smooth, shiny skull of pale yellow, as if freshly taken and cleaned. As the spell's duration nears its end, the skull grows grey and crumbles around the sockets. It becomes pockmarked and the teeth begin to fall out, until the jaw becomes dust, and finally the whole bone becomes sooty ash that disappears on an unseen wind.

(Base 10 + 1 Touch + 3 Moon)

THE PRISONER'S NOTCH

MuTp(Co) 30

R: Voice D: Moon T: Room

Often combined with a Watching Ward, this spell is used to mark when a person enters a structure or location without leaving a visible mark. The caster can then sense the shift in the target's Tempus state, and knows how much of the individual's memory to alter or destroy later, when they find or capture the intruder.

(Base 3 + 2 Voice + 3 Moon + 2 Room)

PERDO TEMPUS (PeTp)

MOMENT OF DISTRACTION

PeTp 15

R: Voice D: Mom T: Group

With a word, you destroy a Diameter for the targets, causing them to lose an action for a round. They may still make Defense rolls normally. Ongoing effects for the targets with durations of a Diameter are unaffected.

(Base 2 + 3 Voice + 2 Group)

THE LOST SEASON

PeTp 25

R: Touch D: Mom T: Ind

You destroy a Season for the target, forcing them to make a Concentration roll, Ease Factor 12, or be unable to act for a Diameter. If the target is over 35, this forces an Aging roll.

(Base 20 + 1 Touch)

SCOUR THE THIEF'S MEMORY

Pe(In)Tp 30

R: Voice D: Mom T: Ind

Destroy a up to a Moon's worth of memories and experiences, starting from the point demarked by a MuTp marker affecting the target. This causes the target to lose 2 experience points or any adventuring experience points from that timeframe, whatever is most appropriate. If there is no MuTp marker, or this time period would take them past the present moment, they become disoriented and must make a Concentration roll, Ease Factor 10 or be unable to act for a Diameter. They may still make Defense rolls normally. Ongoing effects for the targets with durations of Moon or less are unaffected.

(Base 10 + 3 Voice + 1 Requisite)

REGO TEMPUS (ReTp)

THE FALCON'S PLUNGE

ReTp 20

R: Voice D: Diam T: Group

For the next Diameter, the targeted individuals gain a +5 bonus to their initiative rolls. This spell inflicts 8 points of Warping on the targets.

(Base 3 + 2 Voice + 1 Diameter + 2 Group)

THE DISTRACTED TURB

ReTp 25

R: Voice D: Mom T: Group

The targets in question gain 10 Warping points and suffers a -7 penalty to their initiative rolls for a single round of combat. Many magi who can cast Tempus spells use this to give their grogs the opening advantage or to press the advantage when the tide begins to turn.

(Base 5 + 2 Voice + 2 Group)

ECHOING WRATH OF ARES

ReTe 25

R: Touch D: Diam T: Ind

For the next Diameter, the target may make two attacks on their turn, each as a normal action. They may forego this second attack to run further, or otherwise perform a second action in the combat round. The target gains 10 Warping points.

(Base 10 + 1 Touch + 2 Diameter)

COMMON MAGICS

“Join or die” is the phrase which echoes through the history of the order. Any magic considered worthy of study was met with this confrontation. A few border skirmishes persist with organizations which begin to approach the level of peers, hedge wizards are allowed to persist because their secrets might be interesting but not worth such extreme measures in their pursuit.

And yet there are subtle forms of magic which every person in Mythic Europe has access to, some so subtle that they do not always think of them as

magic; traditional wards against fairies, prayer, and craftsmanship, for instance.

Craftsmen, after all, change an item, down to its basic nature. An animal hide is no longer an animal hide, it is a tunic, or a book cover. A tree becomes a wagon. Magic can replicate these transformations by replicating the basic motions of the craft, but as the craftsman becomes more proficient a second level trivial magic is involved as well. Skilled craftsmen and artists can reshape not only mundane objects, but the glamour of faeries. The things skilled craftsman and artists make

By RAY COCHENER

become more perfect, closer to the ideal, more magical.

For everyday items these effects are already documented in *City & Guild* and *Art & Acadamae*, in terms of an artist achieving immortality and craft items giving bonuses to what they were made for. But what happens when these items are made not for mundane usage, but for magical work?

If the lute is not simply that of a musician but of a Jerbiton magus using



it as a prop for performance magic? The glass is not for a cathedral, but for a magus laboratory? And what of the beauty and quality of great books?

CRAFTS VERSUS ARTS

Generally crafts are defined as work which produces something useful, which may be attractive, while art is defined as work which produces something which is beautiful, but does nothing useful. Magic frequently blurs the lines between these two realms. A “useless” painting or statue can be a laboratory focus, giving bonuses to an art, which a “useful” item like a broom may be employed for some purpose for which it was not designed, like flight. Bonuses for crafts are fairly well defined within *City & Guild* as being a +1 for every 3 levels of workshop total over the threshold.

In some cases the same workshop is useful for aesthetic items (a stone statue) and craft items (a stone wall), in which case it may be easier in some cases to treat the art as a craft. However while arts do not have the mundane uses of the crafts they are inherently more esoteric, and can thus be more useful magically.

In general the Aesthetics Bonus from an item will simply be 1/5 its Aesthetics Score. The exception to this is that where an artist has any supernatural virtue connecting them to the magic realm and a score in Magic Lore, Magic Theory, or both, they may add those scores to their Aesthetic Total for purposes of invoking a magical resonance if they know that is what the artwork is being used for, in the same way 1/3 of an Artes Liberales can be added when invoking mythic figures.

ARTS, CRAFTS, AND LABS

As written, a craft piece of Superior or better quality adds a bonus every time it is used equal to the (workshop total - 9)/3, to a maximum of the crafter's ability/3. A lab full of such items could, in theory, add hundreds of points to the lab total *if* the items were designed for such usage, and *if* they were used every time. This would also require keeping track of every item and how long it endures — did the regular breakage of glass in the lab destroy the high bonus beaker, or just some tubing?

Functionally, however, if a lab is broken down in this way there should be no benefit. A beaker does not have a purpose of making longevity potions, it has a purpose of holding liquids and being transparent, and perhaps reducing loss of liquids at elevated temperatures or other minor properties due to its exact shape. An entire set of lab equipment, on the other hand, easily *does* have a purpose of magical lab work.

As such there are three ways to break down bonuses for exceptional lab work; laboratory features, general lab tools and equipment, and the structure itself.

LABORATORY FEATURES

Features have the benefit of being a singular object, potentially with a range of possible crafts that could be used to make it. The item must be crafted specifically for the laboratory or it gets no bonus, unless it was obtained by story in which case it receives only the standard resonance bonus. A certain amount of lab space is required to make use of a feature, elevating it to proper resonance to make full use of the craftsman's labors. For a lesser feature a workshop total of 6 and a season of work is sufficient to get the listed bonuses, or an aesthetic quality of at least 6, with a base time period of a season. Items of higher quality will get their standard bonus in the

specialization for a crafted item, plus the one for the item being a feature, though they may be of greater use as a major focus (see below).

Greater features have, and generally require, more space. Craft goods require a workshop total of 12. This is normally arrived at with the number of skilled assistants who are working on such a large project. Artwork requires a base level of 6 but with a base production time of a year. Exceptional crafts and artwork provide bonuses equal to 3x the quality bonus of the item, to a maximum of three categories.

For both lesser and greater features the quality bonus from craft or aesthetics only applies to arts if the craftsman or artist has a virtue allowing them to work in the arts which are being represented, for example Hermetic Inclination or Touched by Magic.

SUPPLIES AND EQUIPMENT

Where **quality goods** are to be used throughout the lab, a relevant lab virtue must be chosen to be enhanced — for example a glassblower could provide Superior and better equipment, a tool maker can provide superior or better tools. In either case if using workshop totals a total of 12+ is required for the basic level of these free virtues. The virtue can, in effect, be added a number of times equal to the craftsman bonus in the field. Adding this requires 18 build points times the new level to increase, and upkeep levels for these in house improvements should be tallied separately, when the upkeep score is tallied for the lab the difference between the two levels will be required in labor points each year to maintain the lab. This cannot be substituted for many, since such extreme quality craftsmanship is not generally available for simple commercial compensation, and using lesser quality goods will depreciate the bonuses from the lab, at the rate of 1 level per year.

LABORATORY CONSTRUCTION

Construction of a laboratory is similar to lab equipment in that purpose becomes a very key question. The bonuses from Superior construction can certainly be multiplied for the craft bonus- essentially a new free virtue of exceptional construction. Design decisions for the structure are certainly part of its purpose if they are part of an initial design, but again this is something the craftsman would need to understand for the multiple bonus to be effective. For purely mundane structural decisions, for example a gallery to improve instruction, this is automatic. For more esoteric functions, however, like esoteric shape, this would require an ability of at least 1 in magic theory for the craft bonus to apply. There are also many structural virtues and flaws which are not about the construction (natural environment, for example, or spacious) and thus should not gain the craft bonus.

Maintaining this level of quality craftsmanship is, as always a bit more challenging than a normal item produced by standard craftsmen. Anytime there is a zero rolled on the extraordinary results chart the number of botch diced removed from rolling for a disaster will be doubled and rolled for damage to the structure. The number of zeros rolled will indicate the amount of damage (reduction in quality) sustained by the structure until at least one season has been spent repairing it by a craftsman with a sufficient workshop total to reach the new quality level, which cannot be higher than the old one.

For example Roberto the Daring has made his lab in an exceptional building, where the craftsman had a well refined workshop, good supplies, a decent apprentice, and many years of experience, as well as inborn talent (9+2 ability, workshop bonus+6, assistant bonus +2) giving him a +3 craft bonus, which Roberto doubled down on by adding extra safety features (well

insulated). A few years later he is experimenting with a spell and rolls a 0, with a risk modifier of 3, in a level 5 aura. His laboratory safety level brings this down to 2 dice, so he avoids an actual botch. Rolling 12 dice for his safety bonus however he hits 2 zeros, reducing his lab's safety and aesthetics score by 2 until it is repaired. His friend is still in business, so he calls him in. The apprentice is now a journeyman assistant, and the friend has progressed to an ability of 10+2, but despite the higher workshop total the lab cannot be raised to a bonus of +4 unless a new building were to be constructed, so it is restored to +3/+3 for the two features.

Several years later he has a similar disaster, only this time he rolls 3 botches in trying to maintain the structure, reducing both aesthetics and safety by 3. This time however his friend is retired, and his apprentice turned journeyman now runs the shop, with an ability of 6, workshop bonus of 6, and his own apprentice at +2, and the craft manual on the lab written by his teacher. Given his ability however the greatest bonus he can hope for is +2, and thus is only able to repair 1 point of safety and aesthetics at this time. So long as the structure is still standing repair work and lab work can be done at the same time, but the lab gains the free virtue of person during the season of repair, at least once, possibly more times if there are assistants

Other laboratory virtues and flaws may be influenced by quality of product as well: superior equipment, superior tools, and ingredients can all benefit from a craft bonus, but where they receive a craft bonus for the entire lab they must also be maintained — the upkeep increase is magnified by the same quantity and, if the bonuses exceed the assumptions in covenants, the cost of that additional upkeep must be covered by a craftsman or workshop able to maintain the same level of bonus as is conferred or it will degrade over a number of seasons equal to the current 'level'.



So Exquisita Verditius has a set of tools made by an extraordinary covenant craftsman, who happens to be the player's companion character. The character has craft: glassblower at 9+2 (having strong faerie blood and a number of years of experience under his belt), and has a workshop with a +6 bonus, and a pair of assistants with ability:5, for a workshop total of 20, and a total bonus of +3. This gives Exquisita a virtual +3 upkeep, +3 safety, and +3 items. As this is the only virtue in this lab the upkeep is 0(3), which means that 50 points of upkeep

have to be covered by a glassblower, and possibly assistants so long as they are within the same shop (and covered by the lead glassblowers leadership ability). This comes to 5 pounds, which his companion covers easily, but if they made similar tools for other magi in the covenant they would need to be able to cover higher levels of cost.

Note that labor dedicated towards preserving high quality tools and equipment do count against the support total for that craft, which means that the covenant Exquisita is in will only get 13 lbs of savings from the companion and his assistants instead of 19, assuming the covenant has enough costs to be able to bring the full savings to bear.

Opulent, and its greater companion, Palatial, while they are about aesthetics are about far more than the artwork involved, as is gaudy. If individual artworks are to be considered in these virtues (and flaw) it should be as a supplemental or cost based feature - the purchase of artwork can certainly be used to maintain the upkeep of these features, and if these requirements are exceeded or the aesthetic quality exceeds what the cost should provide, the extra aesthetics points should be accumulated and act as experience towards raising the aesthetics score as if it were an ability. For a gaudy lab the extra aesthetics will not help poor taste (intentional or otherwise) in putting the lab together, but may accumulate towards boosting the Imaginem score in a similar fashion - again after figuring cost of upkeep (each pound requires one level of artistic reputation which translates to 3 levels of aesthetic quality per year which must be maintained or lost).

PROPS

Props, unlike lab equipment, are solely an issue of beauty and significance for use in ceremonial castings. A craftsman can repair a prop with adequate skill, but to make a prop more evocative is a matter of art.

Furthermore the bonus of a prop is determined solely by its size.

Still, Jerbiton magi go to great lengths to support good artists, in part as a dedication to the ideal of beauty, but this ideal pays off in more subtle ways as well. Whenever a prop is made, the artistic bonus defines how many correspondences it might have. The bonuses from the differing correspondences may never stack, and always relate back to the base materials and forms involved, but a good artist may translate these effects more creatively.

A pearl necklace is almost expected to correspond to water, but can also correspond to the moon, and through the moon, change or cycles, or to poisons. If it is set in gold the gold can

have its own correspondence. Unlike other bonuses Magic Theory or Magic Lore, or both, may be added, at 1/3 their level, even without a realm-based supernatural virtue, as the point of a prop is not to be enchanted or as a tool of magic so much as a tool of evocation to focus the magi's mind.

Artwork ruined through experimentation may also be, in some cases, usable as props as well, but if this is the case the source of ruination, rather than the base material is likely to be the first significance, using half their normal artistic quality as the basis for how many correspondences it may have. In the case of a botch, where the artist literally suffers for their work, the ruined work can always be used as a prop for Perdo magic if nothing else. If the artwork was ruined, but the artist



unharmed, a roll of Communication + Magic Theory of 15 or higher allows the otherwise ruined artwork to be usable as a prop, with a single correspondence. Many magi however might still reject such a piece.

LIBRARY

In addition to the laboratories and props there is, of course, a library that is of great significance to the magi of the covenant. It is here that the greatest diversity and potential for conflict of opinions might occur.

The *Covenants* supplement suggests an optional rule whereby the standard Com+6 for book quality be replaced with Com+3+1 for a scribe with ability 6 or higher, +1 for a bookbinder and +1 for an illustrator.

Certainly if this optional rule is used it indicates that it is an inherent function of these three crafts to add to the quality of the book, and exceptional gains from exceptional workshops might well, indeed probably should apply.

The limitation of +3 bonus to texts for labs in that same book might be read as recommending a similar limitation per craft, though the lab limitation applies to production rate, not quality.

If that optional rule is not being employed however, it is worth looking at the description of vernacular books as well in terms of their manufacture, where a simple **Communication + Craft:Vernacular Literature** is used to determine artistic quality, which is then halved for its source value for studying the same craft it was written with. Clearly academic books have no similar craft skill to reference, though the halving does echo the level of the book rather than the quality. Since studying a singular piece of artwork, especially a high quality artwork, is something an artist is likely to do for more than one season, it seems best to use the rules of

realia for these works, in that they can be studied for a number of seasons equal to their quality. As such when comparing these texts to hermetic texts quality of the craft affects both level and quality, but at the same time, there simply is no equivalent craft ability for writing academic or hermetic books, where a +6 is ascribed where the ability would normally be. It is also clear in these cases that the text is something other than the physical presentation—scribe, illuminator and binding skills are nowhere to be seen.

At the same time, the book itself is a physically crafted object, one of the primary characteristics of which is to convey and impart knowledge. It therefore seems a reasonable option for those not using the optional rule from covenants to allow a craft bonus to indirectly affect the quality of a book in the following manner — just as an ink maker can contribute a bonus to a scribe's work with high quality ink, so can a scribe, an illuminator, and a bookbinder contribute to the quality of a book, where each +3 bonus accrued between the three adds +1 to the final quality of the book. Thus if the book binder, scribe, and illustrator all have a workshop total of 15 and a skill of 6 or higher their combined efforts would add +2 to the quality of the book.

There are, of course, many reasons both in game and out not to use these resources. From a play perspective it allows mundane to impact, in a hypothetically unlimited form, the ability of magi to produce magic. On the other hand it also requires a lot more bookkeeping as to workshop totals and aesthetic quality which may not be desired. Similarly the pride of magi may be hurt by the implication that mundane could have such an impact, and there are real financial costs involved for a covenant as well as bookkeeping.

Unless they have craftsmen whose regular **characteristic + ability** scores are 15+, the only way for craftsmen to reach these levels is with a combination

of assistants and investment in their workshops, which means seasons of lost production installing new advancements and obtaining new sources of materials, which would need to be overseen to ensure that lazy craftsmen were not simply using the claim of such advancement to take seasons off work.

Assistants only contribute ½ their skill to the workshop total, and correspondingly would not generate as much in savings for the covenant while such grand works were being produced or supported. Additionally due to the limitations of a maximum bonus of 1/3 skill for craftsmen this method would involve putting a lot of investment into individual mundane characters.

If the grog with a craft affinity, craft puissance, and craft ability of 11+2 with leadership 4 dies after years invested into his workshop (probably of old age given the degree of development this suggests), the covenant will be left with a single workshop with +3 resources, +3 innovation, and several apprentices with ability 3 or 4 who simply cannot fill their master's shoes.

At least the 18 pounds a year the combined workshop saved the covenant won't drop away completely as the combined skill level of the ex assistants should save 12 to 16 pounds a year instead, where if they had all been working separately they could have saved (with the craft master) a combined 25 to 29 pounds a year by sticking to regular crafts and only taking a +1 bonus on items the master craftsman produced.

THE GIANTS OF CASTLENAU

In the course of researching the region, I came across a report from 1823, about an archaeological dig outside Montpellier which supposedly found the burial mound of 20 individuals of great height and frame, near the town of Castlenau. Their heads were said to be as big as bushel baskets and their leg bones immensely large. This tidbit was too late to fit the historical timeline for the setting, and I was unable to find contemporary myths of giants in the immediate area, other than the Jentilak, who

roamed the Pyrenees more than the hills and forests of Provence proper. However, it was just too good of a story not to create a tribe of Magic Kin (*Realms of Power: Magic*, page 89) associated with Corpus. With some of their number able to increase their size for Sun duration and other simply large all the time, these giantfolk could serve as high-powered grogs, companions, allies, or even enemies. Full giants might even roam the area, too, and one of these is offered for use in your saga.



By BEN McFARLAND

MAGICAL KIN: GIANTFOLK OF CASTLENAU

Inherited Virtues: Personal Power: Giant's Gift, Giant Blood, Large, Tough

Common Flaws: Compulsion: Gluttonous, Greedy, Offensive to Animals, Wrathful

Giant's Gift

0 points, Init Qik -2, Corpus

R: Per, D: Sun, T: Ind

The giantfolk can grow two Sizes, up to Size +2, with any Animal based material growing along with them. This lasts with a Sun duration, and so Giantfolk will use this for working on something where they need the size, or if going to fight. Metal or wooden items do not transform, and so these people often keep larger items made for that size nearby. Once they transform, the giantfolk cannot shrink until the sun sets. When a giantfolk grows, they add +4 to Strength and -2 to Quickness.

MuCo(An) 15 (Base 3, +2 Sun, +1 Size, +1 Requisite) Personal Power (15 levels, -2 Might cost)

SUB ROSA

THOMAS, GIANTFOLK OF CASTLENAU

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

Enlarged: Int 0, Per +1, Pre 0, Com 0, Str +5, Sta +2, Dex +1, Qik -1

Size: 0, +2 when Enlarged

Age: 22 (22)

Virtues and Flaws: Personal Power: Giant's Gift, Tough, Warrior; Compulsion (Gluttonous), Offensive to Animals, Overconfident

Personality Traits: Gluttonous +3

Reputations: Gluttonous +3, Vicious combatant +3

Combat:

Enlarged Kick Attack: Init -2, Attack +3, Defense +5, Damage +8

Enlarged Cudgel: Init +0, Attack +7, Defense +5, Damage +12

Axe: Init +2, Attack +8, Defense +5, Damage +7

Short Bow: Init 0, Attack +7, Defense +1, Damage +7

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+)

Enlarged: -1 (1-7), -3 (8-14), -5 (15-21), Incapacitated (22-28), Dead (29+)

Abilities: Area Lore: Provence 2 (Massif Central), Athletics 3 (sprinting), Awareness 2 (spotting prey), Bow 3 (shortbow), Brawl 4 (dodge), Carouse 3 (staying sober), Folk Ken 2 (spotting outsiders), Guile 2 (concealing nature), Great Weapon 3 (cudgel), Hunt 2 (small game), Living Language: Occitan 5 (conversational), Profession: Woodsman 3 (finding quality lumber), Single Weapon 3 (axe), Stealth 3 (in forests), Survival 2 (acquiring food); 350 points

Powers:

Giant's Gift

0 points, Init Qik -2, Corpus

R: Per, D: Sun, T: Ind

The giantfolk can grow two Sizes, up to Size +2, with any Animal based material growing along with them. This lasts with a Sun duration, and so Giantfolk will use this for working on something where they need the size, or if going to fight. Metal or wooden items do not transform, and so these people

often keep larger items made for that size nearby. Once they transform, the giantfolk cannot shrink until the sun sets. When a giantfolk grows, they add +4 to Strength and -2 to Quickness.

MuCo(An) 15 (Base 3, +2 Sun, +1 Size, +1 Requisite)
Personal Power (15 levels, -2 Might cost)

Equipment: dagger, pack, cudgel, partial leather armor, shortbow, axe.

Encumbrance: -2 (3, does not affect combat)

Appearance: A young man with a thick, bushy black beard and deer-hide clothing, he has a calculating look in his eye and a hungry smile. He has a definite aura of malice about him, and walks with a swagger which obviously holds most other people in contempt. When he enlarges, he grows to a height of nearly 10 feet, and increases his weight to nearly 750 lbs.

Design Note: He is designed as a grog, with only three Virtues and Flaws.

SILVANUS, A GIANT OF CASTLENAU

Magic Might: 20 (Corpus)

Characteristics: Int 0, Per +2, Pre 0, Com -1, Str +10, Sta +4, Dex +1, Qik -2

Size: +3

Season: Summer

Confidence Score: 1 (3)

Virtues and Flaws: Magic Human; Ways of the Forest; Keen Vision, Tough, Unaffected by the Gift, Voice of the Forest, Warrior, Wilderness Sense*; Greedy, Magical Monster; Anchored to the Forest, Offensive to Divine, Weakness (wine)

Magical Qualities and Inferiorities: Gigantic (x2); Form Resistance (Herbam), Form Resistance (Ignem), Improved Abilities x2, Improved Recovery, Improved Soak (x3), Lesser Power, Minor Virtue (Great Stamina), Minor Virtue (Great Strength), Minor Virtue (Improved Characteristics x3)

Personality Traits: Giant +3, Greedy +3, Hungry +2, Merciful -1

Reputations: Glutton +3 (local), Greedy +3 (local), Merciless +2 (regional)

Combat:

Cudgel: Init -1, Attack +11, Defense +5, Damage +17

Fist (brawl): Init +2, Attack +7, Defense +4, Damage +10

Kick (brawl): Init -3, Attack +6, Defense +2, Damage +13

Thrown Stone: Init -3, Attack +7, Defense -1, Damage +12; weapon stats: Init -1, Atk +1, Def -4, Dmg +2

Soak: +13

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

Wound Penalties: -1 (1-8), -3 (9-16), -5 (17-24), Incapacitated (25-32), Dead (33+)

Abilities: Area Lore: Provence 3 (Toulousain), Athletics 3 (chasing), Awareness 3 (humans), Brawl 5 (fist), Carouse 3 (drinking wine), Folk Ken 2 (detecting lies), French 5 (commands), Great Weapon 5 (Cudgel), Herbam Resistance 3 (natural plants), Hunt 3 (boar), Ignem Resistance (forest fires) 2, Stealth 4 (moving quietly), Survival 4 (forest), Thrown Weapon 4 (stone), Wilderness Sense 2 (forests)

Powers:

The Cook-fire's Call, 1 points, Init +1, Ignem

R: Touch, D: Mom, T: Ind

Silvanus can ignite bundles of dry wood or sticks with a touch. He usually starts cook fires this way, but has been

known to set thatch roofs on fire, or haystacks, if bored. CrIg 5 (Base 4, +1 Touch, Mom, Ind): Lesser Power (5 levels, 4 intricacy points spent on Initiative);

Encumbrance: 0 (0)

Vis: There are 4 pawns of Corpus vis in the giant's head.

Appearance: This is big, dirty giant of a man, with a shaggy dark mane of hair and a body covered in soot and mud, occasionally smeared with blood and wine stains. He wears an oxhide strapped about his waist like a kilt and uses a cut down saddle as a belt. His terrifying laugh reveals double rows of teeth in his mouth. Standing thirteen feet tall, he carries a large oaken club with a knotty rootball at the end. He carries a large sack fashioned out of a sheepskin and thick rope over one shoulder. A clay amphora of wine hangs from the belt, the heavy stopper coated in grey-brown wax.

STORY SEED: COVER OF DARKNESS

A group of laborers approach the covenant, offering to take on a couple of construction or resource gathering tasks, such as field clearing or firewood gathering, located outside aegis. They barter for payment based on the speed with which they finish the task. With the contract secured, they complete the projects with a preternatural speed under the cover of darkness. This band of wandering giantfolk has been forced to live nomadically due to a demon, hedge witch, or faerie who entrances them and forces them to do her bidding. If the covenant can eliminate this oppressor, the giantfolk might join the covenant.

STORY SEED: I DON'T LIKE YOU

While coming to or from town, or at an altercation with pirates raiding a coastal town, the covenant's grogs accidentally kill a member of the giantfolk clan, believing him to be part of the attackers. This begins a blood vendetta with the giantfolk, who are able to conceal themselves in plain sight until they chose to act. Can the covenant pay the clan sufficient reparations and mend the relationship with this group, possibly bringing them into the fold, or will they become a menace to the covenfolk while traveling or completing errands in town?



THE DIVINE OF PROVENCE: A LOST ANGEL

THE KNIGHTS OF THE GREEN STONE

A small chapter of these chivalrous magi (described in *The Mysteries, Revised Edition*, pages 131-132) thrives among the Faidits in the Toulousain, led by Gilbert of Flambeau. In his view, the stone is an allegory, representative of the eternal struggle of life, to seek and not to find. He seeks the stone the same way he seeks love and justice, as constant quests worthy of his attention, but does not expect to ever reach the object. This is ironic as the artifact could actually be the source of the legends about the stone, the lapis exilis, fell to earth hundreds of years ago in Toulouse, and is now in the possession of Dama of Merinita. Any player character knights who cross paths with the Crusaders may come to the attention of Uriel, who advises them of what it knows about the proximity of the Stone; this should only serve to encourage the characters to search more actively, and draw them further into the story.

URIEL

Another important and somewhat heretical figure in the region and the Albigensian Crusade is the fallen archangel Uriel, who in 1220 has taken a physical form and acts as a prominent adviser to the leaders of the Crusade against southern France.

In ancient times, Uriel was the archangel responsible for divine executions, when God deemed a

WARNING

This article deals with a potential variant of a large saga plotline originally considered for *Faith & Flame*. That saga plotline was later altered to be the story presented in the text as it is currently, but the authors felt this was also an interesting take on the story, and one we debated presenting. We are happy to offer it here as a variation, and think it could be a very interesting adjustment. If you have not read that saga or the material which this modifies, or if you're a player in a saga set in Provence, then stop reading, as I doubt you'll enjoy the tale as much if you know how everything works under the hood.

We had considered The Guide's initial weapon to be the angel Uriel, controlled by the green stone bowl, or lapis exilis, which she had acquired from Maugris, rather than the baetylus and The Serpent, which she has in the final text. This also allowed for the addition of a Mystery Cult, which could provide characters with another hook into the storyline, as members of the Knights of the Green Stone, searching for an item Uriel himself might have directed them to find.

mortal was to die by His hand, and not through natural means. For example, Uriel was dispatched to slay all the first-born children of Egypt during the time of Moses. After the birth of Christ, Uriel also held the keys to the land of Purgatory, and would oversee the labors of men and women who toiled there after death. (These duties now belong to the archangel Azrael.)

By BEN MCFARLAND

But in the year 535, Uriel was exiled from Heaven, and does not know why; this development is presumably part of God's Great Plan. The archangel fell through the sky like a meteor and came to rest just outside the Garden of Eden in the Middle East. Abandoned in the middle of the desert in human form, he soon fell into despair. And then suddenly he was struck with a vision of another falling star, plummeting to earth just as he did and landing in a lake somewhere in central Mythic Europe. This was the *lapis exilis*, a brilliant green magical stone with divine powers. Uriel believes this relic contains his formerly angelic soul, and its recovery is the purpose for his fall.

By chance, legend of such a stone in Europe reached Uriel's ears in the 1100s, when the archangel was visiting the court of Fulk, King of Jerusalem. Visions of the stone had plagued Uriel's thoughts ever since his exile, and he felt strangely compelled to investigate the story, as if it rang with holy truth. Following Fulk's relatives to France, the archangel dwelled at Monfort l'Amaury near Paris for many years as he sought to discover the whereabouts of the fabulous artifact. He eventually concluded it had come to earth near Toulouse, and set about trying to reclaim it. His patient preparations have helped create the conditions for a Crusade against the south.

To this end, Uriel has established himself as a counselor and confessor to Simon de Montfort, captain-general of the crusading army, and his brother Guy de Montfort, both of whom he



knows well, having followed their family for many generations. He believes his exile is nearly over, and so he is ruthless in his advice; he never acts directly, but he has no qualms about revealing his divine nature to his allies or absolving them of guilt. Perhaps it was Uriel who first confidently urged the leaders of the Crusade to “Kill them all, God will know his own.”

Uriel has yet to see the *lapis exilis*, however, though he is convinced Raymond has it in Toulouse. To his great chagrin, when Simon de Montfort was slain in battle in 1218, the archangel lost his absolute influence over the Crusaders’ agenda. He is working on Simon’s son Amaury, but the young man is suspicious and Uriel does not think he would believe he is truly an angel sent to recover a holy relic. The Crusade is now faltering in 1220, and all of Uriel’s plans are in danger.

Furthermore, Uriel has been mystically abused on several occasions in the last twenty years. Twice he has been magically summoned to the wilds of Gascony by a group of infernalists, and compelled to use his powers to take the lives of men. He berated and scorned them each time, but their dark magic appears to be more powerful than his, and he has no idea who they are, for they are careful to remain hidden, though he believes they are women and there are no more than three of them. Once he has reclaimed his soul and his connection to Heaven, or at least confirmed the stone is not in Toulouse, he will turn west to deal with these sorceresses.

A FURTHER DELUDED GUIDE

The following changes need to be made to The Guide’s stat block, adding the following spell:

(Continued on page 44)

Summon the Divine Servant, (ReVi 45/ +62) Dama uses this spell to force Uriel to do her bidding, and both times she has cast it using Feminine Ceremony with two other members of her mystery cult.

Upon her return, she received an unusual windfall. She, like many others at the queen's court, had sworn to serve the Faerie Queen for the rest of her natural life, and according to faerie prophesy she would be seventy years old when death came for her. Thus, she had been presumed dead, which meant she came back effectively free of her oath of fealty. Furthermore, a very elderly man who claimed to have been a friend of hers in her previous life pressed her to accept a farewell gift from him, charging her to carry it far away from the faerie's castle and to keep it safe from she who desired it so greedily. He would not explain what it was, what appeared to be a shallow bowl made of green gemstone, exceptionally light and perfectly contoured to rest comfortably on the top of the head. (This is the lapis exilis, the stone containing the soul of the fallen archangel Uriel, described previously — see *The Green Stone* for more about this legendary object.) Of course Oriande La Fee was displeased with these developments, but could not prevent them.

...

Since becoming Praeco, her dark secret has only been threatened with discovery twice, coincidentally both times by the Chief Quaesitor of the Tribunal. At her familiar's advice, she struck quickly, viciously, and ruthlessly, using her magic and the magic of her cult to remove the curious magus at once. She summoned what she thought was a powerful faerie spirit and compelled him to take her enemy's life. (This worked surprisingly well, because Uriel's power causes his victim to die of natural causes, and only miraculous magic could ever prove it was otherwise.) She is now eyeing

Protendus of Tremere, of Aedes Mercurii (see Chapter 6: The Pyrenees), who she imagines will be next to suspect her, and she is working herself up to dealing with Garus, the Primus of House Flambeau (see Chapter 5: Gascony), who is also uncomfortably close to her and may soon need to be dealt with in the same way.

THE GREEN STONE

The *lapis exilis* is no ordinary stone, obviously, for it contains a portion of the soul of the archangel Uriel, fallen to earth in disgrace or for some subtle and ineffable divine reason, and because this essence, it has several miraculous properties. Firstly, it makes the bearer effectively immortal — as long as she is touching it, Dama cannot die of old age or Decrepitude, and does not suffer aging crises. Secondly, it constantly purifies Dama and everything she touches or consumes, much as if she possessed the Greater Purifying Touch Virtue, so she cannot contract any sort of disease or sickness, and suffers no ill effects of poison. Thirdly, it gives Dama angelic Visions (like the Supernatural Flaw), usually somehow associated with Uriel or involving her own impending danger or danger to the stone. For Dama, this has unfortunately only heightened her sense of paranoia. And finally, the stone gives Dama a permanent Arcane Connection to Uriel, much as if she possessed his True Name.

The path of the fabled stone to Dama's possession is very murky, and Dama doesn't personally understand or even know most of the history, though Maju may know more, Oriande even more, and there could be other accounts suggest these events. At some point in history the stone plummeted through the sky and fell into the lake of Toulouse, where it sank to the bottom and glowed with a magical shimmer sometimes visible on a moonless night,

SUMMON THE (REALM) SERVANT

ReVi 45

R:Arc, D:Diam, T:Ind, Ritual

Forces the target creature to be transported to the site of the ritual, perform a task, and be transported back. It must penetrate to succeed, but since an arcane connection is necessary, it usually does.

(Base 15, +4 Arcane Connection, + 1 Diameter, + 1 Complexity)

inspiring many stories of a golden treasure hidden below the waters. It was later brought to the surface by the local pagan wizards of antiquity, who eventually became Hermetic magi of House Diedne. One of their number — perhaps the famous Maugris, wizard -advisor to Charlemagne, unnaturally long-lived due to the stone's effects — kept the stone when the Schism War broke out, and hid in Oriande's court. Sworn to serve the faerie queen as long as he lived, he grew weary of life in hiding and came to desire more than anything to pass on and join his brothers and sisters in the next life. But he also knew she would gain the stone if he ever let it out of his control, and he did not believe Oriande deserved such power — in fact, he had visions she would surely become evil and corrupt if it were to pass into her inhuman hands. Entrusting Dama with the stone was his means of escape, in more ways than one.

WHAT DOES IT MEAN?

The most important question with these modifications becomes, "How do these changes alter the plotline as

(Continued on page 46)

URIEL, THE FALLEN ANGEL

Choir: Archangel (Seraphim)

Divine Might: 100 (Corpus)

Might Pool: 49 Points (Uriel does not replenish his Might Pool at the beginning of each day, like other angels.)

Characteristics: Int +10, Per +10, Pre +10, Com +10, Str +7, Sta +14, Dex +12, Qik +4

Size: +1

Confidence Score: 7 (42)

Virtues and Flaws: Greater Immunity (stone), Keen Vision, Large, Premonitions

Personality Traits: Patient +5, Gloomy +4, Calculating +4

Reputations: Angel of Passover 3 (Jews and Christians), Unrelenting 3 (Jews and Christians)

Combat:

Fist: Init +4, Attack +23, Defense +23, Damage +7

Spear: Init +7, Attack +31, Defense +29, Damage +14

Soak: +14

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

Wound Penalties: 0 (1-6), -1 (7-12), -3 (13-18), -5 (19-24), Incapacitated (25+)

Abilities: Area Lore: The Holy Land 10 (history); Area Lore: Europe 5 (legends), Athletics 10 (endurance), Awareness 10 (at night), Brawl 10 (fist), Church Lore 5 (miracles), Concentration 10 (prayer), Dominion Lore 10 (angels), Faerie Lore 10 (faeries of antiquity), French 5 (formal speech), Great Weapon 15 (long spear), Hunt 15 (tracking), Infernal Lore 3 (diabolists), Latin 5 (church usage), Leadership 15 (intimidation), Magic Lore 4 (magical stones), Occitan 5 (formal speech), Penetration 10 (Corpus), Premonitions 10 (life and death), Teach 10 (lore), Theology 10 (angels)

Powers:

Angelic Mantle, 2 points, Init +16, Corpus (see *Realms of Power: The Divine*, page 19): Uriel uses this power to focus his divine intellect into a human shape.

Enfolding, 2 or 10 points, Init +14, Vim (see *Realms of Power: The Divine*, page 19): Uriel may protect a worthy person's soul (2 points) or body (10 points) from all harm for one round.

Envisioning, 1 or 5 points, Init +4, Mentem (see *Realms of Power: The Divine*, page 19): Uriel may appear to anyone in a dream (1 point) or in a vision (5 points) to impart a message understandable in any language.

Spirit Form, 0 points, Init +24, Vim: Uriel can cancel his Angelic Mantle at will, becoming a creature of pure spirit, unable to affect things physically, or to be affected physically.

Subtle Form, 0 points, Init +4, Corpus: Uriel can change his appearance to look like any human being.

Touch of Death, 0 points, Init +4, Corpus: The person Uriel touches when activating this power immediately dies, miraculously and naturally, as if from old age. This does not need to penetrate Magic Resistance, but apart from a sudden sharp feeling of pain and a vague feeling of loss, it has no apparent effect on immortal targets possessing a Might Score.

Vis: 20 pawns of Corpus in heart, 20 pawns of Perdo in hands

Appearance: Uriel's current physical form is a tall and very old, withered man with pale skin and long dark hair with no beard. He usually wears dark robes like a monk or magus, and may carry a long spear like a walking stick or banner.

Uriel prefers to remain in a physical form using his Angelic Mantle power, since each time he cancels it he must spend two more precious Might Points to become corporeal again. For this reason, he also does not risk himself in combat unless he absolutely must. He has now inhabited his current shape for more than a thousand years, and he knows it very well. He is also reluctant to reveal his angelic nature to anyone he is not absolutely sure of, for he fears mortals would take advantage of him if they knew what he is. Without his spiritual connection to the Divine, he has become less sure and less trusting. He also fears the moment he expends his remaining Might, he will become an infernal being, like other fallen angels. He is very wary of being corrupted by the mortal world.

(Continued from page 44)

currently written, and how do you need to adjust?" First and foremost, this modification adds the Divine character of Uriel to the story, creating another facet to the whole arc and adding a number of players, such as the angel and the Knights of the Green Stone. Uriel might interact with the magi as it searches for the *lapis exilis*, and they search for answers amongst the Crusaders thereby providing them an opportunity to create a relationship with the angel. This might create very interesting interactions should they become engaged in any sort of conflict with Uriel as it is forced to follow Dama's commands.

Additionally, Maju will need to obfuscate the nature of the magic Dama uses to summon and control Uriel, concealing it as Divine, much as a demon conceals its magic as Infernal. As a Hermetic maga, she should be able to tell that she's casting a spell to conjure the presence of a Divine creature, and that the *lapis exilis* provides an arcane connection to the angel. This would likely derail some of Dama's time and plans, as she investigated not only the nature of the link between the two, but the nature of the lapis exilis itself. This change makes Maju even more of a corrupting force, destroying Uriel through Dama's control. It's not personal for the faerie, but just a matter of using the forces at its disposal. This modification has mechanical issues, but they can be hand-waved for the sake of the story for the most part; Maju doesn't truly engage meaningfully with the covenant until the conflict has come to a head. And this corruption of Dama through her manipulation and slow destruction of Uriel gains a touch of poignancy, as it becomes possible that Dama is not truly the source of this evil behavior, but simply the victim of Maju. There remains a chance Dama might be redeemed by the covenant, and that's a chance some characters might be willing to take.

The simplest shift is the replacement of the baetylus to the *lapis exilis*. This only changes the form and nature of the magical stone, but it does not need to eliminate Oriande Le Fee's interest in the item. The faerie queen might want the lapis exilis to gain control over Uriel as one of her weapons, or find a way to use the angel's power to fuel her machinations. This shift does not need to eliminate her role as a potential player in events, but makes them some what different, as the baetylus no longer exists.

Finally, shifting Dama's storyline to take advantage of Uriel means involving the Knights of the Green Stone. This mystery cult may act as mentors, rivals, or enemies, serving to aid the magi or struggle against them as they seek out the *lapis exilis* while the magi attempt to decipher Maju's twisted actions. If the magi are members of the Knights, then they might willingly return the stone to Uriel with the story's conclusion, allowing it to return to Heaven and earning its favor later as a Guardian Angel.



POPULATING PROVENCAL

A number of characters were unable to make the cut as *Faith & Flame* came down to the wire. These four individuals had to step aside in lieu of other material, but we've brought them together here along with story seeds to expand your adventures in Provence. These three characters include a golem, who might be found amongst the many

Jewish communities of coastal Provence; a satyr, who is referenced in *Faith & Flame* but needed to be cut for space; and finally the Rustic magus Trey, who led a group of peasants, covenfolk, and grogs to destroy Mistridge.

By BEN McFARLAND



THE SERVANT OF THE HOLY

Daniel the golem is a fairly straightforward character, and there's a specific story seed using a golem in the chapter on Narbonnais. The Jewish scholars of Narbonnais were quite renowned, even today, and the yeshivas and kabbalist mystics could all have a reason to create such a construct. He could easily be the defender of the religious library of the Circle of Unique Cherub, one of the three golems that Provencal Jewish mystical group is said to have created (*Realms of Power: The Diving (Revised)*, page 138, also available as a free download).

DANIEL THE GOLEM

Divine Might: 25 (Vi)

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

Confidence Score: 1 (3)

Magical Qualities and Inferiorities: Temporary Might*; * This Temporary Might inferiority is aligned to the Divine Realm, but otherwise mirrors that trait.

Virtues and Flaws: Divine Thing; Ways of the Town; Improved Characteristics, Puissant Brawl, Tough, Unaging; Dark Secret (Kabbalistic Construct); Close Family Ties, Driven (minor, defend Jewish population), Weak-willed. (Divine Thing is as Magical Thing, but aligned to the Divine Realm)

Personality Traits: Golem +3, Loyal to the Community +3, Trusting +3, Vengeful -3

Reputations: Defender of the Community 3 (Jewish Community), Abomination of the Jews 2 (Rest of the Arles)

Combat:

Fist (brawl): Init +0, Attack +9, Defense +8, Damage +3; add +3 to these values when Daniel fights in Arles.

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: Arles 5 (Jewish Quarter), Awareness 2 (humans), Brawl 5+2 (fist), Charm 3 (dealing with children), Concentration 1 (sense the darkness within), Hebrew 5 (commands)

Powers:

Banish the Enemy's Servant, 2 points, Init -2, Vim

R: Voice, D: Sun, T: Ind

Daniel may drive away a non-divine supernatural creature with Might less than his. The creature cannot stand in its immediate presence and cannot return for the effect's duration. Adjuration (Purity) 25 (Base 5, +2 Sun, +2 Voice)

Ignore the Enemy's Fury, 2 points, Init -1, Vim

R: Per, D: Sun, T: Ind

Daniel may ignore all damage from attacks using wood or metal weapons. Transcendence (Purity) 15 (Base 4, +2 Sun, +1 second material)

Sense the Darkness Within, 2 point, Init -2, Vim

R: Sight, D: Conc, T: Individual

Daniel can look upon a target and perceive the evil in a target by the appearance of its image; the more deformed and evil-looking it becomes, the more tainted it is. Intervention (Meditation) 20 (Base 4, +3 Sight, +1 Concentration)

Encumbrance: 0 (0)

Vis: There are five pawns of Vim vis in the golem's head.

Appearance: Daniel appears as a bald, pasty, dark-gray skinned and muscular man with a grim countenance. He is dressed as a peasant, with heavy gloves and boots.

Design note: Daniel is created with the considerations of *Realms of Power: Divine, Revised*, page 142, but with the rules indicated for Magic Things in *Realms of Power: Magic*.

STORY SEED: TO DEFEND TRAVELERS

A group of Jewish scholars is making their way between Arles and Narbonne, and recent reports of pirate raids or Crusader activity made them quite nervous. They brought golem with them as protection on the road. Unfortunately, the party was overwhelmed, and the covenant's agents come upon the scene as the last kabbalist lies dying and Daniel furiously battles against the few remaining attackers, intent on stealing the relics clutched by the wounded rabbi. If they move quickly enough, they can save the rabbi, who might become a companion to the magi for a short while, possibly even lending Daniel to the covenant in gratitude for some time. Or, if they fail to reach the rabbi in time, his dying wish begs the magi to escort Daniel to the yeshiva in Montpellier, or to the school in Worms, and tells Daniel to obey them.

STORY SEED: THE MIRACULOUS SURVIVOR

As the covenant is traveling or conducting business near the ruins of Beziers, stories surface of survivor discovered in the basement of a collapsed structure. Declared miraculous by the discoverers, the man has a pale grey complexion and carries a sack full of something he refuses to share. Once released from the rubble, the man began walking north and only spoke Hebrew. This is Daniel, the golem, who has his former master's religious and kabbalistic texts in the backpack, and is attempting to fulfill his master's final wish-- to deliver the texts to a peer in Arles. His first command was to walk north, until he found a synagogue, and ask the rabbi there for directions to Arles. However, word of this strange man has spread, and a group of Crusaders, as well as a group of Templars seek out the traveler. Can the magi find Daniel first, and help him complete his task?

CAIAS, THE FAUN LORD

Narbonnais enjoyed a very long period as a part of the Roman Empire, and imagery of fauns, satyrs, and other similar creatures was well known throughout the region.

Faerie Might: 20 (30)

Characteristics: Int +2, Per -1, Pre +4, Com +1, Str +2, Sta +4, Dex +1, Qik +2

Size: +1

Virtues and Flaws: Greater Faerie Power, Increased Faerie Might; Faerie Speech, Faerie Sight, Great Presence, Great Stamina, 5x Improved Characteristics, Improved Soak, Hybrid Form, Large, 2x Lesser Power, Place of Power (Home Vineyard); Might Recovery Requires Vitality, Lecherous (major); Aloof, Incognizant, Traditional Ward (religious), Weakness (sex)

Personality Traits: Lusty +5, Proud +3, Faun +3, Hasty +2

Reputations: Lecherous seducer of the woods 2 (Narbonnais)

Combat:

Kick (brawl): Init +1, Attack +6, Defense +6, Damage +5

Horns (brawl): Init +3, Attack +9, Defense +6, Damage +4

Spear: Init +4, Attack +8, Defense +7, Damage +7

Javelin: Init +2, Attack +8, Defense +7, Damage +7

Soak: +6

Wound Penalties: -1 (1-6), -3 (7-12), -5 (13-18), Incapacitated (19-24), Dead (25+)

Pretenses: Athletics 2 (dancing), Awareness 2 (women), Brawl 5 (wrestling), Carouse 6 (party games), Charm 2 (taking liberties), Faerie Speech 5 (sounding eloquent), Folk Ken 1 (receptiveness), Guile 2 (women), Music 3 (flute), Single Weapon 4 (spear), Thrown Weapon 5 (spear)

Powers:

Endless Wine, 0 points, constant, Herbam

R: Touch, D: Sun, T: Ind

Any vessel the faun touches fills with wine, if the faun so wishes. Note that fauns prefer human wine, because it has vitality. Fauns give this wine to humans so that they act in vital, uninhibited ways. This effect also makes vines laden with grapes spring up in places where fauns dwell. CrHe 10 (Base 2, +1 Touch, +2 Sun, +1 constant*): Lesser Power (10 levels, 2 intricacy points spent on cost); *this power lasts through the scene.

Enthralling Sound, 0 points, Init 0, Mentem

R: Voice, D: Sun, T: Group

The music of the satyr creates an emotion of lust in any group of people who can hear it. This power also increases the intensity of an emotion that already exists. A stress roll with an

appropriate Personality trait against an Ease Factor of 9 allows a victim to overcome this power's effect. CrMe 30 (Base 4, +2 Voice, +2 Sun, +2 Group): Greater Power (30 levels, 3 intricacy points spent on cost, 1 on Initiative)

Grant Puissance in Combat, 4 points, Init -5, Corpus

R: Eye, D: Conc, T: Individual

Fauns play wild, violent music, giving those who hear it +3 on Weapon Skills (affecting Attack rolls and Damage) and Brave totals for the rest of the scene. MuCo 20 (Base 2, +2 Voice, +2 Sun, +2 Group): Lesser Power (20 levels, 1 intricacy point spent on Initiative)

Encumbrance: 0 (0)

Vis: There are four pawns of Mentem in a phallic looking reed.

Appearance: This faun has a rugged human male body covered in a short, golden fur, the curling horns of a ram, the legs of a goat, and the ears and tail of a horse. His facial features are noble and his voice is deep and soothing.

STORY SEED: TO CREATE A RIVAL

Caia knows about the secret of the Heracleian Vis (*Faith & Flame*, page 110) and wishes to acquire not only the Vitality he might gain from travelers he seduces along the Via Domitia who attempt to gather this vis, but hopes to also encourage the rivalry and competition between the magi and Ara Maxima Nova. More than anything, he is stirring up trouble. In this story seed, it is likely more appropriate to have Caia be more cognizant than the Incognizant version presented in this stat block.

STORY SEED: REDCAPS IN BONDAGE

Caia and his fauns have managed to lure several pilgrims and a couple of Redcaps from the Via Domitia and into the vineyards of nearby hills, where the group now lives as a wandering party of wine and debauchery. The various fauns have exerted such powers over the captives that they no longer wish to leave this decadent lifestyle. When the covenant's agents find the Redcaps and other hostages, even the prisoners join forces with the fauns to prevent their rescue. Can the covenant stop this activity, rescue the captives unharmed, and possibly even redirect the faeries towards a different story altogether? Is their activity the result of another magus pushing the faeries towards the Via Domitia, with the intent of delaying or even completely destroying some Hermetic correspondence? Additionally, if the Redcaps have been with the fauns for some time, it is very possible the recovery of their satchels may require a story of its own.

THE SCOURGE OF MISTRIDGE

Tres is described in *Faith & Flame* on page 30, with a reference to further information in the Gascony chapter. This stat block was intended to be printed there, near the section on Bazas (page 53) but we very quickly found we had space limitations. Additionally, playtesters were torn over Tres; some felt he wasn't powerful enough, and others felt he wasn't old enough, while some felt he fit the bill just fine. In the end, we decided that rather than create a point of contention with his stat block, we could simply allow him to be whatever various sagas needed him to be by keeping his statistics out of the final manuscript. It wasn't optimal, but it ensured that Tres could be whatever he needed to be for your saga without the emotions associated with a character not being "canon."

He's meant to be a subversive magus, a deacon of the people, and a bit of an anarchist-- in that he subverts the established power structure when it becomes overly oppressive of the common man.

TRES EX MISCELLANEA, RUSTIC MAGUS AND TROUBLEMAKER

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

Size: 0

Age: 55 (38)

Decrepitude: 0 (0)

Warping Score: 2 (7)

Confidence Score: 1 (3)

Virtues and Flaws: The Gift; Craft Magic*, Gentle Gift; Clerk (deacon), Improved Characteristicsx2, Inventive Genius, Minor Magic Focus (projectiles), Spell Foci*, Warcrafter, Warrior; Driven (protect common folk from the excess of magi), Necessary Condition (outdoors), Weak Spontaneous Magic*; Continnence (vow of celibacy), Hedge Wizard, Outlaw Leader, Pious

* House Virtue

Personality Traits: Resourceful +4, Cheerful +3, Clever +3, Defiant +3, Pious +3

Reputations: Dangerous +4, Hedge Wizard +3, Troublemaker +3

Combat:

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

Dagger: Init +0, Attack +2, Defense +2, Damage +1

Soak: +5

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: Gascony 2 (vis sites), Area Lore: Provence 3 (covenants), Artes Liberales 1 (languages), Athletics 2 (hiking), Awareness 2 (Observation), Bargain 2 (negotiating passage), Brawl 2 (dodge), Bows 4 (distance shooting), Canon Law 3 (loopholes), Code of Hermes 2 (tribunal procedure), Concentration 2 (maintaining a spell), Craft: Bowyer/Fletcher 5 (making arrows), Dead Language: Latin 4 (Hermetic Terms), Divine Lore 2 (Saints), Etiquette 2 (churchmen), Faerie Lore 1 (Weaknesses), Finesse 2 (Rego), Folk Ken 3 (men), Guile 3 (constructing alibis), Infernal Lore 2 (Demons), Intrigue 2 (long-term plans), Leadership 3 (inspiration), Living Language: German 5 (conversation), Living Language: Living Language: French 4 (conversation), Living Language: Occitan 4 (conversation), Magic Lore 1 (Beasts), Magic Theory 3 (Experimentation), Organization Lore: Church 2 (Senior Officers), Organization Lore: Order of Hermes 2 (Tribunal members), Parma Magica 3 (Mentem), Penetration 2 (Mentum), Philosophiae 1 (ceremonial magic), Single Weapon 2 (longsword), Stealth 3 (moving quietly), Survival 2 (Forests), Teaching 2 (single student), Theology 3 (justifying action) Design breakdown: (45+75) childhood + 60 later life + 240 apprenticeship + 50 warrior + 900 after apprenticeship: 1370. An additional year of experience (30xp) is considered spent both creating items and gathering his forces for crushing Mistridge; it is not included in his statistics.

Arts: Cr 10, In 5, Mu 5, Pe 10, Re 10, An 5, Aq 5, Au 5, Co 5, He 5, Ig 10, Im 5, Me 5, Te 10, Vi 5

Twilight Scars: None.

Vis: He carries 6 pawns of Terram vis in an iron arrowhead worn around his neck. He has 4 pawns of Corpus vis kept as ashes in a clay jar, and 6 pawns of Vim vis held in a quartz crystal.

Equipment: Huntsman's clothes, bow and arrows, dagger, good boots, bowyer/fletcher's tools, metalworking tools.

Encumbrance: 0 (0)

Spells Known:

Viper's Gaze (ReAn 15/ +2)

Comfort of the Drenched Traveler (PeAq 5/ +12)

Jupiter's Resounding Blow (CrAu 10/ +7)

Whispering Winds (InAu 15/ -3)

Purification of the Festering Wounds (CrCo 20/ -3)

Wound that Weeps (PeCo 15/ +2)

(Continued on page 51)

(Continued from page 50)

Blade of Virulent Flame (CrIg 15/ +7)

Invisibility of the Standing Wizard (PeIm 15/ +2)

Rusted Decay of Ten Score Years (PeTe 10/ +12)

Pit of Gaping Earth (PeTe 15/ +7)

Wielding the Invisible Sling (ReTe 10/ +22)

Demon's Eternal Oblivion (PeVi 10/ +7)

Appearance: Tres is a friendly man with sandy brown hair, a bushy moustache, strong hands and a slight paunch. He wears hunter's garb with his Archdeacon's stole underneath and carries an unstrung bow as a walking stick. He carries a sword, a quiver of arrows, even a small buckler, making it quite apparent upon close inspection that he is not out hunting.

Casting Sigil: The sound of something being thrown through leaves and brush accompanies Tres' spellcasting.

Voting Sigil: Tres uses a stone taken from Mistridge, bearing a visible portion of that covenant's crest, as his voting sigil.

Tres is a rustic magus, raised as William (or Guillaume). He was Archdeacon of Paris before 1209, and he preached the Crusade there. Where he was before that is questionable. Many claim his master was German and he was apprenticed in the Rhine before coming to Paris sometime after his Gauntlet. He might be unwittingly involved in a Tylalus plot, but if so, he doesn't know it.

Tres declared Wizard's War against the magi of Mistridge, and he argued that all the men who fought with him were his covenfolk. What crime did he commit? The actual charges were "meddling in the affairs of mundanes," by arming his soldiers. Scholars of the Hermetic Code felt this was a weak case. *Castra Solis* backed him completely, because of the near nonexistent chance he could or would act against them, combined with his Christian faith, his northern origin, and he's poised to more directly threaten *Aedes Mercurii* and the *Faidits*.

It helped his case that Mistridge wasn't well-liked. Other *Flambeau* and *Verditius* magi in the Tribunal balked at the idea of setting a precedent forbidding a magus from giving magic items to his own covenfolk, even if there was the possibility they might be attacked next. The consensus agreed a magus might need to do the same to defend themselves. No one proved Tres's soldiers weren't covenfolk, and tribunal closed before anyone could introduce a change to the *Peripheral Code* requiring magi to register covenfolk. If someone managed to pass such a measure, perhaps the *Quaesitores* could more effectively charge him the next time...

Tres' Craft Magic and Spell foci allow him to incorporate Shape and Material bonuses into spells he casts or charged items he makes by crafting items. He need not spend a season to make charged items; he just mundanely crafts the object he wants, such as an arrow. These charged items can be used by anyone, not just Tres. See *Houses of Hermes: Societates*, page 131-

132 for more details.

NEW VIRTUE: WARCRAFTER

Minor, General

A character may use a general Craft Ability, such as Metalsmithing or Carpentry, for several related activities, so long as they are associated with waging war. He could use the same score for projects like making armor, weapons, arrows, bullets, siege engines, siege towers or other sorts of engineering. While a Blacksmith with this virtue might build a catapult, he could not build a crane or a bridge.

STORY SEED: DESPERATELY SEEKING SANCTUARY

A man approaches the covenant's gates in the dark of the night. A lone individual, wounded and obviously on the run, he is not prevented from entering by the Aegis, and submits to any non-Mentem testing the covenant requests. He explains that he had been traveling near Bazas when his group was attacked by wizards who did not identify themselves. When pressed, he identifies himself as Tres, and asks for the courtesy of hospitality. In truth, the former apprentices or the old paters of the magi of Mistridge have at last tracked down the Ex Misc magus, and now intend on slaying him in revenge for their loss, and seem intent on doing so even without a legally declared Wizard's War. They demand the covenant turn over Tres, or suffer the consequences. How will they respond to this situation?

STORY SEED: IN SEARCH OF THE DESTROYED

The Crusaders are on the march, and seem to have the covenant in their sights, believing the magi to be Cathars or to harbor Cathars. The only hope is to somehow sufficiently thwart them before they arrive on the doorstep. Tres knows many hiding places and has valuable experience with guerrilla warfare. He could be sought out either to act as an advisor against the Crusade, or to help shore up the defenses. Alternatively, a covenant might be hoping to investigate old sites left over from the Schism War, and hope, in particular, to research old *Diedne* magics. His time spent on the run, in the wilderness of Provence makes the magus uniquely suited to such endeavors. First the magi just have to convince him they're not trying to kill him.

BUT HE'S NOT POWERFUL ENOUGH!

He might not be, but he could be, depends on what your saga level is. If you need him to be more powerful, then advance him appropriately. He could easily have another 20 years under his belt, and so long as he had a solid Longevity Ritual, he would still be able to fulfill his role in Hermetic history just fine. It's also possible he had been planning the attack for a very long time, and had stock piled an excessive number of the weapons he used, and fought in a very clever manner. You should tailor his power to the appropriate level for your saga.

SPELLS FROM THE IRON-BOUND TOME

By ANDREW BREESE



The Iron-Bound Tome is not a single book, but a collection of obscure spells gathered to be shared amongst Magi seeking the utilitarian, forgotten, enthusiastic, or bizarre tastes of their oft reclusive brethren. Fray of House Bonisagus acts as current curator for the collection; continuing the haphazard work of his predecessor Madnor Sevellis of House Criamon. Far from the diligently curated and officially published folios of the Bonisagus masters, the tome is a collection of previously unpublished spells.

The spells are inspired from a range of sources, including the core rules supplied guidelines which were not written named spells, discussions in-play, and in forums, and my own pondering or imaginations during character designs. Many of the spells use implied guidelines which are extrapolated from the existing rules, and more than a handful use new guidelines which were invented to cover a gap or meet the need. When originally posted the spells were encapsulated in blog posts discussing their power and the rationale for use. This material is superfluous to the spell descriptions themselves but may be needed to understand why a spell is designed in a particular manner.

As a work of enthusiastic fandom the spells may contain errors and also my own perspective for the game, in all seriousness I hope your saga may vary.

SUB ROSA

COVENANT BUILD POINT GUIDELINES

The spell lists for the various arts can be bought at covenant creation for the following build points:

Animal:	47 points
Aquam:	31 points
Auram:	26 points
Corpus:	192 points
Herbam:	18 points
Ignem:	31 points
Imaginem:	31 points
Mentem:	43 points
Terram:	109 points
Vim:	4 General Spells.
Total:	528 points + 4 General Spells.

Remember, General spells can be set at the desired level based on the descriptions and guidelines.

ANIMAL

INTELLEGO ANIMAL

TONGUE OF THE BEASTS

Intellego Animal 25 / Creo, R: Eye, D: Concentration, T: Individual

This effect allows caster to understand and communicate with a particular animal. The caster perceives the basic surface thoughts of the creature, and also "speaks" directly into the creature's mind. No words need to be actually spoken while the spell functions.

The Magus must still interpret the perspective of the animal properly to understand its motivations, and must also communicate to the animal in terms akin to its own perspective to be properly understood.

(Base 10 to comprehend the surface thoughts, +1 Creo requisite for creation of understanding back to the animal's mind, +1 Eye, +1 Conc.)

MUTO ANIMAL

SCENT OF THE NATURAL

EARTH

Muto Animal (Terram) 5

R: Touch, D: Sun, T: Ind

This spell causes the target creature's scent to be altered to the smell of natural earth. Creatures which hunt by scent, or depend on scent for alert purposes will not notice the creature.

(Base 2 for a superficial change, +1 Touch, +2 Sun, Terram requisite free)

DISGUISE OF THE CHAMELEON

Muto Animal 10

R: Personal, D: Diameter, T: Individual

Allows the caster to change the cosmetic appearance of their current animal form for a short period (approx 2 minutes). Size is limited to affect up to size +1 creatures.

(Base: 5 change an animal in a minor way so it is no longer natural, +1 Diameter)

DISGUISE OF THE GARGANTUAN

CHAMELEON

Muto Animal 20

R: Personal, D: Diameter, T: Individual

Allows the caster's to changed animal based form to shift to match it's background. Size is limited to affect up to size +7 creatures.

(Base: 5 change an animal in a minor way so it is no longer natural, +1 Diameter, +2 additional 6 size increments)

ATTIRED AS DESIRED

Muto Animal (Herbam Terram) 20

R: Voice, D: Sun, T: Individual

Changes all the clothing of the target touched to the desires of the caster. Purpose of the spell is to allow a quick outfit change should circumstances demand, and also so that the clothing of the target to become appropriate foci for the Muto Corpus spells. It saves carrying around five different cloaks.

(Base 3, +2 Voice, +2 Sun, +1 highly complex clothing)

GIFT OF THE MASTER'S VOICE

Muto Animal 20

R: Touch, D: Sun, T: Individual

The target's animal form gains the facility of human speech, although still heavily tainted by aspects of the creature's shape. This spell does not impart the knowledge of how to speak, so has little effect on non-shape-changed creatures.

(Base 5, +1 Touch, +2 Sun)

BLESSING OF THE KITTEN'S

EYES

Muto Animal 25

R: Voice, D: Diameter, T: Part

Use Muto magic to seal over the target's eyes, effectively blinding them. The targets eyes are still present, but

cannot be opened as their eyelids are sealed over.

The spell name is a reference to a baby rabbit, a kitten which are born with their eyes fused closed. The physical change in the target is no more complex than a minor ability (like Eyes of the Cat).

(Base 5, +2 Voice, +1 Diameter, +1 Part)

GIFT OF THE BEAR'S

FORTITUDE TO BEASTS

Muto Animal 25

R: Touch, D: Diameter, T: Individual

This effect grants the target animal a +3 bonus to Soak.

(Base 15 to Make a body resistant to damage (+3 Soak) from the Corpus guideline, +1 Touch, +1 Diameter)

THE VICIOUS

TRANSFORMATION OF FENRIR

Muto Animal 25

R: Touch, D: Diameter, T: Ind

The animal touched becomes a more vicious and combative version of itself. Claws, teeth, beaks (etc) all become sharper and stronger, the animal gains +3 to attack and damage scores (due to an increase in muscle mass and speed), and any aggressive personality traits involving combat are raised by +2 as the creatures temperament is altered.

The spell will affect any creature of size 0 or smaller. The spell's name references the wolf Fenrir who will consume Odin during the battle of Ragnarok.

(Base 15, +1 Touch, +1 Diameter)

TRANSFORMING THE TOME

Muto Animal (Terram) 25

R: Touch, D: Sun, T: Individual

This spell temporarily transforms a book into a small very hard object, such as a gem or piece of metal. The form of the object is chosen by the caster. This facilitates concealing and carrying the text in a more convenient manner.

(Base 5 major unnatural change, +1 complexity of affecting a book, +1 Touch, +2 Sun, requisite is free)

UNEARTHLY MAGNIFICATION

OF THE BEASTS

Muto Animal 30

R: Personal, D: Diameter, T: Individual

This spell allows for temporary growth or shrinking of the Magus' animal form up to Size 11 or down to size -12. The spell may target any creature of up to size +4, but may only change the creatures size by up to 10 size ranks in either direction.

i.e. A size a +4, may become up to size +11 or down to -6. A size -3 creature may become size -12 or up to size +7.

(Base 4 for changing creatures size up to size +1 in an unnatural way, +1 to allow for shrinking and growing in the same effect, +1 Diameter, +1 mag to affect creatures of up to size +4, +3 to change up to size 11 or down to -13)

REGO ANIMAL

BLIND THE SPEEDING DESTRIER

Rego Animal 5

R: Voice, D: Diameter, T: Ind

Causes the target's eyes to close for the duration of the spell.

(Base 2 to make a target lose control of a body part, +2 Voice, +1 Diameter)

AQUAM

CREO AQUAM

The Assassin's Churning Draft

Creo Aquam 25

R: Touch, D: Diameter, T: Individual

This spell creates a single draft of poison that inflicts a Medium wound on the person who drinks it, unless they succeed a Stamina check of 6+.

The poison created is a dram (or teaspoon) of colorless odorless liquid, which may be added to drinks or conjured within a cup the caster is touches. The poison is harmless if it is not ingested.

(Base 10 for a medium poison, +1 to increase the check to Stamina 6+, +1 Touch, +1 Diameter)

SHEATH OF THE SERPENT'S

VENOM

Creo Aquam 30 / Rego

R: Touch, D: Sun, T: Individual

This spell coats the blade of a weapon in a constantly refreshing poison. When the weapon successfully inflicts damage to an opponent the victim must succeed a Stamina check vs 6+ or also receive an additional Light wound.

Weapons enhanced by this spell will noticeably drip the venom if inspected, and the poison can be carefully taken from the weapon and used in other ways. Use of poisons is highly disregarded in most regions.

(Base 5 to inflict a light wound, +1 Rego to control the liquid's movement on the blade, +1 to raise the check difficulty to 6+, +1 Touch, +2 Sun)

MUTO AQUAM

WITHHOLD THE DRUNKARD'S

MUSE

Muto Aquam 10

R: Touch, D: Sun, T: Individual

This spell changes the contents of a container so it is no longer alcoholic, but otherwise is the same. This means especially excellent wine will taste excellent, and poor ale will still be undesirable.

At the expiry the contents return to normal, restoring the intoxicating effect. This may cause interesting mishaps and unexpected circumstances if the liquid was recently drunk.

(Base 3 to change liquid into a slightly unnatural form, +1 Touch, +2 Sun)

TAINT THE DRUNKARD'S

DESIRE

Muto Aquam 15

R: Touch, D: Sun, T: Individual

The target liquid of this spell is altered to become a medium strength poison. An hour after it is ingested the poison inflicts a Medium wound on any drinker for each dose consumed.

The poison may be resisted by succeeding a Stamina check vs 6+. The spell may transform any single portion of a beverage including water, wine, beer, or spirits up to one gallon.

(Base 3 to inflict an Medium wound, +1 to raise the check difficulty to 6+, +1 Touch, +2 Sun)

CALL FOR THE DRUNKARD'S

DEMISE

Muto Aquam 25

R: Touch, D: Sun, T: Individual

The target liquid of this spell is altered to become a powerful poison. An hour after it is ingested the poison inflicts a Incapacitating wound on any drinker for each dose consumed.

The poison may be resisted by succeeding a Stamina check vs 6+. The spell may transform any single portion of a beverage including water, wine, beer, or spirits up to one gallon.

(Base 5 to inflict an Incapacitating wound, +1 to raise the check difficulty to 6+, +1 Touch, +2 Sun)

SHAPE THE BOATMAN'S SKIFF

FROM WATER

Muto Aquam / Herbam 30

R: Touch, D: Sun, T: Ind

This spell transforms an area of water into a moderate sized wooden boat, with single sail, and running gear suitable for six travelers and their gear. The spell requires a finesse check to determine the quality of the boat.

(Base 4 to change a liquid into an unrelated solid or gas with requisite Herbam, +1 for larger result target size, +2 for finished Herbam product, +1 Touch, +2 Sun)



REGO AQUAM

SUMMON THE FISHERMAN'S

BOUNTY

Rego Aquam 20

R: Touch, D: Conc, T: Ind

The Magus touches a section of river or stream, a small pond, or spring and enhances the power and flow of the river to cast fish and other material from the river onto the bank.

(Base 4 to control a fast current, +2 for highly unnatural movement, +1 Touch, +1 Concentration)

AURAM

INTELLEGO AURAM

PERCEIVE THE BREATH OF

JUPITER

Intellego Auram 25

R: Personal, D: Diameter, T: Vision

Allows the target to see air patterns and movements around them. This alternative type of vision allows the target to "see" in environments where normal senses might be greatly hindered.

(Base:4 Learn all the mundane properties of the air., +1 Diameter, +4 Vision)

MUTO AURAM

SHAPE THE LEAFY TENT

Muto Auram / Herbam 25

R: Touch, D: Sun, T: Ind

This spell transforms the surrounding air into a simple tent made from natural plants. The space is well protected from wind and rain, and features a raised floor to keep

equipment dry. The tent is large enough to sleep four travelers and gear. From casual inspection the outside of the tent appears much like a large bush.

(Base 5, +1 Touch, +2 Sun, +1 for increase in size)

THE TOXIC SOLAR

Muto Auram 30

R: Touch, D: Diameter, T: Room

This spell changes the air within a room touched to a highly corrosive gas which inflicts +10 damage per round to everything within. This gas will also damage delicate items within the room, such as paper, food, fur and cloth.

(Base 10 for Level as damage, +1 Touch, +1 Diameter, +2 Room)

THE TOXIC ZIGGURAT

Muto Auram 35

R: Touch, D: Diameter, T: Structure

This spell changes the air within a single structure touched to a highly corrosive gas which inflicts +10 damage per round to everything within. This gas will also damage delicate items within the room, such as paper, food, fur and cloth.

(Base 10 for Level as damage, +1 Touch, +1 Diameter, +3 Structure)

SHAPE THE WATCHMAN'S

TOWER FROM AIR

Muto Auram / Terram 40

R: Touch, D: Moon, T: Ind

This spell transforms the surrounding air into a sturdy two room tower formed from a single piece of stone.

The complexity in the spell allows for solid sturdy construction, a heavily

weighted base, doors and doorways, internal stairs, a battlement on top, a hearth and chimney, arrow slits in the walls, and benches and blocks to act as furniture throughout.

While it is not luxurious, the dwelling is far superior to sleeping in the elements. In the original design the tower's lower room was larger than the upper, as the tower smoothly plinthead upward. A Finesse check is required when the spell is cast to determine the degree of success in the transformation.

(Base 4 to transform into another element with requisite Terram, +2 for larger result size, +1 for stone, +1 moderate complexity in components and shape, +1 Touch, +3 Moon)

CORPUS

CREO CORPUS

CIRCLE AGAINST PURIFICATION

Creo Corpus 5

R: Touch, D: Ring, T: Individual

Prevents the decay of a human corpse, or a severed body part, while the Ring is maintained and the target remains within it.

This spell is a simple re-working of Charm Against Purification (ArM p129) with the duration altered to Ring.

(Base 2, +1 Touch, +2 Ring)

SELFISH REST OF THE INJURED

MAGUS

Creo Corpus 15

R: Personal, D: Moon, T: Individual

This spell grants the Magus a +9 bonus to all wound recovery rolls made while the spell is in effect, as long as the spell is maintained during the recovery time.

(Base 4, +3 Moon)

THE CHIRURGEON'S HEALING

CIRCLE

Creo Corpus 20

R: Touch, D: Mom, T: Circle, Ritual

As per The Chirurgeon's Healing Touch, modified to Target all creatures within a drawn circle. Spell will restore one Light Body Level of damage permanently.

(Base 15, +1 Touch)

TRUE REST OF THE INJURED

CUSTOS

Creo Corpus 20

R: Touch, D: Moon, T: Individual

This spell grants the target touched a +9 bonus to all wound recovery rolls made while the spell is in effect, as long as the spell is maintained during the recovery time.

(Base 4, +1 Touch, +3 Moon)

SERIOUS REST FOR THE

INJURED CUSTOS

Creo Corpus 30

R: Touch, D: Moon, T: Individual

This spell grants the target touched a +15 bonus to all wound recovery rolls made while the spell is in effect. Note that the spell will cause warping.

(Base 10, +1 Touch, +3 Moon)

VITAL REST FOR THE

INCAPACITATED CUSTOS

Creo Corpus 30

R: Touch, D: Ring, T: Circle

This spell grants the target touched a +18 bonus to all wound recovery rolls made while the spell is in effect, and the target must stay within the circle/ring for the duration. Note that the spell will cause warping.

This variant is intended for custos who require critical intervention and will not be moved.

(Base 15, +1 Touch, +2 Ring)

SLIP FROM THE REAPER'S

GRASP

Creo Corpus 40

R: Touch, D: Mom, T: Ind, Ritual

Resolves a terminal (or less) crisis caused by Aging (see Ars p.170). This effect causes Warping.

(Base 35 to resolve a terminal aging crisis, +1 Touch)

MUTO CORPUS

EYES OF THE BAT

Muto Corpus 5 / Animal

R: Touch, D: Sun, T: Individual

Grants the target the sense vision akin to a bat, allowing vision in total darkness.

(Base 2 to change someone to give them a minor ability, +1 Touch, +2 Sun, requisite free)

POISE OF THE CAT

Muto Corpus 5 / Animal

R: Personal, D: Sun, T: Individual

Grants the Magus the sense of balance and poise akin to a cat, apply a +3 bonus on rolls for appropriate Athletics checks.

(Base:3, +2 Sun)

SENSES OF THE BLOODHOUND

Muto Corpus 5 / Animal

R: Personal, D: Sun, T: Individual

Grants the Magus enhanced sense of hearing and smell akin to bloodhounds, adding +3 to all appropriate perception based tests.

(Base: 2, +2 Sun, +1 extra sense, requisite free)

BLESSING OF THE HAUNTING

POND

Muto Corpus 10 / Animal Ignem

R: Touch, D: Sun, T: Individual

Makes the target's hands glow powerfully by changing them to have the glowing effects of a firefly, which provides equivalent light to that of a small lantern.

(Base 2 to change someone to give them a minor ability, +1 unnaturally strong light, +1 Touch, +2 Sun, requisites free)

EYES FROM THE FLAME

Muto Corpus 10 / Animal

R: Touch, D: Sun, T: Individual

Alters the target's vision so that they can see heat patterns in detail, akin to the senses of some exotic snakes and beetles. This alternative type of vision allows the heat patterns to be viewed in many circumstances including total darkness.

If this is the target's only form of vision, then the target cannot discern any significant differences between two potential combatants. e.g. A friend and foe of roughly equal size are very difficult to tell apart based only on their "heat" appearance. The spell is very effective in identifying most invisible creatures who still emit or affect heat.

(Base 2 to change someone to give them a minor ability, +1 to make the unnatural heat vision more powerful than a natural animal, +1 Touch, +2 Sun, requisite free)

THE DIMINUTION OF MAN

Muto Corpus 15

R: Voice, D: Diameter, T: Individual

Reduces the target's size to -3, that of a baby.

(Base 3, +2 Voice, +1 Diameter, +1 extra size rank down to size -3)

FORM OF THE LUMBERING

JOTUNN

Muto Corpus 20

R: Personal, D: Sun, T: Ind

This effect enlarges the Magus up to a very large (size rank 10) version of themselves. At this size the Magus is around 60 feet tall, and weighs over 100 tons.

The character's combat mechanics are greatly enhanced, adding +20 Strength, +10 to Soak, -10 to Quickness. The character also gains the reach and leverage associated with the truly massive stance.

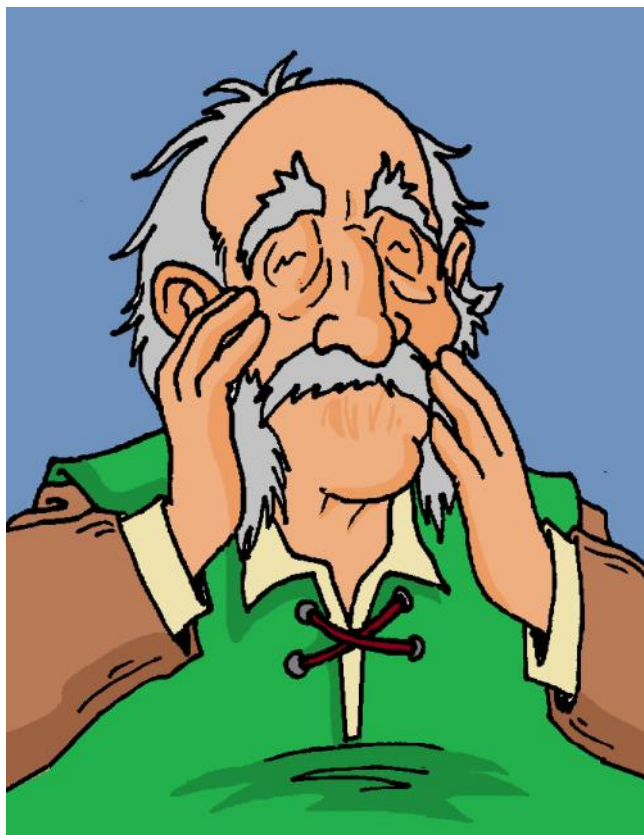
Requisites are required when cast to transform clothes and equipment, and not all equipment will be included in the transformation. The effect is designed with a girdle as the focus, which is removed to end the effect prematurely.

(Base 3 to utterly change the size of a person although still human up to size +1, +2 Sun, +3 for an additional 9 size ranks)

THE RESISTANT SKIN

Muto Corpus 20

R: Personal, D: Sun, T: Individual



The casters body is enhanced and toughened, gaining a +2 bonus to Soak for the duration. From the Ars Magica Muto Corpus guidelines p. 132.

(Base 10, +2 Sun)

SILENCE THE BABBLING FOOL

Muto Corpus 20

R: Touch, D: Diameter, T: Part

The target of this spell has their eyes and mouth close over, as if they were born that way.

(Base 5 to change a person in a minor way so that they are unnatural, +1 Touch, +1 Diameter, +1 Part)

HERA'S INDIGNANT BLESSING

Muto Corpus 25

R: Voice, D: Diameter, T: Part

Use Muto magic to seal over the target's eyes, effectively blinding them.

The targets eyes are still present, but cannot be opened as their eyelids are sealed over.

The spell name is a reference to Teiresias, who in one story was blinded by Hera for answering a question which favored Zeus over Hera. The physical change in the target is no more complex than a minor ability (akin to Eyes of the Cat).

(Base 5 to change a person in a minor way so that they are unnatural from the Muto Animal guideline, +2 Voice, +1 Diameter, +1 Part)

SHAPE OF FEARSOME KING

Muto Corpus 25/ Animal

R: Personal, D: Sun, T: Individual

Changes the Magus into a Lion.

(Base 10, +2 Sun, +1 due to extra size requirement of lion form)

THE CURSED GIFT OF

DAEDALUS

Muto Corpus 30

R: Touch, D: Sun, T: Part, Req: Animal

Grants the target a pair of wings and the ability to fly.

(Base 5, +1 Touch, +2 Sun, +1 Part, +1 Requisite)

POLYMORPH THE BELLIGERENT

RABBLE

Muto Corpus 30 / Animal

R: Touch, D: Diameter, T: Group

This spell changes the targets within the group into sheep for up to two minutes.

(Base 10, +1 Touch, +1 Diameter, +2 Group)

BLESSING OF OREUS'S

FORTITUDE

Muto Corpus 35

R: Touch, D: Diameter, T: Group

This effect enhances a group of up to 10 soldiers soak scores for two minutes, with a +3 bonus.

(Base 15, +1 Touch, +1 Diameter, +2 Group)

FORM OF THE CHARGING

BEHEMOTH

Muto Corpus / Animal 35

R: Personal, D: Diameter, T: Ind

The caster is transformed into a enormously large and imposing monster, up to a size +7. The form stands upright and hunched, well over

20 feet tall, with two main fore-limbs formed into crushing weapons, and a long tail capable of crushing and sweeping opponents aside. Two smaller additional limbs are below the main set, which can grasp and use implements.

Its hide is almost impregnable due to the overlapping carapace of scales and spikes which cover its body, the spines and spikes being especially long and sharp along the creature's upper body and tail. Two massive horns adorn its head, forming the basis of the creatures ramming charge. When charging it will sprint using the large forelimbs and hind legs to build momentum.

The physical form as the following aspects: a battering ram skull which can be used to charge, crushing fore limbs, sweeping tail, an impregnable hide of intersecting armor plates, quick bursts of speed, massive bellow, and human speech.

(Base 10 size change into an animal of max size +1, +1 Diameter, +2 for an additional 6 size ranks, +2 for a broad set of physical abilities)

FORM OF THE AGILE

LEVIATHAN

Muto Corpus / Animal 40

R: Personal, D: Diameter, T: Ind

The caster is transformed into a large (up to size 4) sea monster.

A green and blue scaled serpentine body, sleekly shaped for efficient underwater movement. Two stout forelimbs with grasping hands, and finned rear limbs used to add maneuverability in water. It also has a long neck and tail.

The physical form as the following aspects: breathing underwater through axillary gills, enhanced underwater olfactory and visual perception, a set of six smooth long tentacles which can be used to grip and entwine, and long

powerful tail to allow swimming at great speeds, a toughened skin which resists cold, and human-like speech.

(Base 20 size change into an aquatic for flying animal of max size +1, +2 Sun, +1 for an additional 3 size ranks, +1 for a limited set of physical abilities)

FORM OF THE BARBED DRAGON

Muto Corpus / Animal 45

R: Personal, D: Sun, T: Ind

The caster is transformed into a large (up to size 7) dragon.

A crimson and gold thickly scaled serpentine body, covered in razor sharp barbs and tines. The barbs are much larger and thicker along it's back and spine, but small barbs cover the entire body except where joints fold. The form has two arms, a long neck, two legs, a set of broad wings, and a long spiked tail.

The physical form as the following aspects: Flying and tolerance for flying conditions, a spiked hide, corrosive blood, a venomous tail spike, and human-like speech.

(Base 20 size change into an aquatic for flying animal of max size +1, +2 Sun, +2 for an additional 6 size ranks, +1 for a limited set of physical abilities)

FORM OF THE IRON

JUGGERNAUT

Muto Corpus / Terram 45

R: Personal, D: Diameter, T: Ind

The caster's body is transformed into solid metal, which can move as normal. A metal pin is applied during casting, and removed by the caster to end the effect prematurely if they wish.

Casting requisites are required for carried equipment, although clothing

and personal effects are also transformed.

(Base 25 for solid inanimate object, +1 Diameter, +1 to allow movement sub-effect, +2 for metal)

GIFT OF THE HERCULEAN

FORTITUDE

Muto Corpus 45

R: Personal, D: Diameter, T: Individual

The caster gains a bonus of +8 to Soak.

(Base 40, +1 Diameter)

PERDO CORPUS

INVOKE THE AGONY OF MAN

Perdo Corpus 15

R: Voice, D: Conc, T: Individual

Inflicts the target of the spell with wracking pain, almost completely disabling them. To make an action the target must succeed a Stamina + Size stress of 9+.

(Base 4 to cause a person pain, +2 voice, +1 concentration)

INVOKE THE HORRIFIC

CACOPHONY

Perdo Corpus 35

R: Voice, D: Diameter, T: Group

This spell inflicts the targeted group of up to 100 standard sized people with physical pain so severe that they can do nothing else except writhe in agony, and perhaps very slowly crawl away.

(Base 4 to cause a person pain, +1 to boost the effect to the same level as Rego Corpus immobilizes the target, +2

Voice, +1 Diameter, +2 Group, +1 to affect up to 100 targets at once)

REGO CORPUS

BLIND THE OGLING FOOL

Rego Corpus 5

R: Voice, D: Diameter, T: Ind

Causes the target's eyes to close for the duration of the spell.

(Base 2 to make a target lose control of a body part, +2 Voice, +1 Diameter)

THE BUOYANT MAGUS

Rego Corpus 10

R: Personal, D: Concentration, T: Individual

The caster is moved slowly in any direction they desire, horizontally or vertically as fast as smoke rises. The spell affects targets up to size +1 and the caster must concentrate to alter the movement. Heavier targets move more slowly.

(Base 5, +1 Concentration)

CURSE OF THE BLOATED

TONGUES

Rego Corpus 10

R: Touch, D: Dia, T: Group

As per Curse of the Unruly Tongue (Rego Corpus 5), modified to target a group, and last diameter.

Note: Invented specifically at this level to defend against multiple Magi, but requires one of the targets be touched during casting. Consideration should be given to altering Range too Voice for a less dangerous design.

(Base 2, +1 Touch +1, +1 Diameter, +2 Group)

THE CLUMSY MANNEQUIN

Rego Corpus 10

R: Eye, D: Diameter, T: Individual

The spell facilitates the control of the target's large scale motions (arms, legs, and head movement), which must follow any simplistic instructions. The target can only control their own small scale motions (finger gestures, talking), and suffers a -3 modifier to any of these actions, including spell casting. Eye contact is needed only for the initial application of the spell.

Valid commands might be "walk in a circle", "sit down", "walk of that edge", and if the command is completed but the spell still has duration the target gains control again until the caster issues another command.

As the duration is Diameter the caster must concentrate to the control over the target's body. While the spell is in effect the target cannot be made to make any complex or agile movement such as fighting, dancing, juggling, etc.

(Base 4, +1 Eye, +1 Diameter)

THE FASTIDIOUS WIZARD'S

REPOSE

Rego Corpus 10

R: Personal, D: Momentary, T: Individual

This spell performs all of the caster's standard grooming and laundry needs in a matter of seconds. The casters body, clothes, and equipment worn are cleaned, clothes pressed, body manicured, etc.

The quality of the effect is determined by a Finesse check, difficulty 3+ to obtain complete coverage and effect. The spell's inventor traveled extensively without servants in

difficult and remote areas, and this spell maintained a suitably dignified and hygienic appearance.

The additional magnitudes for requisite arts empowers the spell to use affect a wide range materials, and also temporarily create materials needed for cleaning.

(Base 2, +1 to enhance the Finesse check difficulty downward from 6 to 3, +1 to allow for cleaning of complex equipment carefully, +1 Creo, +1 Herbam Animal and Terram)

BLIND THE WATCHFUL SCOUT

Rego Corpus 15

R: Sight, D: Sun, T: Ind

Causes the target's eyes to close for the duration of the spell.

(Base 2 to make a target lose control of a body part, +3 Sight, +2 Sun)

BLIND THE OGLING HORDE

Rego Corpus 20

R: Voice, D: Diameter, T: Group

Causes the target's eyes to close for the duration of the spell.

(Base 2 to make a target lose control of a body part, +2 Voice, +1 Diameter, +2 Group, +1 larger group up to 100 members)

THE BUOYANT GROG

Rego Corpus 20

R: Touch, D: Sun, T: Individual

The target is moved slowly in any direction the caster desires horizontally or vertically, as fast as smoke rises. The spell affects targets up to size +1 and the caster must concentrate to alter the movement. Heavier targets move more slowly.

(Base 5, +1 Touch, +2 Sun)

FORCING THE STATUE OF MAN

Rego Corpus 20

R: Voice, D: Diameter, T: Individual

The spell holds the target motionless for two minutes, during which time they cannot move at all. This prohibits all physical movement such as talking, spell casting, and even changing the direction they are looking.

(Base 5, +2 Voice, +1 Diameter)

RAMPART AGAINST THE

COMMON MAN

Rego Corpus 20

R: Touch, D: Ring, T: Circle

Creates a circle through which no ordinary (say protected by Parma Magica or otherwise resist the spell) person can cross or affect those within the circle.

Aside: Ward Against the Curious Scullion was errata-ed to use a base effect of 15, which is incredibly out of alignment with the other baseline effects in Rego Corpus and the other wards. In hindsight I'd call this a barrier or rampart instead of a ward and say it stops direct physical manipulation instead of using the phrase Ward and inheriting all the angst and confusion that comes with how wards may be implemented within a story. My intent was a barrier, and not at all to stop actions of humans working in an intelligent manner.

(Base 5, +1 Touch, +2 Ring)

THE BUOYANT SQUAD

Rego Corpus 25

R: Touch, D: Concentration, T: Group

The target is moved slowly in any direction the caster desires horizontally or vertically, as fast as smoke rises. The spell affects targets up to size +1 and the caster must concentrate to alter the movement. Heavier targets move more slowly.

(Base 5, +1 Touch, +1 Concentration, +2 Group)

BY WILL ALONE

Rego Corpus 25

R: Personal D: Sun, T: Individual

This spell grants the Magus the power to move their body through the air, controlled by thought at up to speeds of 40 miles per hour. Unlike the Creo Auram spells hovering in place with this spell is as simple as any other flight.

The Magus must concentrate to control when and how fast they fly, and may elect to halt their thought movement, even while the spell remain active (effectively the Magus elects to not move using the spell). Finesse rolls are required for complex maneuvers.

Note that the spell will continue in a manner last instructed, so the caster best be wary of distractions and mishap.

(Base 15, +2 Sun)

BLIND THE OGLING LEGION

Rego Corpus 30

R: Voice, D: Diameter, T: Group

Causes the target's eyes to close for the duration of the spell.

(Base 2 to make a target lose control of a body part, +2 Voice, +1 Diameter, +2 Group, +3 larger group up to 10,000 members)

THE UNWILLING ARMY

Rego Corpus 30

R: Voice, D: Diameter, T: Group

The spell allows the caster to control the large scale motions (arms, legs, and head movement) of a very large group of people (up to 100 standard individuals). The targets are controlled by the caster, following simplistic instructions.

The targets can only make small scale motions (finger gestures, talking), and suffers a -3 modifier to any of these actions, including spell casting.

Valid commands might be “walk in a circle”, “sit down”, “walk of that edge”, and if the command is completed but the spell still has duration the target gains control again until the caster issues another command.

As the duration is Diameter the caster must concentrate to the control over the target's bodies. While the spell is in effect the target cannot be made to make any complex or agile movement such as fighting, dancing, juggling, etc.

(Base 4, +2 Voice, +1 Diameter, +2 Group, +1 for a very large group)

DIRECT THE FLIGHT OF YOUR

FLOCK

Rego Corpus 35

R: Touch, D: Conc, T: Group

The target and his group of traveling companions are raised into the air and fly as one under the control of the caster up to speeds of 40 miles per hour (see “By Will Alone” above).

The members of the group must remain together, otherwise the member is removed from the spell's effects; and pray that the Magi's concentration is not disturbed.

(Base 15, +1 Touch, +1 Conc, +2 Group)

HERBAM

CREO HERBAM

CONJURE THE HUMBLE SKIFF

Creo Herbam 25

R: Touch, D: Sun, T: Ind

This spell conjures a moderate sized wooden boat, single sail, and running gear suitable for six travelers and their gear. The spell requires a finesse check to determine the quality of the boat.

(Base 3, +1 Touch, +2 Sun, +1 increased target size for a modest boat, +2 complexity in the design and finished form)

REGO HERBAM

DRAW THE MAGIC CIRCLE

Rego Herbam 5

The caster quickly draws a circle onto the surface touched, far faster than the typical inscription time. The circle may be as large or small as the caster desires, up to around 100 paces in diameter. The caster must make a Finesse check of 3+ or else the circle is unusable.

(Base 1 to create something simple, +1 Touch, +3 for very large circles)

THE UNWANTED MASK

Rego Herbam 15

R: Voice, D: Diameter, T: Individual

The target clothing moves to blind the wearer, shifting in place for the duration to cover the eyes. This effect will have varying results dependent of the clothing of the creature to be affected.

(Base 4, +2 Voice, +1 Diameter)

EXTRACT THE ESSENCE OF

SERQET

Rego Herbam 20, Aquam Animal

R: Touch, D: Momentary, T: Individual

This spell processes a poisoner's raw ingredients into a near perfect extract.

The quality of the final result is determined by a Finesse roll vs 6, where results lower than this amount do not produce an effective poison, and rolls that far exceed it will increase potency.

All of the materials for normal processing and steps must be provided for the spell to produce an effective product.

(Base 3 to perform the craft process within moments, +4 reduction of Finesse difficulty by 12, +1 Touch)

ALLAY THE BUOYANT LOAD

Rego Herbam 25

R: Touch, D: Sun, T: Part

The bags, containers, sacks or other carrying vessels carried by the target touched are made buoyant, which reduces their burden to the wearer to almost nothing.

The spell affects any items crafted from materials, and affects the equipment carried, not the target themselves so no warping will occur.

(Base 4 to affect a manufactured product, +1 plant product moves unnaturally, +1 Touch, +2 Sun, +1 Part)

IGNEM

CREO IGNE

IGNITE THE INCRIMINATING

WRIT

Creo Ignem 5 / Herbam

R: Voice, D: Mom, T: Individual

This effect ignites a targeted item quickly providing a fire which will likely destroying it and leaving only ash. The spell was invented for use on writs and other paper documents which could be either incriminating or hold Magi to agreements which they would prefer to avoid.

(Base 3 as ignite parchment, +2 Voice, +0 He Requisite)

IGNITE THE PROMISCUOUS

MEMOIR

Creo Ignem 25 / Requisite

R: Arc, D: Mom, T: Individual

This effect ignites an item connected via an arcane connection, thereby providing a fire which will likely destroying it. The item may be in almost any anything slightly flammable such leather, damp wool.

The spell was invented for use on writs and books, but can also be used to ignite almost any material.

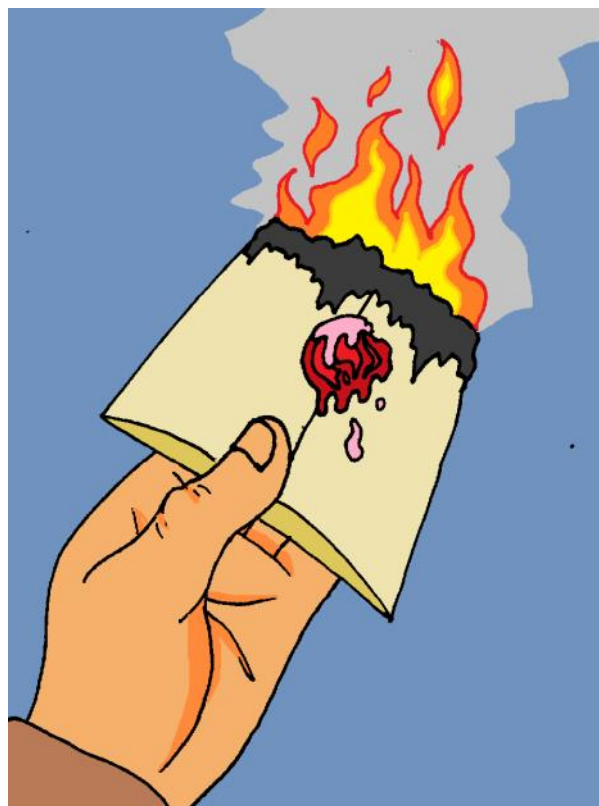
(Base 5 as ignite something slightly flammable, +4 Arc)

MELT THE VANGUARD'S ARMS

Creo Ignem 25 / Terram

R: Voice, D: Mom, T: Part

Up to ten metal items carried by or on the target are heated to melting point. Thus a soldier's sword, helm, and



segments of armor will all instantly be burning hot, and melt. This has a side effect of inflicting +5 damage per round while metal items targeted are carried or worn.

(Base 10 heat an object to melting point, +2 Voice, +1 to increase number of parts targeted, +0 Te Requisite)

MELT THE COMPANY'S ARMS

Creo Ignem 35 / Terram

R: Voice, D: Mom, T: Group

Up to ten metal items carried by or on the target are heated to melting point. Thus a soldiers sword, helm, and segments of armor will all instantly be burning hot, and melt. This has a side effect of inflicting +5 damage per round while metal items targeted are carried or worn.

(Base 10 heat an object to melting point, +2 Voice, +2 Group, +1 increase size of group, +0 Te Requisite)

INTELLEGO IGNE

PERCEIVE THE FOOTPRINTS

OF VULCAN

Intellego Ignem 15

R: Personal, D: Diameter, T: Vision

Allows the target to see heat patterns and heat emissions around them. This alternative type of vision allows the heat patterns to be viewed in many circumstances including total darkness.

(Base 2 to become aware of all fires and heat, +1 Diameter, +4 Vision)

MUTO IGNE

CONCEAL THE FIRE WITHIN

THE ARROW

Muto Ignem 25 / Herbam

R: Touch, D: Diameter, T: Individual

This spell changes a fire up to the size of a small campfire (+5 damage) into an arrow or bolt suitable for use by an archer. The size and form of the projectile is chosen by the caster. The arrow can be used and fired normally until the duration of the spell expires, when it will revert back into a fire.

(Base 10 to change into an unnatural element of another form, +1 Herbam requisite, +1 Touch, +1 Diameter)

PERDO IGNE

EXTINGUISH ALL LIGHT

Perdo Ignem 5

R: Touch, D: Diameter, T: Ind

Light is removed from an area 3-5 paces across for the duration of the spell.

(Base 3, +1 Touch, +1 Diameter)

SOLAR OF DARKNESS

Perdo Ignem 15

R: Touch, D: Diameter, T: Room

Removes light from the target room. Only spells greater than level 15 can create or manipulate light within this area for the duration.

(Base 3, +1 Touch, +1 Diameter, +2 Room)

WIZARD'S ICY SHROUD

Perdo Ignem 30

R: Voice, D: Diameter, T: Individual

As per Wizard's Icy Grip – Chills a single target so that it takes +15 damage each combat round the spell is in effect. If this is enough to kill, the target is frozen solid. Armor does not add to Soak against this spell.

(Base 15, +2 Voice, +1 Diameter)

IMAGINEM

CREO IMAGINEM

DISCOVER THE DISQUIET OF

THE OBTRUSIVE TONE

Creo Imaginem 4

R: Touch, D: Sun, T: Individual

This spell creates a simple sound infrequently over the spell's duration. The caster determines the sound to be created (dripping water, chirp of a bird, a cat's meow, a cough) and the interval between the occurrences when the spell is cast. In typical use a drip of water sounds every diameter for the spell's duration.

(Base 1, +1 Touch, +2 Sun)

DISCOVER THE PEACE OF

THUNDER, WIND, AND RAIN

Creo Imaginem 4

R: Touch, D: Sun, T: Individual

This spell creates the sound of thunder, wind, and rain at the location touched, equivalent volume to a speaking person.

(Base 1, +1 Touch, +2 Sun)

SPEAK THROUGH THE

INTANGIBLE TUNNEL

Creo Imaginem 4

R: Touch, D: Conc, T: Ind

The caster can speak through an Intangible Tunnel (which requires range touch).

(Base 1 to create an image that affects a sense, +1 Touch, +1 Conc, +1 intelligible speech)

CONJURATION OF THE

INSUBSTANTIAL FLEETING

BLINDFOLD

Creo Imaginem 5

R: Voice, D: Diameter, T: Individual

The image of a blindfold is crated around the head of the creature, and will move with the creature. Credit to Erik Tyrrell for the spell concept.

(Base 1, +2 Voice, +1 Diameter, +1 moving image)

DISCOVER THE MELODY OF THE

ABSENT MINSTREL

Creo Imaginem 5

R: Touch, D: Sun, T: Individual

This spell creates the sound of music, equivalent volume to a speaking person. The style and instruments are chosen when cast, and quality is dependent on a finesse check.

(Base 1, +1 Touch, +2 Sun, +1 clear music)

RENDER THE MAGIC CIRCLE

Creo Imaginem 5

R: Touch, D: Moon, T: Individual

The caster draws a circle onto the surface touched. The circle may be as large or small as the caster desires, up to around 4 feet diameter.

(Base 1 to create something affecting one sense, +1 Touch, +3 Moon)

DEAFEN THE SURLY TURNCOAT

Creo Imaginem 5

R: Voice, D: Momentary, T: Individual

This effect creates a momentary explosion of sound which is powerful enough to potentially deafen those close to it. Creature successfully targeted by the caster's Finesse check of 6+ must then pass a Stamina check vs 9+, or they are deafened for approximately two minutes.

The effect is perfect for ending conversations with belligerent subordinates.

(Base 3, +2 Voice)

SHATTER THE BON VIVANT'S

GLASS

Creo Imaginem 5

R: Voice, D: Momentary, T: Individual

The caster creates a short high pitched burst of sound next to a glass

item, which is shattered by the sound. The caster must succeed a Finesse check vs base 6 to correctly target the sound. The sound created is very loud.

(Base 3 to break glass with Finesse check 6+, +2 Voice)

MASTERY OF THOUGHT AND

PURPOSE

Creo Imaginem 15

R: Touch, D: Conc, T: Ind

When the spell is cast an abstract image forms in front of the caster which they may manipulate using Finesse rolls, while making Concentration rolls. The spell presents a detailed changing image, which tries to resist and contradict the alterations of the caster. Slowly as time progresses the image changes more quickly, and the caster is challenged with controlling the spell for as long as possible.

Unlike practice using normal spells requiring concentration and finesse, this spell is designed to frustrate and challenge the caster. This grants a source quality of 5 for practicing the Finesse and Concentration abilities.

(Base 1 to create an image that affects one sense, +1 Touch, +1 Conc, +1 a moving image, +1 directed by use, +1 which is increasingly complex, +1 seeking to hamper or avoid the caster's intent)

THE HARPIES SCREECH

Creo Imaginem 15

R: Voice, D: Momentary, T: Individual

This effect creates a sound so loud and piercing that it causes disorientation and possibly panic to those who hear it. The caster is protected from the effect by the Rego requisite which protects them from the worst of the effect. Creatures must succeed a Stamina 12+

check are dazed and disorientated. Animals may also be panicked by the effect.

The effect can be heard by anyone who is within range, although a creature's magic resistance must be overcome for the worst of the effects to apply. This is a debatable aspect of Imaginem magic, which should be discussed before the spell is taken.

(Base 3, +2 Voice, +1 Rego requisite, +1 for a very difficult stam check vs 12 or higher)

INTELLEGO IMAGINEM

SPY THROUGH THE INTANGIBLE

TUNNEL

Intellego Imaginem 10

R: Touch, D: Conc, T: Room

The caster can see and hear what is occurring through an Intangible Tunnel (which requires range touch).

(Base 2 to use two senses, +1 Touch, +1 Conc, +2 Room)

MUTO IMAGINEM

DISGUISE THE WORDS AS

WRITTEN

Muto Imaginem 10

R: Touch, D: Moon, T: Individual

Allows the caster to change the contents of a letter or document, re-writing the message, changing seals, and altering signatures to create another message. The letter may also be rendered into jibberish. Useful for sending secret messages by mundane means, and also for altering official documentation

(Base 1, +1 Touch, +3 Moon, +1 very complex image and text)

MASK THE PASSAGE OF THE

BEAST

Muto Imaginem 10

R: Touch, D: Sun, T: Ind

The appearance, smell, and sound of the target animal is altered to be akin to other natural elements in the background, appropriate to where the target is traveling. The target's smell changes to match the ground near them, and their sounds become akin to normal natural parts of the environment. The appearance of the creature is not made invisible; rather it takes on a natural camouflage, using same hues and colors of the environment.

The effect will seem odd if it is used to mask blatant dramatic sounds or smells, or if the target moves quickly as these effects are very unlikely to occur naturally and this will make the target far easier to discern.

(Base 3 for look, smell and sound, +1 Touch, +2 Sun)

DISGUISE OF THE MISCHIEVOUS

DOPPELGANGER

Muto Imaginem 15

R: Touch, D: Sun, T: Ind

This effect alters the target to an exacting copy of another person. The target's look, sound, and smell are altered to match; including the target's clothing and equipment. Ideally the person to be copied should be present at the time the spell is cast, or a highly detailed likeness be present.

Like many similar effects the quality of the copy is subject to a Finesse check, with a general target number of 6+ for cursory inspection, 9+ for a fair copy that will pass almost any inspection, through to 12+ for a perfect reproduction. The Finesse check should be modified by the familiarity and knowledge the caster has for the target

to be copied, and as this effect is designed to copy a specific target – the caster gains a +3 to the Finesse check if the source for the duplication is present during the casting.

(Base 3, +1 for very high detailed and reliable reproduction, +1 Touch, +2 Sun)

GIFT OF THE ECHOING VOICE

Muto Imaginem 15

R: Touch, D: Concentration, T: Structure

The target's natural speaking voice echos through the target area, sounding as if it is naturally occurring. The sound grows outward from the target, becoming slightly louder, but echoing from all surfaces through the structure.

(Base 1 for Sound, +1 for slightly unnatural behavior, +1 Touch as sound leaves the Magus, +1 Concentration, +3 Structure)

PERDO IMAGINEM

RING OF IMPERMANENTLY

CLEAR VISION

Perdo Imaginem 15

R: Touch, D: Ring, T: Circle

This effect removes the image from the area within the target circle, so that it is rendered invisible.

(Base 4 affect sight, +1 Touch, +2 Ring)

REGO IMAGINEM

RING OF TRANSIENTLY CLEAR

VISION

Rego Imaginem 10

R: Touch, D: Ring, T: Circle



This effect removes the image from the area within the target circle, so that it is rendered invisible.

(Base 2 to make it appear 1 pace away, +1 Touch, +2 Ring, +1 Part)

MENTEM

INTELLEGO MENTEM

DRAWING THE TRUTH FROM THE DEAD

Intellego Mentem 35

R: Arc, D: Momentary, Target: Individual

By means of this spell the caster contacts a ghost which has not yet passed to final judgement, and learns a single sentence answer to a very specific question.

The caster must have an arcane connection to the ghost he wishes to question, and typically the unhallowed corpse of the target is used.

(Base 15, +4 Arc)

PEERING INTO THE UNRESTING MIND

Intellego Mentem 45

R: Arc, D: Momentary, Target: Individual

By means of this spell the caster contacts a ghost which has not yet passed to final judgement, and draws a set of knowledge from the remains of its mind about a specific topic or question.

The caster must have an arcane connection to the ghost he wishes to question, and typically the unhallowed corpse of the target is used.

(Base 25, +4 Arc)

PERDO MENTEM

CALM THE MOTION OF MY

HEART

Perdo Mentem 5

R: Personal, D: Mom, T: Individual

Removes one emotion from the caster until it reoccurs again naturally.

(Base 5)

PERPETUAL TORTURE OF THE

DEAD

Perdo Mentem 30

R: Arc, D: Ring, T: Individual

This spell connects the caster to ghost of a dead person for whom they possess the arcane connection (or body), and inflicts pain upon the ghost until the ring is broken.

(Base 4, +4 Arc, +2 Ring)

TORTURE THE RESTLESS DEAD

Perdo Mentem 30 / Creo Imaginem

R: Arc, D: Conc, T: Individual

This spell connects the caster to ghost of a dead person for whom they possess the arcane connection (or body), and inflicts pain upon the ghost.

The Creo Imaginem component of the spell make the auditory screams and pleas of the ghost audible to those around the caster.

(Base 4, +1 Creo Imaginem sub-effect, +4 Arc, +1 Conc)

REGO MENTUM

Aura of Unstoppable Malevolence

Rego Mentem 35

R: Voice, D: Sun, T: Group

Targets of this spell are strongly inclined to obey you, as their sense of fear is heightened for the duration of the spell.

(Base 5, +2 Voice, +2 Sun, +2 Group)

BLESSING OF ETERNAL JOY

Rego Mentem 35

R: Arc, D: Ring, T: Individual

This spell connects the caster to ghost of a dead person for whom they possess the arcane connection (or body), and changes the ghost's mental state to one of happiness and joy.

(Base 5 to control a natural emotion, +4 Arc, +2 Ring)

TERRAM

CREO TERRAM

CONJURING THE MYSTIC

CITADEL

Creo Terram 40

R: Touch, D: Mom, T: Ind, Ritual

An expansion of the Conjuring the Mystic Tower to create an entire citadel.

A central tower three times the volume of the normal tower, connected to six surrounding towers via walls and walkways. The effect forms the citadel according to the caster's designs from a single stone, with a floor plan approximately ten times larger than the standard Tower.

(Base 3 to create stone, +1 Touch, +5 additional size, +3 elaborate design)

MUTO TERRAM

SUBSUME THE IRRITATING

KNAVE

Muto Terram 10 / Auram

R: Voice, D: Mom, T: Part

This spell alters the ground within the target area so that it is briefly transformed into air, and then quickly back again. Anything within the target area will fall as they lack the foundation of the earth.

The spell will affect mud, sand, and dirt, and anything upon these surfaces will be quickly buried and also potentially wreck a buildings stability.

If the spell is targeted beneath a specific spot, such as beneath a particular person a targeting roll is required. The effect is designed to create a cubic area, with a volume of 10 cubic paces of earth (roughly 2.2 paces per side).

(Base 3 to change in to another substance such as liquid, and include an Auram requisite, +2 Voice, +1 Part)

STRENGTH OF TITAN STEEL

Muto Terram 15

R: Touch, D: Diameter, T: Individual

The metal weapons and armor carried by the target are made far stronger and more resilient. Reduce the

number of botch dice rolled when checking for a breakage by one, even if this means no botch dice are rolled.

Optional rule: If Lords of Men breakage check is used modify the enhanced weapon's Weapon Breakage roll by +5, and increase the Damage Levels the weapon has by +1. This is greatly decrease the change that the weapon will be damaged as a result of combat stress, but retains the initial check to see which combatant's weapon is affected by a breakage check.

(Base 3, +2 effect metals, +1 Touch, +1 Diameter)

CONJURE THE ORB OF

SUNSHINE

Muto Terram 20 / Ignem

R: Touch, D: Sun, T: Ind

The material touched glows brightly, and may be used like a torch. The creator Magus designed the spell so that a large volume of the enchanted material could be shared amongst many people, or used to light a large area.

(Base 3 for an unnatural glowing which affect up to 10 cubic paces of dirt, mud, sand, or up to 1 cubic pace of stone or glass, +1 glow very brightly, +1 effect stone/glass, +1 Touch, +2 Sun)

FLATTEN MISCELLANEA TO ART

Muto Terram 20

R: Touch, D: Sun, T: Ind

The object touched is converted into a small two dimensional image of itself for the duration of the spell. Casting requisites are required for the object when cast, and the effect can only affect non-living objects of standard size.

(Base 4 to change dirt so that it's highly unnatural as "two dimensional", +1 Touch, +2 Sun, +1 secondary sub-effect to shrink)

OBJECT OF INCREASED SIZE,

ENLARGED

Muto Terram 20

R: Touch, D: Sun, T: Ind

This spell increases the size of the object touched by up to four times it's normal dimensions, and up to sixty four times it's mass. The spell can affect an object up to the size of a large chest. When cast requisites are required for the form of the affected object.

(Base 4, +1 Touch, +2 Sun, +1 further increase in scale)

SUBSUME THE IRRITATING

HOVEL

Muto Terram 20 / Auram

R: Voice, D: Mom, T: Part

This spell alters the ground within the target area so that it is briefly transformed into air, and then quickly back again. Anything within the target area will fall as they lack the foundation of the earth.

The spell will affect mud, sand, dirt and stone, and anything upon these surfaces will be quickly buried and also potentially wreck a buildings stability.

If the spell is targeted beneath a specific spot, such as beneath a particular person a targeting roll is required. The effect is designed to create a cubic area, with a volume of 100 cubic paces of earth (5x5x4 paces), or 10 cubic paces of stone (roughly 2.2 paces per side). The difficulty of the targeting roll should be adjusted accordingly.

(Base 3 to change in to a liquid and add Au req, +1 to effect stone, +1 area increase, +2 Voice, +1 Part)

TRAP OF UNEARTHLY

STICKINESS

Muto Terram 20

R: Touch, D: Sun, T: Part

This spell enchants an area of ground or earth (equivalent to 10 cubic paces) to be ultra-sticky, so that anything which touches the area is stuck to the earth. Stuck creatures can attempt a Strength + Size roll of 9+ to break free of the effect. The spell will effect creatures of size +1 or smaller.

(Base 4 to change earth to have a highly unnatural property, +1 Touch, +2 Sun, +1 Part)

OBJECT OF DECREASED SIZE,

DIMINUTIVE

Muto Terram 25

R: Touch, D: Sun, T: Ind

This spell decreases the size of the object touched by up to 64 times less it's normal dimensions, and 262,000 times less mass. The spell can affect an object up to the size of a large chest. When cast requisites are required for the form of the affected object.

(Base 4, +1 Touch, +2 Sun, +2 further decreases in scale)

TEN THOUSAND GRACEFUL

STEPS

Muto Terram 25 / Rego

R: Touch, D: Sun, T: Part

The earth beneath the target's feet is changed so that they are always moving upon a stable and solid surface made of stone. The modified surface moves with the target for the duration of the spell. This facilitates excellent traveling conditions, akin to always traveling on well-maintained paved roads.

This spell will affect most paths and road surfaces including any rocks or other Terram based materials. It will use the cubic pace allowed in the spell effect to smooth inclines, and improve broken pathways. The effect will not alter any wooden or metal components in the road surfaces, but may allow items to be covered completely by the artificial roadway. The spell does not remove the need for the traveler to pay attention to their footing.

(Base 3, +1 moving effect, +1 Rego to smooth the surface, +1 Touch, +2 Sun, +1 Part)

THE UNOBTUSIVE OBSERVER'S

VOICE IN STONE

Muto Terram / Corpus 25

R: Touch, D: Conc, T: Part

The surface touched gains the power of human speech as long as the earth is already awakened.

(Base 4 to grant the power of speech which is highly unnatural for earth +1, +0 Corpus requisite in base effect, +1 to affect stone, +1 Touch, +1 Conc, +1 Part)

TRAP OF THE LAZY HUNTSMAN

Muto Terram 25 / Intellego Animal

R: Touch, D: Sun, T: Part

This spell enchants an area of ground or earth (equivalent to 10 cubic paces) to be ultra-sticky, so that animals who walks across the area are stuck to the earth. The animals specified may be as wide as "any moderate sized creatures", or "only boars and pigs"; but is limited to animals of size +1 or smaller.

Creatures that are not specified in the spell might notice the ground to be slightly tacky but are not impacted by the effect. Stuck creatures can attempt a Strength + Size roll of 9+ to break free of the effect.

(Base 4 to change earth to have a highly unnatural property, +1 Touch, +2 Sun, +1 Part, +0 Animal Req, +1 Intellego Req)

BUOYANT ARMS AND ARMOR

Muto Terram 30

R: Touch, D: Diameter, T: Group

The metal weapons and armor of all members in a group are have their effective weight reduced to zero for combat purposes. The weapons and armor effected are rendered almost weightless.

Optional rule: The weight is reduced by two thirds round down, to reflect movement encumbrance.

(Base 4, +2 metal, +1 Touch, +1 Diameter, +2 Group)

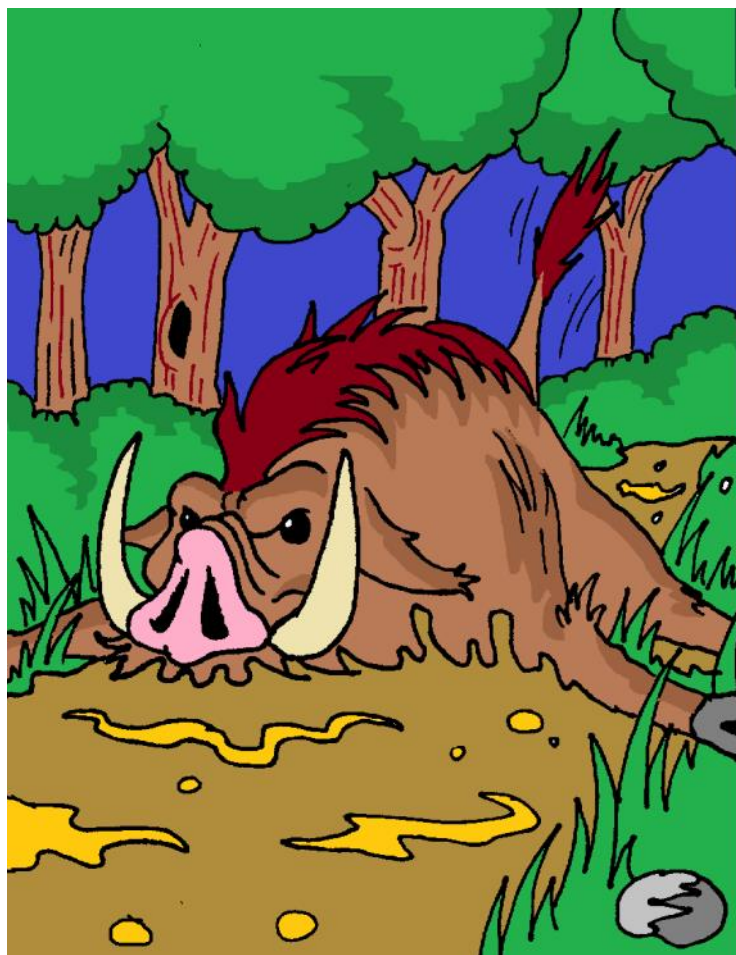
DRAYMAN'S GENTLE JOURNEY

Muto Terram 30 / Rego

R: Touch, D: Sun, T: Part

As per "Ten Thousand Graceful Steps" (above), with an added magnitude for the increased amount of material needed to fit beneath a horse or beast of burden's body, and include the cart or buggy it is pulling. This increase in spell affects changes the material affected up to 10 cubic paces of material; more than enough to provide a stable roadway beneath a cart and horse, a rider, or a sole traveller.

(Base 3, +1 moving effect, +1 Rego to smooth the surface, +1 volume of stone increased to ten cubic paces, +1 Touch, +2 Sun, +1 Part)



EXHUME THE BOUNTY OF THE EARTH

Muto Terram 30 / Rego

R: Touch, D: Conc, T: Part

This spell alters the ground within the target area so that it forces all materials it contains to its surface and ejects them. Everything unlike the surrounding earth is slowly pushed to the surface touched by the caster. While this spell does not directly affect any other non-terram materials, the unnatural quality of the enchanted surrounding material can still move other items. Heavier items may move more slowly, requiring the caster to concentrate for many rounds.

The spell effects stone and glass surfaces, as well as dirt, sand, and mud. This spell is excellent for exhuming lost items, coffins, and the like; although the gracefulness of the approach is questionable.

The spell affects up to 100 cubic paces of earth, or up to 10 single cubic paces of stone or glass; with a final shape and size determined by the caster.

(Base 4 to change earth so it is highly unnatural and adding Rego req, +1 to affect stone and glass, +1 to allow flexibility in shape and size, +1 to increase the area effected, +1 Touch, +1 Conc, +1 Part)

THE UNOBTUSIVE OBSERVER'S SIGHT IN STONE

Muto Terram / Mentum 30

R: Touch, D: Sun, T: Part

The surface touched is awakened to consciousness. The surface is able to see and hear its surroundings, will remember details of events for the duration of the spell. When cast a small human face is added to the surface touched, and effect's perception is based upon the position of that face.

The position and size of the face is decided when the spell is cast.

(Base 4 to awaken the consciousness of a plant in the earth instead, +0 Mentem requisite in base effect, +1 highly unnatural effect for earth, +1 to affect stone, +1 Touch, +2 Sun, +1 Part)

TRAP THE CURIOUS

INTERLOPER

Muto Terram 30 / Intellego Animal Herbam

R: Touch, D: Sun, T: Part

This spell enchants an area of earth or stone (equivalent to 1 cubic pace) to be ultra-sticky, so that humans who walks across the area are stuck to it. The type of human may be specified but must be a broad category such as "any adults", or "only men"; and is limited to humans of size +1 or smaller.

Creatures that are not specified in the spell might notice the ground to be slightly tacky but are not impacted by the effect. Stuck creatures can attempt a Strength + Size roll of 9+ to break free of the effect.

(Base 4 to change earth to have a highly unnatural property, +1 Touch, +2 Sun, +1 Part, +1 Intellego Req, +0 Animal Req, +0 Herbam Req, +1 to effect stone)

OBJECT OF INCREASED SIZE,

GARGANTUAN

Muto Terram 35

R: Touch, D: Diameter, T: Ind

This spell increases the size of the object touched by up to 100 times it's normal dimensions, and one million times it's mass. The spell can affect an object up to the size of a large chest. When cast requisites are required for the form of the affected object.

(Base 4, +1 Touch, +1 Diameter, +5 further increases in scale)

HUMILITY AND VERSATILITY FOR CORMORAN AND JACK

ALIKE

Muto Terram 40

R: Touch, D: Sun, T: Ind

This effect allows the item touched be resized up to the desires of the caster, up to eight times each dimension, and thirty-two times the mass. Requisites are required for the Form of the target. The original item may be no larger than a small hut.

Note that a weapon affected by this spell will be resisted by the MR or Parma Magica of the opponent. The spell is named after the desire to use the same equipment for Jack the Giant Killer and a foe Cormoran.

(Base 4, +1 Touch, +2 Sun, +2 affect metals, +1 to affect an object ten times larger than a large chest, +2 for extra quadrupled)

CONJURING THE MYSTIC

MAUSOLEUM

Muto Terram 45

R: Touch, D: Mom, T: Part, Ritual

This effect constructs an underground dwelling, with an internal size equal to ten times the size of Conjuring the Mystic Tower.

This effect could target the basement in an existing tower to add further basements, or construct a standalone underground mausoleum.

(Base 3 to change dirt to stone, +1 Touch, +1 Part, +5 additional size, +3 elaborate design)

PERDO TERRAM

INSCRIBE THE MAGIC CIRCLE

Perdo Terram 10

R: Touch, D: Mom, T: Part

This spell inscribes a magic circle into the surface of the object touched. The circle may be as large or small as the caster desires, up to around 5 feet diameter. The spell affects simple materials such as dirt, clay, or sand; and harder substances such as stone or glass. It may also affect other materials subject to requisites at time of casting.

(Base 3, +1 Touch, +1 Part, +1 to affect stone or glass, and requisites for different materials at time of casting are free)

VIM

MUTO VIM

INHIBIT THE EGREGIOUS

DEVIATIONS OF THE WARP

Muto Vim Gen

R: Touch, D: Momentary, T: Individual

This spell alters the target spell so that it is considered tailored for its target for the purposes of any warping it may cause. This spell may alter any effect which is equal to the Muto Vim spell's level.

(Base of a Significant Change to less than or equal to spell level +1 mag, target own spells as +1 Touch)

INHIBIT THE PROLONGED

DEVIATIONS OF THE WARP

Muto Vim Gen

R: Touch, D: Moon, T: Individual

The spells altered by this effect will decrease their effective level of power with regard to the calculations for warping over time. This spell may alter any effect which is equal to the Muto Vim spell level less three magnitudes (spell level -15). The effective power level of any affected spell is halves for the purposes of calculating Warping. For the Warping mitigation to be effective the target spell must be altered successfully each time it is recast over the duration.

This may alter the effective warping applied over time from High Power to Low Power (from 1, +1 warp/year +1/season, down to just 1/year) if it reduces the target effect below level 30, see Warping in ArM5 p168.

(Base of a Significant Change to less than or equal to spell level +1 mag, target own spells as +1 Touch, effect to last +3 Moon)

INHIBIT THE SELFISH

DEVIATIONS OF THE WARP

Muto Vim Gen

R: Voice, D: Momentary, T: Individual

This spell alters the target spell so that it is considered tailored for the caster, as if the target spell was designed for the caster to not cause warping. This spell may alter any effect which is equal to the Muto Vim spell level less one magnitude (spell level -5). It is designed with Range Voice because it must be cast cooperatively with another wizard to limit the warping effects of their spells.

(Base of a Significant Change to less than or equal to spell level +1 mag, target own spells as +2 Voice)

PERDO VIM

RETURN TO THE TRUE FORM

OF MAN

Perdo Vim Gen

R: Personal, D: Momentary, T: Individual

This effect to returns the target to their humanoid natural form, ending any magical or supernatural transformation effects including Hermetic Muto Corpus related spells. The target effect is cancelled if it is equal to or less than the (level of this Perdo Vim spell + 20 + stress die (no botch)).

This spell will also end a shape-shifters transformation or non-hermetic effects, but cannot affect Heart Beast transformation effects of a Bjornaer Magus.

(Base General)

RUINS, RUMORS, & RELATIONSHIPS

STORY HOOKS FOR PROVENCAL

We tried to include as many opportunities to link covenants in Provençal to their neighbors, either mundane or Hermetic. We wanted the setting to feel very interconnected, that the magi wouldn't have trouble remembering who their fellow Tribunal members were, and what their quirks might be. Additionally, we wanted to ensure there was a rich history in the region to draw upon, for both covenant site selection and ruins to explore. Not

all of it made it past the cutting room, and this article offers up a number of those connections, sites, and options which, while useful, just didn't make it into the book.

By BEN MCFARLAND

LOST COVENANT SITES

Two sites didn't make the description lists in *Faith & Flame*. One can never have too many ruined or lost covenants, especially in the region that

(Continued on page 74)



SUB ROSA

SORGINA GIANTESS

Magic Might: 20 (Corpus)

Characteristics: Int 0, Per +2, Pre 0, Com 0, Str +10, Sta +4, Dex +2, Qik -2

Size: +3

Season: Autumn

Confidence Score: 1 (3)

Virtues and Flaws: Folk Witch, Magic Human; Cursing, Healing, Shapeshifting; Painless Moon, Tough, Warrior, Well-Trained Folk Witch; Greedy, Magical Monster, Primitive Tradition; Anchored to the Hills

Magical Qualities and Inferiorities: Gigantic (x2), Major Virtue (Cursing); Improved Abilities x2, Improved Recovery, Improved Soak, Lesser Power, Minor Virtue (Great Stamina), Minor Virtue (Great Strength), Minor Virtue (Improved Characteristics x4)

Personality Traits: Giant +3, Greedy +3, Hungry +2, Merciful -1

Reputations: Folk Witch +4 (regional), Vindictive +3 (regional), Stays in the hills +2 (local), Willing to Trade +2 (local)

Combat:

Cudgel: Init -1, Attack +12, Defense +5, Damage +17

Fist (brawl): Init +2, Attack +8, Defense +4, Damage +10

Kick (brawl): Init -3, Attack +7, Defense +2, Damage +13

Thrown Stone: Init -3, Attack +8, Defense -1, Damage +12;
(weapon stats: Init -1, Atk +1, Def -4, Dmg +2)

Soak: +9

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

Wound Penalties: -1 (1-8), -3 (9-16), -5 (17-24), Incapacitated (25-32), Dead (33+)

Abilities: Area Lore: Pyrenees 4 (valleys & caves), Athletics 3 (chasing), Awareness 3 (humans), Brawl 5 (fist), Concentration 2 (maintaining), Cursing 5 (men), Folk Ken 3 (detecting lies), Folk Witch Magic Theory 3 (Fetishes), Great Weapon 5 (cudgel), Healing 5 (falls), Hunt 3 (boar), Living Language: Basque 4 (commands), Penetration 2 (Curses), Shapeshifting 5 (wolves), Stealth 4 (moving quietly), Survival 4 (hills), Thrown Weapon 4 (stone), Wilderness Sense 3 (Hills)

Powers:

Earth's Tooth From the Loam, 5 points, Init -12, Terram

R: Touch, D: Mom, T: Ind

The Giantess plunges her hand into the ground and pulls upward, causing a column of stone approximately 7 paces by 7 paces by 20 paces to rise 15 paces upwards, out of the earth

and leaving 5 paces of stone in the ground. An Athletics or Quickness check (Ease Factor 7) allows someone on top of the stone to escape before being carried into the air. ReTe 25 (Base 3, +1 Touch, Mom, Ind, +1 for Stone, +4 Size): Lesser Power (25 levels);

Encumbrance: 0 (0)

Vis: There are 4 pawns of Corpus vis in the giant's head. She carries 4 pawns of Animal vis, 3 pawns of Corpus vis, and 3 pawns of Vim vis.

Appearance: The giantess appears like a very tall Basque sorgina, complete with headscarf and skirt, carrying a large walking stick, and a witch's bag made from the hide of a whole cow. She has a drake skull as a pendant.

(Continued from page 72)

partially served as the battlefield for the Schism War. These sites are:

Lugdunum (775 – 1008): the main Diedne covenant sited on the Temple of Lugh near Lyons. It was destroyed in the closing days of the Schism War.

Portus Termini (5 votes): Portus Termini is an isolated funerary covenant in the Verdun Gorge (see *Faith & Flame*, Chapter 6: Arelat), stagnate and old. The magi don't care about the Tribunal at large. However, they are vaguely interested in recovery of several lost covenant sites for nostalgic reasons and its elderly leader may claim rights to any recovered magic in the area — challenging would-be treasure-seekers to Certamen.

POTENTIAL COVENANT SITES

For a covenant starting out in Provence, the question often becomes, "Where do we set up our covenant?" For those seeking an out-of-the-way locale, these sites are offered from the text.

BRAMABIAU GORGE

This site is hidden between Millau and Nimes in Narbonnais, where the river Bonheur plunges into a large cave in a cliff-face. It consists of many caverns. One of the lower galleries contains numerous passages, including a side tunnel with fetishes and wall paintings. The site has a Magic aura of 3, and 4 on nights of the full moon. The War Zone hook is also suitable for this site.

POTENTIAL HOOKS & BOONS

Because of its location, the gorge would be suitable for the Difficult Access, Hostile Environment, Natural Fortress, and Seclusion Site boons. Making the aura 4 at all times would

STORY SEED: A BURGUNDIAN TRIBUNAL?

As per the Grand Tribunal ruling of 1129, the border between Normandy and Provencal is defined by language, with the line being drawn between speakers of French (langue d'oïl) and Occitan (langue d'oc) — see *The Lion and the Lily*, page 26.

A meddlesome Tylalus magus may seek to argue from precedent, suggesting the Provencal Tribunal extends only as far as the reach of Occitan, and the lands where Burgundian is spoken must therefore lie outside the Provencal Tribunal. He may claim vis sources in this area of former Burgundy therefore fall under the jurisdiction of his home tribunal (Greater Alps, Rome, or even Normandy).

provide another, but making the aura potentially drop might be good for those willing to take the Flickering Aura hook. The Bedrock fortification boon is appropriate, but the Poverty hook might be appropriate, as well.

GLANUM

These are the Roman ruins in Arelat, which might serve as a covenant site, but this would require the 1221 tribunal gathering to occur in another location. This site would make the covenant the easternmost Hermetic site, and they would need to deal with the machinations of the Coenobium.

POTENTIAL HOOKS & BOONS

Glanum is packed with ruins and easily qualifies for the Edifices boon and the Roman Ruins hook. The tombs and former Oracle temple to Cybele make the Haunted, Regio, and Fallen

Alternatively, a group as small as 10 opportunistic young magi, perhaps former apprentices of the Greater Alps, may seek to use this ruling to establish four small covenants outside of the existing requirements of their parents' Tribunals to escape the restrictions usually imposed on young magi. As founding a covenant in Provencal is much easier than its neighbors, and the northeast of Arelat remains sparsely settled by Hermetic magi since the fall of the chapters of Portus Cottiae, Upper Burgundy seems a logical choice for this attempt. Once four sites are established, the coterie could readily declare themselves a small but separate Burgundian Tribunal at the next Grand Tribunal, similar to the attempts to refound the former Lotharingian Tribunal in the Low Countries (see *The Lion and the Lily*, page 115-116 for further details).

Temple hooks suitable but also both the Aura and Mystical Portal boons, and, if repaired, its baths would qualify for the Healthy Feature boon. Its site makes the Tribunal border hook appropriate. The town of St. Remy is close, and while the Urban hook might not be entirely appropriate, Mundane Politics probably is, and the site definitely doesn't qualify for Road. If the Local Ally boon is taken, then this may not be an issue. The site's history of two former covenants on location make the Ruined covenant hook potentially appropriate. **Sub Rosa issue 5** has more about a possible Cult of Cybele which could be interested in the covenant's ruins, providing a rival or enemy.

UXELLODUNUM

Constructed in the remains of a sundered Deidne covenant once built upon the site of Vercingetorix's surrender to Caesar, this covenant site is

set on the edge of the Massif Central. The primary Hermetic grounds an ancient ruined temple in a regio, called “the Nemeton,” and the surrounding village established for both concealment and as the community for the covenfolk. The Nemeton should have options for uncovering lost structures from the previous covenant and from Antiquity, including what might lie within Uxellodunum’s fabled spring and local aquaduct, such as Mercurian artifacts or a genius locii. Its closest neighbors include:

POTENTIAL HOOKS & BOONS

Uxellodunum would be established as a former hill fort and restored covenant location (Ringworks). Options should include consequences for taking sides within the Albigensian Crusade, remnant defenses, hidden resources, Uxellodunum’s fabled spring and local aquaduct, potential Deidne, ghostly, and Schism War remnants, Mercurian artifacts or a genius locii, and the mundane political situation. The possible werewolf tribes of Gevaudan, described in this issue, may serve as rivals, enemies, or potential allies.

THE MALLOS DE RIGLOS

This offers a nice place for a new spring covenant, especially since the magi have to deal with the giant Sorgina before establishing it. The nearby monks of Castle Loarre might provide conflict or allies, and the location on the southern side of the Pyrenees means it will likely be insulated from the worst of the activity of the Albigensian Crusade.

POTENTIAL HOOKS & BOONS

The high rock pillars easily qualify for the Natural Fortress boon and the Seclusion boon, possibly the Vivid Environment boon. Depending on how she is dealt with, the Sorgina Giantess makes the Monster hook an easy choice, with the possibility of the Haunted hook. The giantess’ long term treasure might be a source of Hidden Wealth, and the paucity of infrastructure makes

the Poverty hook very reasonable. Depending on the choices made regarding the relationship with the monastery, Contested Resources and Monastery hooks make sense, as does the Ungoverned boon. With the Albigensian Crusade to the north, the Refugee hook works, but with the geographic location, so does Tribunal Border. Additionally, because they are so much closer to Iberia, this covenant might be much more involved in relations with the Sorginak, especially if they can forge an alliance with the giantess, rather than simply slay her. She is very civilized for one of her kind, and knows many of the Sorginak in the area.

CHARACTER SPECIFIC OPTIONS

Additionally, for characters looking to link themselves to the covenants and characters of the Tribunal through their virtues and flaws, consider these options:

DIEDNE MAGIC

Eremites in the region and the legacy of the Schism War easily provide this virtue with both a source and additional hooks. Deidne previously lost in Twilight or Regiones and now returned to the present might attempt to blend into the population of refugee magi. One such maga is Maeve, the Diedne described in **Sub Rosa** issue 13.

EDUCATED, MAGISTER IN ARTIBUS

In 1220, universities existed in both Montpellier and Paris, and the conclusion of the Albigensian Crusade created the University of Toulouse in 1229. Disruptions at the University of Paris would establish the University of Orleans in 1230.

FAERIE BLOOD, FAERIE FRIEND

If the Faeries in question are associated with the vineyards of Narbonnais, the magi of Ava Maxima Nova might approach the character, looking for an opportunity to further interact with creatures capable of furthering their research. Certainly, the cult won’t want to reveal their existence and so the Merinita may attempt to recruit or use the player character.

GENTLEMAN/WOMAN, HEIR, KNIGHT, OR LANDED NOBLE

This choice might put a character in alliance or opposition with larger forces than they realize as the area experiences the unrest of the succession of James I of Aragon and the conflict between Raymond VII and King Louis VIII. Demands of homage, scutage or service may become very important.

MENTOR

Not many of the magi in Narbonnais make good mentors. However, Renaud could easily fill that roll, as could Jean Marie, Luc, or even Ducaru. Their advice might prove questionable—in the end, making them the best sort of mentor possible, a fallible one.

MERCENARY CAPTAIN

The large number of campaigns in the area lends itself to the birth of numerous mercenary companies. The reputation of these groups and their history during any actions where they participated could create a similar situation to a character with a noble title. Other nobles might seek out such groups to fulfill their responsibilities of scutage or to execute their own dreams of conquest. The ability to determine which employers to decline may become as important as the ability to succeed on the field of battle.

SHAPESHIFTERS AND

LYCANTHROPES

The south of France plays host to legends of feral and hungry wolf-like creatures through much of the later medieval period. Specifically, wolves attack and kill 40 people in Paris during the winter of 1450. In Mythic Europe, these creatures could come from the stock of shapeshifters and lycanthropes which have been breeding in the area

for centuries. The character may be directly related to the creatures detailed in the article, "The Werewolves of Gevaudan."

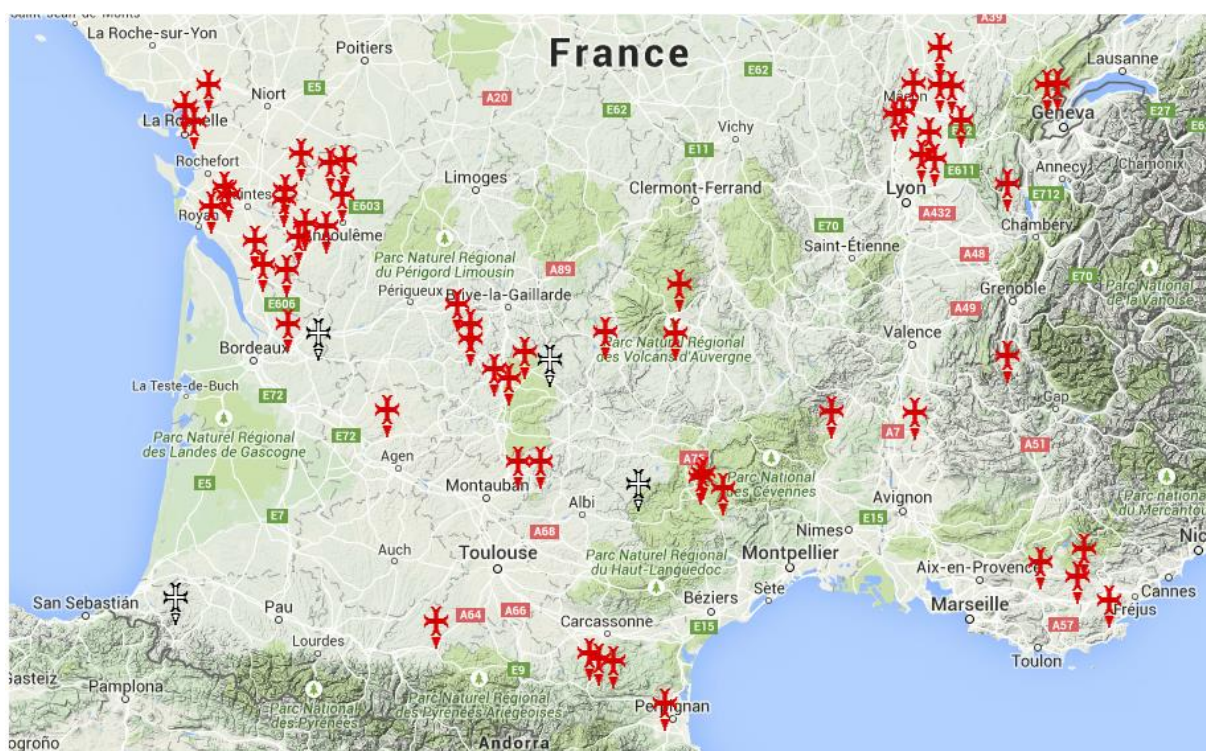
TEMPLARS IN PROVENCE

The Knights Templar remained extremely active in Provence in the 13C. Roughly thirty-five usable commanderies are visible in the posted map, and even more can be found at:

www.templiers.org/commanderies.php
As mentioned in the book, there are over 100 commanderies in Provence, meaning that if the covenant is just about anywhere but the Pyrenees or the Massif Central, chances are they are near a commandery. See the map on the following page for the potential locations of these commanderies.

The Templars are discussed in some detail in *The Church* (page 102), as well as





several different interpretations of the Order presented in **Sub Rosa issues 1 through 4**.

Individual commanderies in this region were in the business of supporting Crusaders at war in the Holy Lands, and several knight commanders followed a policy that the only enemy was in Jerusalem at this time. It's very possible the grogs in a covenant's turb might come from those warriors who cannot handle the discipline of the Templars. Their pragmatic attitudes suggest the Templars would likely appreciate a mutually beneficial trade relationship with a covenant, one where the Templars do not look too closely at their trading partner-- especially if that partner agrees to manage the defense of pilgrims along the Way of St. James, a task that often fell to the Templars.

Given the number of drakes and dragons in the Pyrenees, this could be an excellent arrangement for the covenant; the magi get the vis from the beasts, they have a trading partner with very broad contacts and reach, and a potential source for partially trained military recruits in the form of those who don't take well to the strict lifestyle

of the Templars. This situation is discussed by the story seed on page 61: "Scourge of the Way." In return, the Templars don't have to deal with the drakes and can focus on supporting the 5th Crusade. Additionally, many of the knights Templar are from other lands, and a healthy relationship with a commandery can mean a source of foreign languages, area lore, church lore, and other knowledge.

OTHER ADVENTURES

Those utilizing *Tales of Mythic Europe* will be pleased to find a number of the existing stories fit nicely into this region.

"Fall and Rise" will work nicely with the remnants of the Schism War and the many ruins in the area.

"The Hospital's Due" could be adjusted to work with the Knights of Aubrac, substituting them for the Hospitallers.

"A Musical Murder Mystery" is practically written to be slipped into the

Counties of Rodez or Narbonne, where Courtly Love and troubadours were so common.

"Return of the Raiders" fits nicely for a coastal adventure in Narbonnais, but might seem more appropriate if the Vikings are replaced with the ghosts of Moorish pirates—however, Vikings did raid into the Mediterranean.

"Warring Families" lends itself well to the numerous communes and villages in the area. The nobility here has a tradition of participating in the Crusades, making this an easy fit.

"What Lies Beneath" could be set the County of Provence with very little adjustment, as the region has a history of abbeys and the appropriate terrain.

The adventures from **Sub Rosa issue 8**, "The Way of St. James" and "A New Legend of the Order, Belin of Mercere" are both ideally suited for the Provencal region, and the adventure in **Sub Rosa issue 1**, "The Tartalo," would easily fit into the Pyrenees and the Hispanic Marches.

VAL-NEGRA:

RISING FROM THE ASHES

THE VAL- NEGRA SAGA

The Lost Covenant of Val-Negra, featured in *Faith & Flame the Provençal Tribunal*, is presented as the remnants of what was once considered the most powerful covenant in the Order of Hermes. It could be so once again, for the details reveal that there still remains much yet hidden and secured away. It is not actually deserted, for Archmagus Abaddon of Tylalus maintains an eternal vigil, assisted by the undaunted Aerie Clan. The material found in that sourcebook is rich with ideas and potential for stories and adventure.

It also makes an excellent setting for a saga.

On the heels of an adventure of discovery, or by the direction of influential others, the players have the goal of reviving Val-Negra and re-establishing its status. This is now their covenant, plunged into the depths of Winter but on the cusp of a glorious new Spring. Contained herein are further details about Val-Negra, giving the troupe enough information to run it as a covenant. Because of space considerations, I will not be able to get into the exact detail of every possible point of interest. I also wish to leave room for other ideas and different aesthetics so that everyone may find use for the material.

Tribunal: Provençal

Year Founded: 774

Season: Winter

Symbol: A Wagon Wheel with spokes made of seven swords

Magic Aura: 8 (third Regio layer)

Resources: High/Legendary (Mostly Hidden)

Living Conditions: -1 Magi, -3 Mundanes (Base +2/+1, with a penalty of -3)

THE COVENANT OF VAL-NEGRA

Much of Val-Negra is as described in *Faith & Flame*. That material is expanded upon and referenced here with the presumption that the reader is familiar with it and has access to cross reference.

THE HISTORY OF VAL-NEGRA

Faith and Flame states Val-Negra was sealed off for reasons mentioned there. But this was not an overnight process. Entisimon set up Castra Solis as a command center, but it was his successor that officially made it the Domus Magnus. Entisimon didn't resign until 1063, disgraced after the resolution to the Normandy Crisis. These details are found in *Houses of Hermes: Societas*, pages 13 and 11. For nearly fifty years, Val-Negra still

BY MARK FAULKNER

existed in name but was all but vacant. Entisimon had already moved to Castra Solis. Vancasitum relocated to Aedas Mercuri where he helped establish the Knights of Seneca. Only four survivors of the Schism War remained at the covenant. Theirs was the long project of securing and closing off what had once been a proud and mighty covenant.

Astella labored creating a magical garden intended to grow over the covenant and preserve the remains, a process that continues today. Iarna had her own plans, leading an expedition into the Magic Realm with a promise to return if the Diedne ever resurface. Abaddon labored continuously on his project, resulting in his transformation into a Living Ghost somewhere in the midst of that span. The fourth magus was Erat Caecus.

By the end of the century, Grand Tribunal ruling once again altered the Regional Tribunals and set the orders for Iberia and Provençal. Val-Negra was placed in the jurisdiction of Provençal, and at the next regional meeting Val-Negra was declared closed. Abaddon, now a Living Ghost, engineered a system to constantly perpetuate an Aegis over the covenant. How he does this is discussed below. Iarna was already gone and Astella passed into Final Twilight years previously. Erat Caecus escaped Taglyn and Val-Negra some decades later. His is a story for another epic.

NEW HISTORY

The revival of Val-Negra could come about because of many reasons, but the end results are usually the same. The characters potentially have an incredible amount of power and vast resources, but this is not all readily apparent or easily accessible. Players have to come to terms with Abaddon, who is welcoming, yet aloof. And insane.

He is accepting of new membership, and even inviting. He has no care or regard for what anyone else is doing, and tries to have as little influence or interaction as possible. Reclusive, he keeps mainly to his hidden chambers and secret labs amongst the crypts and catacombs. This means he will rarely interfere, and he will rarely be available to assist or advise.

Yet when he chooses to, he can be ruthless and demanding. He knows how to operate the covenant, how to tap into the potential it offers, and he selfishly reserves these secrets to dole them out as he wills to maintain his control and influence. He is also quite powerful and can be very helpful, for the right price. This is a recipe for many stories. Abaddon will have many tasks he can assign characters. Some may be intrigues of Hermetic or mundane nature, others will be dangerous expeditions and secret missions that make no sense (at first). In exchange, he can grant access to the Tombs of Ghostly Scholars, teach them a hundred levels of spells in a season, show them how to properly harvest vis from Astella's Garden, and more.

As mentioned, there are many possible situations that lead up to this. The characters could have explored and discovered Val-Negra themselves. They meet Abaddon, and he encourages them to join & revive the covenant. He will initially be quite helpful, not becoming reclusive or demanding until after the characters are up and running. Or this could just be part of the back-story. Perhaps only one of the character magi rediscovered it, and has invited his friends (the other players) to join in and help him.

THE ONCE AND FUTURE DOMUS

The political rifts between the Flambeau of Provençal are discussed in various parts of Faith & Flame. This is mainly between the Mercurian Flambeau of Aedes Mercurii and the Mithraic followers of the Primus Garus at Castra Solis. They have opposing views on the actual history of their Founder and House, and each claims to be the true heir of Val-Negra. Several magi of Aedes Mercurii are indeed descended from former members of Val-Negra. But Garus, like Kaeso before him, holds the title of Primus and resides at Castra Solis.

Yet neither seems interested in exploring Val-Negra, where the truth might be found. They are both aware of it, and are the ones who fund Abaddon in his eternal vigil. But it seems they both prefer that it remains "lost" and unspoken of.

Enter a new political player. Archmagus Pietro of Flambeau seeks to become the new Primus, and intends to restore Val-Negra as the Domus Magnus. He has met with Abaddon and made an agreement between Archmagi. The players are recruited primarily to help rebuild the covenant, and perhaps they could have a part in his wider plan. In this scenario, players are given great assistance but are still mostly left to their own devices. Abaddon is still reclusive and insane, though his demanding nature is softened and he is more likely to propose participation in intrigue in exchange for magical favors (as opposed to demanding such). Pietro will be constantly in and out. The reestablishment of Val-Negra is mainly symbolic at first. It will become Domus only if and after he becomes Primus. His time is mostly occupied by politics

and intrigue, something the players are welcome to participate in.

Archmagus Pietro of Flambeau is featured in the fourth edition supplement Sanctuary of Ice. He is a former Tytalus magus who won his way into House Flambeau by defeating seven champions in magical contest. One opponent was defeated in combat when killed by multicast lightning bolts. He has had to deal with rivals and revenge seekers, and has trained his own filae to be extraordinarily capable in magical combat (a School of Pietro might be based on Puissant Auram or a Minor Magic Focus in Lightning). He has since amassed great power and influence. Becoming an Archmagus, he later gained the title of Antares, which is leader of their War Council.

Pietro has put all of his chips into this political gambit. He has transferred his residence and all of his assets (or so it seems) to Val-Negra, and will enable player magi with whatever materials they need to revive the covenant and make it flourish. Cynics may think he is motivated by ruthless ambition alone, and is still a Tytalus at heart. This is not true. He turned away from the teaching of Tytalus long ago, and he joined the Flambeau because he honestly felt theirs was a better way. He just likes the way things used to be. His passion is to build up House Flambeau into the preeminent martial tradition of the Order. He wants to cut the divides of cults and pre-Hermetic tradition, and refocus on a unity of purpose to safeguard the Order and advance the study of martial magic. He feels the key to all of this is to restore the glory of Val-Negra, and is willing to do whatever it takes.

Another possibility is that characters have been sent to Val-Negra by direction. The covenant isn't really lost or abandoned. A magus does reside there, and his duty and vigil is well known to those in higher authority. This much is mentioned in Faith & Flame. There has now come a time when those in authority have decided that Abaddon needs assistance (which is true), and that in order to strengthen security, an infusion of new blood is needed. The result is the same though. Abaddon welcomes the newcomers, helps them settle in, then he becomes reclusive only to emerge with irrational complaints or strange demands.

RESOURCES

Val-Negra qualifies as a Legendary power. At the height of its glory it rivaled Durenmar for power and influence. Today, at an apparent fraction of what it once was, it still far exceeds most other covenants. But this is meaningless. Properly, peers should include the likes of Durenmar, Coeris, Fengheld, Blackthorn, and such as these. Val-Negra as it is today falls far short of this top tier. But potentially, if restored and managed properly, it could equal or exceed them.

Still, initial starting numbers are not concerned about what things could possibly be. Resource numbers are based on what player characters have immediate easy access to. This equals to around twelve-hundred Build Points or so. The covenant has just as much (or perhaps double) in Hidden Resources, which will be discussed latter.

BOONS & HOOKS

The selection was made based on the known facts of the covenant, realities of certain situations, and a few ideas of what to make of all of it. This balances out to a whopping forty points of Boons and Hooks. One may freely consider these suggestions, changing things as suits the needs and desires of the troupe. There are Thirty-one Boons, five Major and twenty-six Minor. There are twenty-

RESOURCES AND BUILD POINTS

Enchanted Devices (100 points): There are items players cannot access or are unaware of, which are not counted.

Laboratory Text (50 points): 250 levels

Library (300 points)

Money (70 points): 1000 pounds

Specialists and Teachers (120 points):

Vis Sources and Stocks (350 points):

Sources: 50 per year (250 points)

Stocks: 350 (100 points)

Total: 1200

three Hooks, with eight Major and fifteen Minor.

Aura (Minor Site Boon x5): Val-Negra benefits from a Magic Aura of 8. This will cause mundane residents to accumulate two points of Warping (only one for part time residents and none for those who just visit frequently). Fortunately, all of the initial covenfolk are magical beings and need not worry.

Crumbling (Minor Fortifications Hook): Many of the interior buildings of the surface are in poor condition. Several have collapsed into rubble or formed sunken pits. Some damage seems to be deliberate, but most is due to age and overgrowth. Many that still stand are a dangerous hazard to explore, but could possibly be renovated.

The exterior defenses and a few important main buildings are still well

maintained, as are the interior subterranean constructions.

Curtain Walls & Mural Towers (Major Fortifications Boon): Val-Negra consists of a vast fortress surrounded by high walls and several towers overlooking a chasm. These outer defenses are actually very much intact and well maintained.

Dedicated Covenant (Major External Relations Boon): This works on several levels and can be tied into an Unknown Hook. The primary purpose is to keep the Iron Door secure, and for such the covenant is provided with the funding it needs to support itself. For a long time this meant simply making sure Abaddon had the supplied and vis he needed to perpetuate a strong Aegis and other considerations. With an influx of new members, authorities will concede with no argument that there should be a staff of magi maintaining security, and will fund supplies and upkeep for the additional residents. This funding comes from the Primus and his associates at Castra Solis, from the Val-Negra descendants of Aedes Mercurii, and from the Quaesitors of Duresca.

One possibility, which can combine an Unknown Hook with Hidden Resources a few times, is Val-Negra houses and protects certain resources that belong to other magi. These rights may have been sold off or inherited somehow. Perhaps the Primus reserves private ownership and use of a secret time-contracted laboratory, the Hausperex has a special artifact or two hidden in the catacombs, and/or a Flambeau Knight of Seneca owns the rights to a vis source located in the ruins of what was once the sanctum of the parens of his parens.

If playing with the "Once and Future Domus" storyline, the covenant instead gains the dedicated purposes of the improvement of House Flambeau and becoming their Domus Magnus once again. Pietro will fund members lavishly, especially Flambeau magi. However, the more one receives the more one is expected to give. He is crafty, and can

find away to best exploit the talents of anyone to serve his purposes.

Difficult Access (Minor Site Boon):

Situated deep within the canyons and rises of the magic mountain of Perditu.

Edifices (Minor Structure Boon

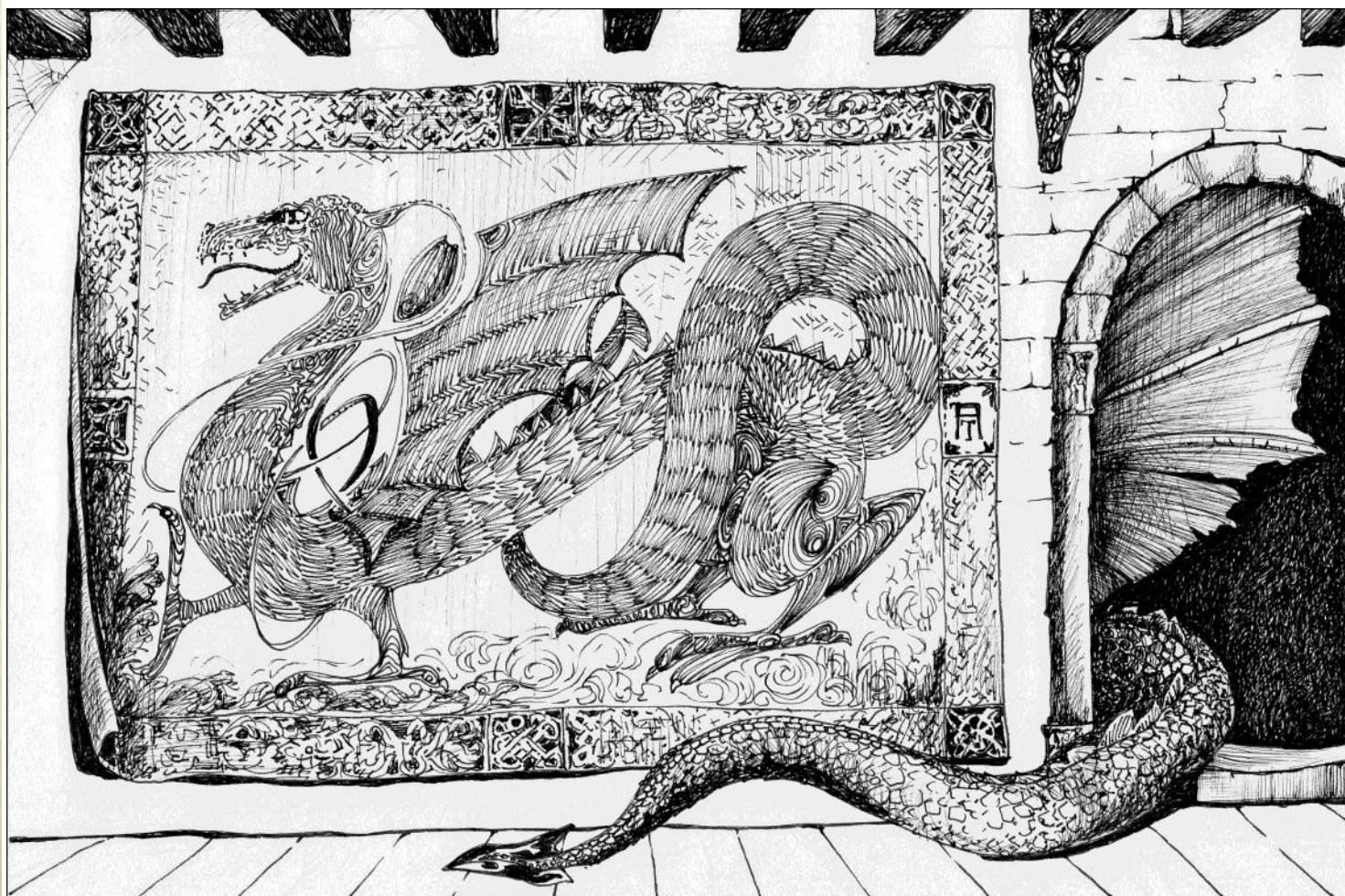
x3): Seven magnificent Edifices still stand in Val-Negra, each in excellent condition. However, only three of them count as Boons. The others are inaccessible and may contain hidden dangers.

The three that are Boons include the Black Tower, the Bath House, and the enclosed portion of Astella's Garden. The Black Tower has vast available space and can house much of the new covenant. It contains several resources that are readily available, and a few that are hidden. There is a Bath House that they say was created

by Flambeau himself. It is built of marble after Roman style. Drained and inactive, it is still in working order if filled and heated. There are enchantments to fill/heat/drain the baths, but characters may not be aware of these or know how to activate them. The enclosed space of Astella's Garden qualifies as a Great Work and an Edifice. Within the enchanted fence, a multitude of different flowers and plants grow in harmony. They are arranged for aesthetic decoration, and at the center there is an active fountain and several benches. It is known that a season of contemplation in the garden is equivalent to studying a Significato of Herbam, granting experience points in that Art equal to a Stress Die +8. Braving the overgrowth to enter the garden may prove difficult for some. Beyond the enchanted fencing the garden is wild and overgrown, having

consumed and crumbled several buildings. There are several exotic (and a few dangerous) plants on the loose. There are many hazards balanced by many benefits that are described later.

Four others do not count as Boons. These include the Aerie Shrine, the Grand Library, the Arena, and Inirelte's Tower. The Aerie Shrine is off limits except by invitation. Though beautiful, it is of no interest to players (unless they are evil, then they can make an Unknown Hook of it). The Grand Library is burned out, but the structure of the tower is sound and the building can be restored. A great use of Hidden Resources would be for workers to discover a hidden cache of books. The Arena is full of magical dangers, once filled with enchantments designed to assist combat training, some hidden defect has caused them to go



dangerously awry. Inirelte's tower contains many magical resources, and many more magical traps.

Famous Resident (Minor Residents Boon): Archmagus Abaddon of Tytalus, the Living Ghost, is both famous and legendary. Though he actively discourages visitors and even knowledge of his continued existence, there may be those questing to learn from him and gain his secret Necromancy Mysteries. Archmagus Pietro of Flambeau potentially adds to this mix, and brings his own entanglements. Yet the potential powers and resources they each grant access to, as well as the influence gained by association, well qualifies as a benefit.

Hermetic Politics (Minor External Relations Hook): Val-Negra has quiet arrangements with various Hermetic powers. They include Aedes Mercurii, Castra Solis, and Duresca. These arrangements work both ways, with a fair exchange of favors and obligations. Adding Pietro and his ambitions into the mix will alienate Castra Solis but gain the support of Duresca. Aedes Mercurii will feel snubbed yet remain an ally, and other powerful covenants will become interested in doing business.

Haunted (Minor Site Hook): Val-Negra is extremely haunted. Besides Abaddon the Living Ghost (who is almost always manifest in corporeal form), there are several dozen regular ghosts. These are mostly ghost magi that stay in the area of the crypts. But occasionally, once or twice a year or so, the ghost of a magus or past covenfolk will wander the halls randomly unaware of their state.

Hidden Resources (Minor Resources Boon x8): Though it can still be rated as a Medium power, here are severe gaps in the resources needed to function properly. This will certainly keep players busy with building, but they can also prosper through exploration and adventure. There are at least two-thousand Build Points worth of valuable Resources (the value of this Boon taken

eight times) hidden scattered about the covenant. Much of it are things lost and misplaced, some locked away in abandon sanctums, Abaddon knows how to find and access a portion of these, but keeps these secrets to himself to dole out later as rewards.

Inhuman Residents (Minor Residents Boon): Though they seem natural and human, the Aerie Clan are magical beings. They have Might scores that provide Magic Resistance and inhuman powers applied in service to the covenant.

Literate Covenfolk (Minor Residents Boon): The Aerie are all educated and have a literate culture.

Local Language (Minor Residents Boon): The Aerie use Vulgar Latin as their common spoken tongue as well as for literacy. They also have their own thought-language, which is never spoken and is virtually impossible for outsiders to learn

Loyal Covenfolk (Minor Residents Boon): The Aerie are devoted and loyal to Val-Negra. It is the only home they have ever known. This cuts two ways and they may oppose magi whose actions they feel represent a serious threat to the covenant.

Magical Disaster (Major Site Hook): Diedne magi ruptured the Iron Seal during the Schism War, and the Iron Door had to be reclosed with lesser magics. Some say Val-Negra should stay forever closed off. Others insist it should be staffed and secured. A few are curious about what is really behind that door and if rumors are true.

Magical Soldiers (Major Residents Boon): The Aerie Clan staffs three divisions of specialized Magical soldiers. The Red Guard forms the bulk of the grogs, and the officers amongst them are Custos. The Black Guard are elite infantry, highly trained soldiers each holding officer rank as a Custos. Then there are the watchers, clandestine agents that maintain posts in the outside world.

Aerie soldiers have several advantages. They have Magic Resistance, can silently communicate with one another, often times can turn invisible, and other mystical attributes.

Monster (Major Site Hook): A terrible menace lies behind the Iron Door. It matters not what rumors claim of an Adulteration. If it is hat or something else, it is far too powerful for the players to deal with on their own should it be unleashed.

Monster (Minor Surroundings Hook x4): There are always monsters about on Mount Perditu, for such is its nature. At the start of the saga, the Troupe should make a decision about the known monsters in the surrounding area that make travel and exploration dangerous. Choosing at least four, creatures featured might include; giants, hags, ogres, owlbeats, dragons, drakes, werewolves, wyrms, goblins, demons, malevolent spirits, and/or whatever stirs fear and imagination in the Troupe. Engaging these monsters should be challenging, which can be scaled by Might scores of individuals and/or the size of a group of monsters. One ogre might not be a challenge, but a hundred of them certainly are.

This presumes the Troupe contains five members, with each advocating a specific option. The number and/or distribution may be altered to accommodate different groups, or it could be left to the storyguide. Remember, these are known monsters everyone is aware of. Additional fiends may be lurking and are suitable for the Unknown Hook (but only aftermost of the known monsters have been dealt with).

Natural Fortress (Major Site Boon): The only line of access is across a bridge spanning over the Chasm of Infinity. This is after navigating the twists and turns through the gorge and the magical mist to find the regio.

Prestige (Minor External Relations Boon): Being known as a member of the

revived Val-Negra will carry a modicum of prestige, resulting in slight preferential treatment.

Protector (Minor Surroundings Hook): Val-Negra has been the secret protector of Perdut since its inception, and is responsible for creating it. It is situated in a strong Aura (Magic 6), on the edge of the Labyrinth Caverns Regio. The inhabitants number about thirty, and the Warping the strong aura inflicts often results in their appearing either very old or vary young, irrespective of their physical age. A healthy adult could seem to be an old man or a child. These people are, in fact, descendants from the offspring of the Aerie who mated with the covenfolk in days of old. In the golden age, it served as a way-station for visitors and offered hospitality. During the Schism War, the town was infiltrated by Diedne magi, who used the portal there to attack the Covenant (resulting in the crisis of the Iron Door). The portals were dismantled and the village closed off from the covenant. In the generations since, the people have forgotten why they are here or what their purpose was. The just farm, and warp. The aura here has mysteriously grown stronger over the years.

Val-Negra still secretly offers them assistance and protection. Aerie invisibly walk among them, quietly offering assistance such as scaring off forest goblins or bringing in part of the harvest at night. In hard times, they leave silver coins (Perdut does small trade in small markets in settlements at the base of the mountain, miles away).

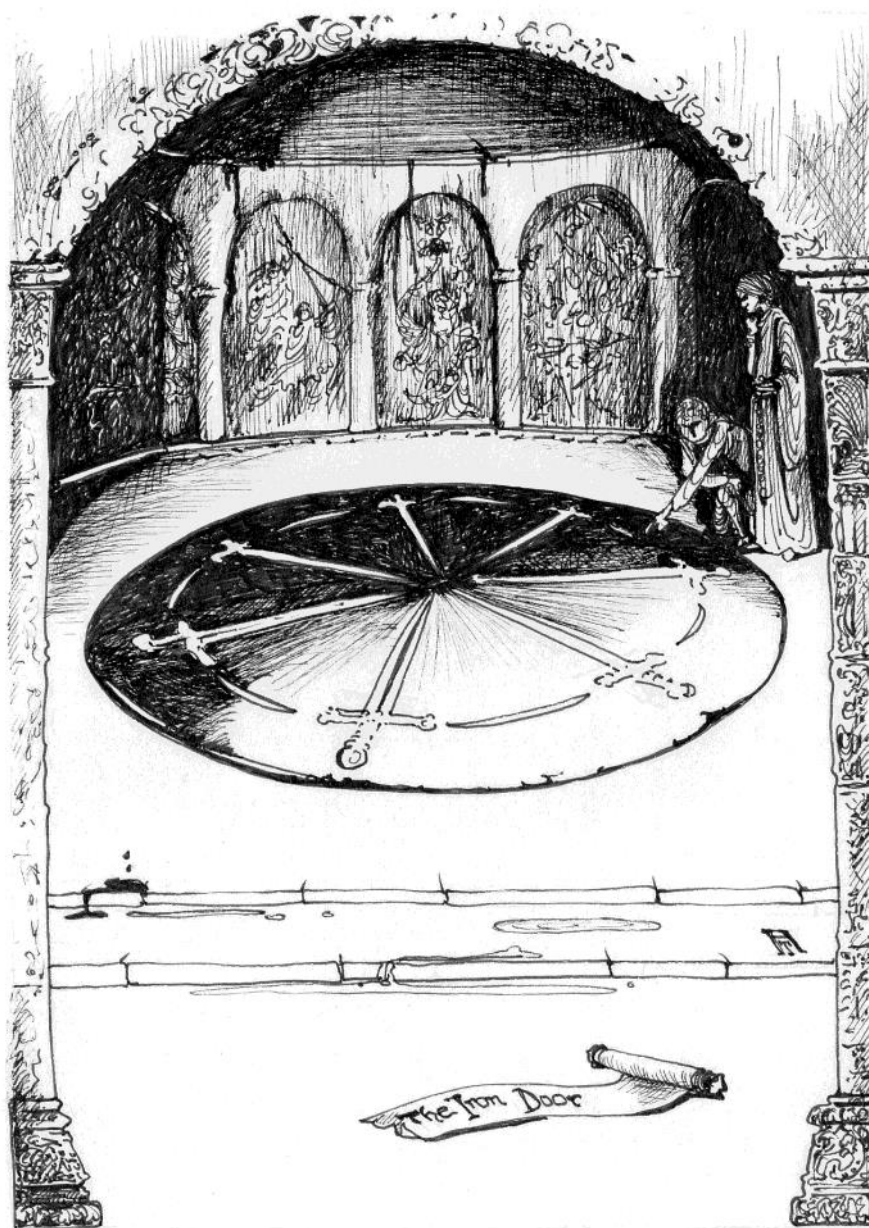
Regio (Major Site Boon): Access through the regio is restricted to a specific path that only natives can safely navigate.

Regio (Major Site Hook x2): There are two Regio layers outside of the covenant, each containing inhabitants that could cause trouble for travelers. Val-Negra is separated from the outer layers by enchanted Hermetic Architecture. Just outside lies the Valley of Mists (Magic Aura 7), which is haunted by strange spirits and other creatures. Past that there

are the Labyrinth Caverns (Magic Aura 6), endlessly twisting and infested with monsters of all sorts.

Rights & Customs (Minor Residents Hook): The ancient charter of Val-Negra outlines specific rights held by member magi and covenfolk. The council cannot mandate how members spend their time or place any obligations on their property. The customs of the Aerie Clan are to be respected, and the private spaces they occupy are sacrosanct. They are guaranteed domicile in Val-Negra, and cannot be restricted access to community areas such as the Shrine. There are codes

that may apply to new covenfolk as well. For example, slavery is abolished and no magus may mandate involuntary servitude of any covenfolk. Punishment for violations or insubordination is according to written code, never arbitrary, and one may always accept expulsion instead. There are minor exceptions for those in martial service, as orders must be followed and discipline maintained, but again this is according to written code. Mundanes may expect a pension and Longevity after many years of service, soldiers and veterans are due magical medical attention.



Seclusion (Minor Site Boon): Pretty much as isolated as a covenant can get.

Strong Community (Minor Residents Boon): The Aerie Clan is a close knit community that supports and assists each other to an exceptional degree.

Superiors (Minor Residents Hook): Though they will have much freedom, the player characters are not in complete charge of the covenant. They do not control (or know about) all of the available resources. This can change in time, but Abaddon (and perhaps Pietro) will always hold superior rank.

Tribunal Border (Major External Relations Hook): Before Flambeau's stronghold could be recognized as a covenant, he had to come to terms with Gurnicus about the charter. Flambeau wanted Val-Negra to retain control over new covenants it helped to create. As a compromise, the Code came to include provisions for the establishment of Regional Tribunals. The Tribunal that grew up around Val-Negra (sometimes referred to as the Val-Negra Tribunal or the Autumn Tribunal) included all of Provençal and parts of what are now Normandy and Iberia. Northern portions were ceded over to Logtharingia and Normandy as the Tribunal expanded influence southward. After the Schism War, as the influence of the covenant waned and new political interests took precedence, the Grand Tribunal partitioned Provençal and Iberia into separate regions, placing Val-Negra under the authority of Provençal.

The customs of Provençal are liberal. In addition to no prohibitions against forming new covenants within it, resignation is as easy as not attending meetings three consecutive times. Rejoining is as simple as showing up again or even writing a letter of intent.

It has been over a hundred years (well more than sixteen meetings) since a representative from Val-Negra attended Tribunal. It has never released any formal statement or declaration. The private

business still conducted is kept quiet (but not secret), and there is no documentation.

A revived Val-Negra is free to join and attend the Provençal Tribunal if they so wish, but there will be those that suggest they affiliate with Iberia instead. This influence will actually come from the Quaesitors of Duresca, who agree to the revival but want to keep a close eye upon them. Before the partition, Duresca and Barcelona were closely associated with Val-Negra.

Unhealthy Environment (Minor Site Hook x3): Val-Negra can be a dark and dismal place, often cold and damp, and there is a negative quality to the air. It is as if the environment were attuned to Perdo. Things fade faster, rot and decay quicker, and age harshly. Inhabitants receive a -3 penalty to Aging, which does not affect those on Longevity or those who are unaffected by normal aging. The Aerie are immune, for though they appear to age, this is a side effect of the mystical process by which they advance in Season of knowledge.

Unsafe (Minor External Relations Hook): Even knowing all the details of the location, the path to Val-Negra is fraught with peril. In days past, there were mystical portals to Perduto, and there was magical architecture that allowed an easier journey through the caverns and mists. These are all now destroyed. With one exception.

Vast & Labyrinthine (Minor Fortifications Boon): The covenant is a massive sprawling structure. There are many buildings still somewhat intact and others in partial ruin. There are dungeons, catacombs, crypts, caverns, and a maze of underground tunnels. Even Abaddon has not seen every space to be seen. The covenfolk, the Aerie Clan, form a complicated culture of many facets.

Veteran Fighters (Minor Residents Boon): The soldiers of Val-Negra are highly trained and well disciplined.

Vis Salary (Minor Resources Hook): Without a vast amount of vis to spare, personal apportionment needs to be limited and is based on services rendered. The most basic service is residence, for the covenant does need to be kept secure. This only earns a single pawn per year, and requires at least two full seasons out of that year in residence on the property (spend doing whatever they choose though). A Season of dedicated active service earns three pawns. This requires time spent doing something on behalf of the covenant. Examples include an expedition or mission, writing a useful book, lab work (expenses reimbursed), and etcetera. The covenant code allows for multiple working seasons, but taking excessive advantage of this could break the budget.

Warping to a Pattern (Minor Site Hook): The powerful Aura of Val-Negra means that Mundanes will accumulate Warping very quickly. This conforms to a pattern that results in people forgetting the outside world and becoming forgotten by it. Minor Flaws gained (upon reaching a Warping Score of 1 and again at 3) might reflect a fixation on their lives and roles at the covenant. Examples include Delusion, Obsessed, Prohibition, Reclusive, Social Handicap, and others. Be creative in application. The Minor Virtue gained at a score of 5 is almost always Unaffected by the Gift. They actually get used to the strangeness, and maybe even prefer it. But these are just symptoms of a greater pattern. As points accumulate and the score increases, the more they withdraw from the outside world. At a score of 2 the tendency is to just ignore it and be ignored by it, and at a score of 4 they forget and are forgotten unless memory is intentionally prodded. At a score of 6 or higher, memory is just gone. It may be magically restored, but this is increasingly difficult at higher warping scores.

Those who are born here usually have the Minor Flaw of Warped by Magic, which starts them with 5 Warping points and a Minor Flaw (Covenant Upbringing).

Unknown (Major Story Hook x4):

Reserve unknown stories at least four times, allowing each player a chance to devise a tale. For troupes of various size, you could adjust the distribution and/or take this hook a few additional times (balanced by Hidden Resources or something else)

MAGI

The players should make up the bulk of the magi of Val-Negra. There is but one NPC magus, Abaddon of Tytalus, possibly a second if the storyguide wishes to include Pietro. There should be at least three player magi and a storyguide, but there is room for six or more. The troupe could decide to allow players two magi characters, one older and one younger.

ARCHMAGUS ABADDON OF TYTALUS

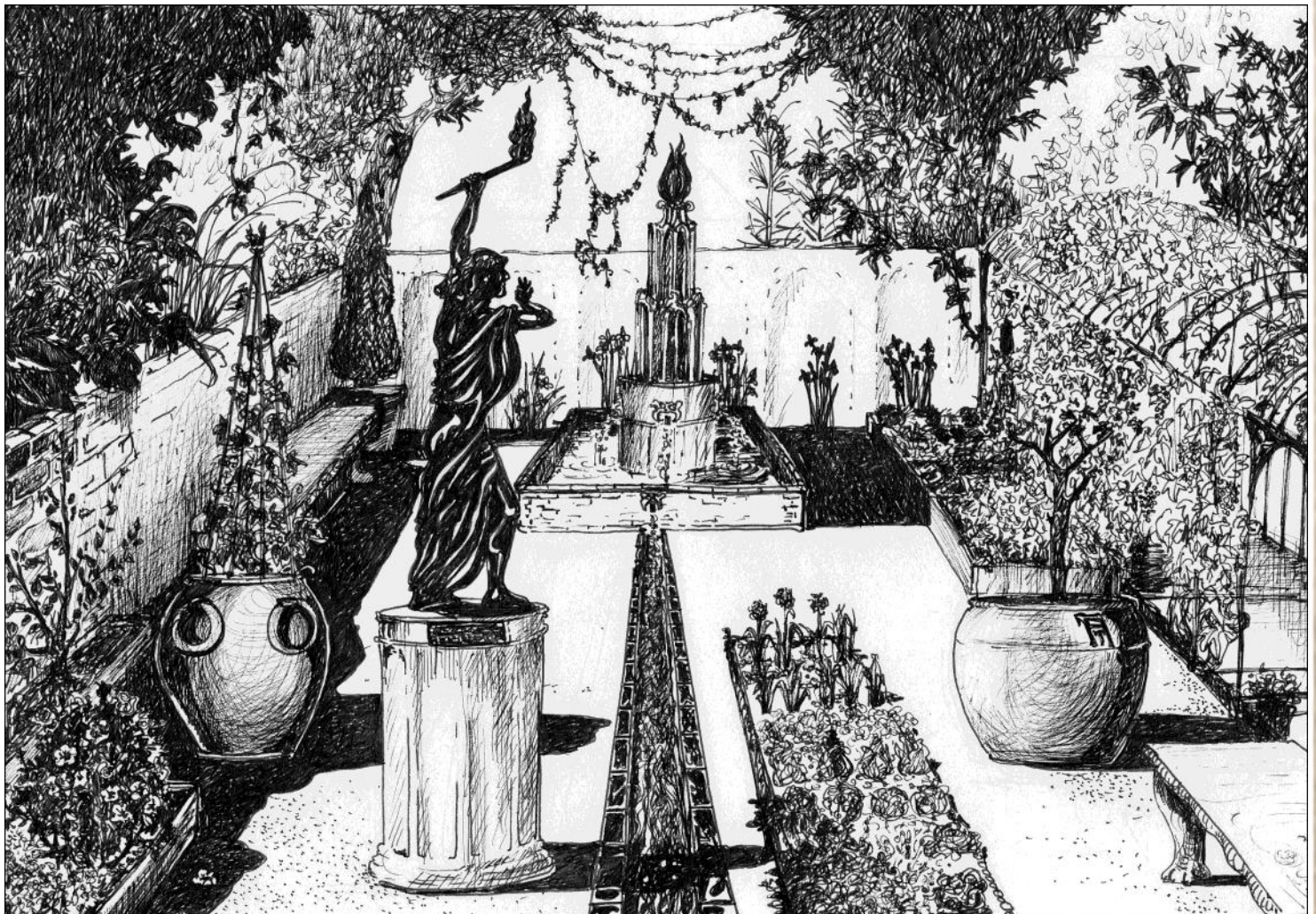
And they had a king over them, which is the angel of the bottomless pit, whose name in the Hebrew tongue is Abaddon...

Revelation 9:11

Abaddon, the last magus of Val-Negra, is over three-hundred years old and has been part of Val-Negra since he was a mature journeyman. Little is known of his early life, and he neither affirms nor denies any of the conflicting rumors. He claims he was born in 888, and became a magus at age 27 when he killed his master's familiar and escaped. His name is recorded as attending Tribunal meetings and Moots of that era, but apparently his activities were not worthy of note until he

was older. Details of his early life are pure speculation and any writing on the subject were penned at a latter date.

He joined Val-Negra in the mid tenth century, where he rapidly rose in fame and influence. He led a covenant expedition exploring the ruins of Babylon, and upon his return he claimed to have discovered the secrets of Chaldean Sorcery. The details of his story are likely part fabrication, but he forged a Mystery Cult around these myths and in this he assembles an eclectic collection of Spirit Magic based mysteries. He gave himself the title of Mystic Grand Potentate and presented his cult as an alternative to the Titanoi (who were unpopular but not yet exposed as infernalists). After the Betrayal, his cult waned in popularity and he turned his



interests inwards towards his covenant. He is now the last member of this cult, and he alone has knowledge of all their mysteries and initiations.

He became Archmagus shortly before the Schism War, earning the title by succeeding the challenge of Archmagus Vancasitium of Flambeau, who resided at Val-Negra at that time. The contest was a simple one, and surprisingly non-martial in nature. It was to discover the secret true-name of the fabled King of the Mountain that supposedly resided somewhere on Perditu yet has never been found. Abaddon disappeared for three days and nights, and when he returned he whispered the answer in Vancasitium's ear. The old Flambeau was shocked, either by the answer or Abaddon's success, or perhaps both. None other has ever succeeded this challenge, nor have any succeeded Abaddon's challenge of plucking a hair from the Mountain King's beard and returning with it.

Soon afterwards, he was elevated to the rank of Pontifex, an elite council of three ruling the covenant. Vancasitium was another, and the third was Primus Entisimon of Flambeau. These three led the covenant during its most troubled times, directed its forces during the Schism War, and decided to close and secure Val-Negra after the incident with the Iron Door.

The war took a heavy toll on Val-Negra, and strained the relationships of these Pontifici. Entisimon favored direct heavy attacks, whereas Vancasitium preferred strategy and stealth. Both had victories and losses, yet were making little progress. Abaddon tried to avoid these conflicts, and oddly enough found himself allying with the Tremere magi of Val-Negra in their efforts. He marched alongside Vegetius of Tremere at the siege of Three Oaks Covenant, and carried his body to Coeris when Vegetius was slain at the battle of the Moonless Akelarre.

Afterward, he returned to Val-Negra to join forces with Vancasitium and plan a new attack. It was at this time

THE AERIE LIFE CYCLE

Aerie folk seemingly grow and age as normal humans, gaining knowledge and wisdom as they mature and passing on when their time is done. This is a false perception, for aging results from observation and the effects are mostly cosmetic. In game terms, aging is only required if the character is actively played and/or advanced in experience. If ignored or set aside, they need not age or be updated for experience (though this option is available if the character resumes active play).

Therefore, an Aerie Character may be created at just about any age, with advancement having occurred in their background. In play, every year the character is active and/or advanced, Apparent Age increases by one year. When this reaches 35, they gain an Aging Point each year thereafter. These are not applied to Characteristics, they just accumulate for a Decrepitude score, and when that reaches 5, it is time for them to depart the material realm. Most go slightly before that, a time of their choosing with a final ceremony at the Shrine, never to emerge. Otherwise they privately disappear. This mystical aging is not affected by any modifiers such as Longevity or Living Conditions.

Aerie have no penalties to learning and accumulate Experience points they way normal characters do. This means that, starting at Age 5 with their native language (Aerie Language) at a score of

5, plus 45 Experience Points for Early Childhood Abilities, they further gain 15 points per year of Latter Life (building to their effective apparent age). The exact same as for mundane characters. This synchs up with Season values at four cardinal points; Child Age 5 Spring (120xp), Adult Age 21 Summer (360xp), Elder Age 45 Autumn (720xp), and Senior Age 77 Winter (1200xp). It is easy to create a character starting with one of these points, adjusting experience by plus fifteen point per additional year.

Aerie Characters also grow in Magic Might as they age. The rate and maximum depends on character type (Grog or Companion), but in any case the result is that Children have low Might Scores and character type is irrelevant or indistinguishable until Adulthood. Child Characters have the same Characteristic Modifiers as mundane human children, detailed on page 29 of the main rulebook. They are also smaller, young children being Size -2 until around age seven, and usually no greater than -1 until around fifteen.

This balances the low Might scores of Children, since all Aerie have the same minimum core set of Qualities & Inferiorities. The math works if you play with things long enough, but this could drive one mad. It is suggested to use the simple guidelines given here instead, and let everything work out in play. Or just play an Adult.

Val-Negra was struck by a sneak attack by Diedne infiltrators. During the attack, the pagans slew several magi of the covenant. One of them found the Iron Door and broke the ancient seal, unleashing the horror hidden behind it and being destroyed by it. Abaddon and Vancasitium were the ones who subdued it and vanquished the other Diedne. They

reclosed the Iron Door and resealed it with spells, a temporary fix at best.

After this, Abaddon's ruthless nature came to the fore and he took command of Val-Negra's forces. He acquired the nickname Apollyon, Abaddon translated into Greek, with an emphasis meaning "destroyer". He used his necromancy to unleash horrific magic

upon his enemies. He bound and tortured the ghosts of the slain Diedne infiltrators, employing information gained to lead a devastating campaign. He was especially known for harvesting the ghosts of slain foes and binding them as slaves. In the final battle against Llewellyn, he unleashed a horde of a thousand screaming specters and raised a legion of corpse soldiers.

In the aftermath, the decision was made to destroy the portals and shutter Val-Negra. The magic used to reseal the door is weaker than the original, yet even that ancient ritual was somehow able to be broken. Abaddon volunteered to become an eternal guardian by

transforming to a Living Ghost and making Val Negra his Haunt.

Abaddon's entire existence is focused on the care and protection of Val-Negra. He has devised a way to maintain an Aegis despite his handicap, he insures that the Adulteration, as well as any other monsters on the covenant grounds, are safely locked away, and provides other magical maintenance as needed. Though reclusive, he is not utterly secluded, maintaining contact through his fellow Archmagi and select members of the Quaesitores and House Flambeau, such as the Hausperex. Through the Aerie Clan, he also manages operatives and agents amongst mundanes. He tries to

MAGIC HUMAN: AERIE CLAN

Free Special Virtue

All of the unique traits of the Aerie, the ways they deviate from other Magic Characters, are considered to be in balance. These include the way they age, gain experience initiate Seasons, Initiations of their Shrine, and everything else.

keep himself current, but learning is difficult since it requires enchantment binding the memory of it (as per the rules for Immortal Magi). He has not bothered learning a new spell in over a hundred years though, preferring instead to operate through the many enchanted items he creates.

Personal interaction with Abaddon can be daunting for young magi and elders quickly get discouraged or lose interest, for the Archmagus is quite overbearing and annoying. Abaddon is idiosyncratic, eclectic, contrary, and contradictory. It is as if he is the manifestation of the Book of Instruction. He is authoritarian and domineering, yet he detests sycophantry and submissiveness. To greet him with too much respect earns contempt, and being too casual makes him irate. Making matters worse, he hates apologies; unless you have red hair and are not wearing a hat or if you are standing on his left facing away from him. It gets worse, and he seemingly makes up more bizarre rules of etiquette as he goes along. He is harsher yet more generous to other Tytalus magi, especially if they understand what he is doing. He wants to push others to the breaking point, force them to find a way to gain an upper hand and overcome him. Once he finds magi who are willing to make it their own and want it bad enough to take it, if they are strong



it bad enough to take it, if they are strong enough, only then will he had over all the secret to Val-Negra and let it be ruled as they choose.

NOTABLE COVENFOLK

The vast majority of covenfolk will be of the Aerie Clan. They number around three hundred, and their entire culture centers around service to the covenant. They fall roughly into three categories; those who protect the covenant, those that serve the covenant, and those that serve the community. Many Aerie fill all three positions during the course of their lifecycle. Children and the young serve the community by assisting elders in their tasks. Adults take up positions as craftsmen and professionals that make the covenant function, and often they

spend some time in military service. Elders still serve the covenant, but spend most of their time serving the community and nurturing the next generation of the clan.

LIBRARY

The Grand Library of Val-Negra once rivalled Durenmar, but much was lost during the Schism War and much of what remained was removed when the covenant was mostly evacuated. *Faith & Flame* mentions a few places where books may still yet be found, such as the former Sanctum of the Primus, the Tower of Inirelte, and Abaddon's collection in the catacombs. Leaving those aside as potential Hidden Resources, there are/were a few books that are/were easily scavenged from accessible locations in the covenant.

This library consists of about a dozen tomes, an eclectic mix of subjects far short of the range of a wizard's interest. A few are exceptional, most are damaged, and almost all can be improved if recopied anew.

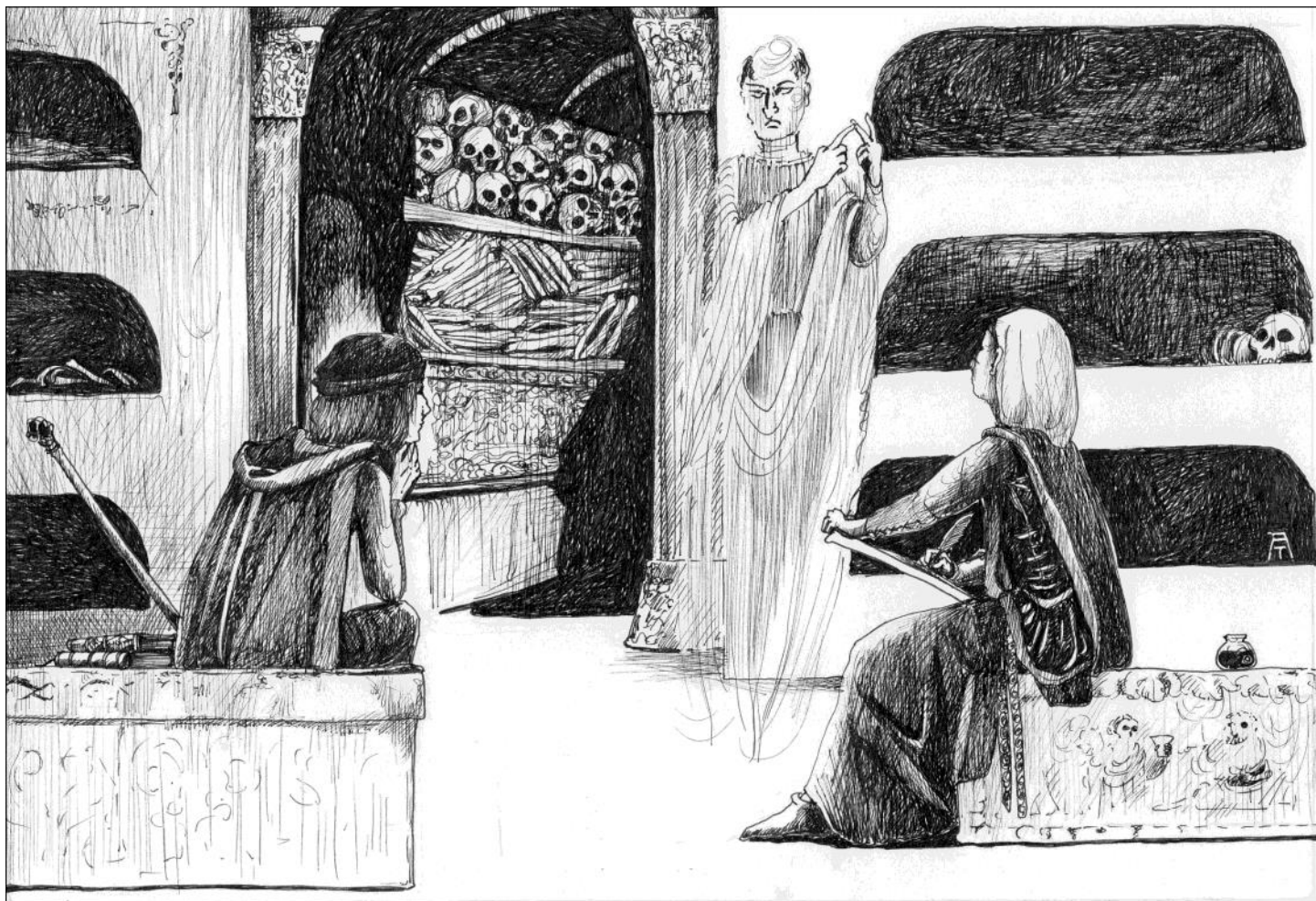
ARCANE ABILITIES

The Key of Light, Inirelte of Flambeau

Magic Theory Summa; Level 8, Quality 8

The famous Archmaga and former Primus was known for her brilliance and excellent grasp of Magic Theory. This book is damaged by age, and though fully intact in content and Level, the Quality could be improved at least three points if copied new.

(32 BP)



The Sorcerer's Shield, Iarna of Flambeau

Parma Magica Summa; Level 7, Quality 10

Written by Iarna of Flambeau just after the Schism War, she created this book to leave as parting gifts of wisdom before departing into the Magic Realm to search out the last of the Diedne (and to return should they ever resurface). Three copies were made, but only the one at Durenmar still exists. That copy is in better condition, one point higher in Quality and Level. The Val-Negra copy is aged and the last several pages are ruined. (31 BP)

Ultor (The Avenger)

Penetration Summa; Level 5, Quality 7

This book is quite famous and copies exist in several libraries. All of which are better condition than this one. This book has become brittle with age and has lost two points of Quality. Any season it is studied, roll a Stress die, and if the result is 9+ the book loses another point. If Botched, it also loses a Level. Extra precautions can be taken, but this inhibits study. Before rolling, choose a Precaution Modifier of up to -3. Apply the same to your Study Total. (22 BP)

MUNDANE KNOWLEDGE

Elementia, Euclid

Artes Liberales Summa; Level 4, Quality 8

Translated from ancient Greek into Hermetic Latin, this book could be improved a point in Quality if recopied. The original, if read in Greek or a better translation, would be of a higher Level and Quality both. (20 BP)

Hermetic Metaphysics, Arturius of Bonisagus

Philosophiae Tractatus; Quality 10 (10 BP)

BOOKS ON THE ARTS

Apromor filius Flambeau, On the Nature of Time

Perdo Summa; Level 13, Quality 13

Written by the legendary Apromor, master of destruction, based on the theme of his famous adage "Time Destroys all Things".

The book's high quality is mainly due to being written at a reduced level from the maximum potential. (26 BP)



ABADDON OF TYTALUS

Archmagus, Pontifex, Mystic Grand Potentate of Chaldean Sorcerers, Living Ghost, last magus and eternal champion of Val-Negra

Magic Might: 50 (Mentem)

Characteristics: Int +4, Per +1, Pre +2, Com -1, Str -1, Sta +1, Dex -1, Quik -1

Size: 0

Age: 332 (appearance varies)

Confidence: 5 (11)

Virtues & Flaws: The Gift, Hermetic Magus, Archmagus;

Living Ghost, Major Magic Focus in Necromancy, Potent Magic: Necromancy;

Affinity with Mentem, Great Intelligence, Hermetic Amulets, Hermetic Empowerment, Hermetic Prestige, Inscription on the Soul, Inventive Genius, Puissant Magic Theory, Puissant Mentem, Second Sight, Self Confident, Spell Binding; Blatant Gift, Driven (Major), Rigid Magic; Ambitious (Minor), Cabal Legacy, Deficient Herbam, Flawed Parma Magica: Herbam, Higher Purpose, Incomprehensible, Limited Magic Resistance: Herbam, Obsessed, Poor Formulaic Magic, Reclusive, Visions

(Starting with normal parameters, Abaddon has gained additional Virtues & Flaws in various ways, including Mysteries and Twilight. He is still balanced, with twenty points of Flaws and an equal number of Virtues.

Personality Traits: Eclectic +5, Obsessed +3, Ruthless +2

Reputations: Hermetic Prestige 4, Necromancer 3 (Hermetic)

Combat:

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

Dagger: Init -1, Attack +6, Defense +4, Damage +2

Soak: +1

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

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

Abilities: Area Lore: Levant 3 (Babylon), Area Lore: Provençal 5 (Pyrenees), Area Lore: Val-Negra 6 (catacombs), Artes Liberales 5 (rhetoric), Awareness 3 (suspicious activity), Bargain 3 (with spirits), Brawl 4 (dagger), Charm 2 (wit), Chirurgy 4 (set bones), Code of Hermes 4 (?), Concentration 5 (spells), Cult Lore: Chaldean Sorcerers 6 (initiation), Dead Language: Hebrew 5 (?), Dead Language: Latin 5 (Hermetic), Dead Language: Turanian 5 (Akkadian), Divine Lore 3 (angels), Etiquette 3 (Hermetic), Faerie Lore 4 (Mountain King), Finesse 5 (grace), Folk Ken 2 (magi), Guile 4 (prevarication), Infernal Lore 3 (undead), Intrigue 5 (alliances), Leadership 5 (intimidation), Living Language: Aramaic 5 (Chaldean), Living Language: Spanish: 5 (Asturias),

Living Language: Occitan 5 (Catalan), Magic Lore 6 (ghosts), Magic Theory 15+2 (items), Medicine 5 (anatomy), Organization Lore: Order of Hermes 7 (Archmagi), Parma Magica 9 (Mentem), Penetration 5 (Perdo), Philosophiae 5 (metaphysics), Profession: Scribe 3 (copy), Second Sight 5 (spirits), Stealth 4 (shadows), Teaching 4 (the Tytalus method)

Arts: Creo 15, Intellego 16, Muto 14, Perdo 23, Rego 21, Animal 10, Aquam 11, Auram 12, Corpus 27, Herbam 9, Ignem 12, Imaginem 18, Mentem* 36+3, Terram 11, Vim 23

Twilight Scars: His corporeal shadow is that of a skeletal corpse; His presence chills the air, He carries the faint scent of sulfur, Redheads cause him extreme discomfort, His eyes flash red when his mood intensifies, He always receives the most eerie illumination

Magic Sigil: eeriness

Symbolic Sigil: a skull with blazing eyes

Equipment: dagger, amulet, rings on every finger (all enchanted)

Encumbrance: 0

Appearance: As a ghost, his appearance is that of an ancient and withered wizard cloaked in heavy black robes. At times he can appear as a skeletal corpse in robes. He is most frequently encountered in corporeal form, almost always in fact. This can vary, but he prefers to take the seeming he had during the prime of his life. This is as a middle aged man, balding, with dark features and a devilish grin. He occasionally takes the ancient robed form for dramatic effect, but essentially he can create whatever material seeming he chooses.

Spells Known: It would be madness to detail every nuance of Abaddon's magic. He spent over a hundred years as a mortal magus, and has been a Living Ghost for even longer than that. He has accumulated a lot of power over the years. The irony is that, though he knows many spells, because they cost him might he prefers not to cast them unless it is a dire necessity. He prefers instead to employ enchanted items of all sorts, using his knowledge of a spell to gain a Lab bonus.

With that in mind, the following list is by no means exhaustive. He knows every necromantic spell conceivable, all that can be found in canon as whatever else the storyguide finds reasonable and wishes to design. He also has a wide range of low and mid level spells in all Arts, again whatever seems reasonable for the story at hand. The spells listed are a few of his favorites, things to keep in mind, and ones that he has enchanted as Charged Items or other devices for which he keeps lab notes. Also noted are the critical spells that have allowed him to become and function as a Living Ghost and Guardian of Val-Negra. Further, though he has the Rigid Magic Flaw, he did not always suffer this drawback. The Rituals he knows were either learned before

(Continued on page 91)

gaining that Flaw, or were learned to gain a Lab bonus for enchanting them with Hermetic Empowerment.

Abaddon is also the original inventor of some classic spells categorized as Necromancy, including both Whispers through the Black Gate and the Ritual Incantation of Summoning the Dead. These involved Minor Breakthroughs now integrated into Hermetic Magic, the first allowing a magus to use Corpus to speak with the dead, the second allowing conjuration of a ghost when none may exist drawing the spirit from across the veil (a Ritual is not needed to conjure an active haunting ghost).

Incantation of Lightning (CrAu 35)

Whispers through the Black Gate (InCo15)

Coerce the Spirit of Corpus (ReCo 20)

Summon the Spirit of Corpus (ReCo 40)

Lamp without Flame (CrIg 10)

Pilium of Fire (CrIg 20)

Coerce the Spirit of Fire (ReCo 20)

Summon the Spirit of Fire (ReCo 40)

Panic of the Trembling Heart (CrMe 15)

Weight of a Thousand Hells (CrMe 25)

Bind the Living Ghost (Cr(Pe/Re)Me(Co) 65, Ritual)

Abaddon's Haunt includes all of Val-Negra, extending to the limits of the Regio layer surrounding it

(Boundary, +3 Magnitudes).

Vision of the Haunting Spirits (MuMe 40)

Lay to Rest the Haunting Spirit (PeMe10/25)

Blessing of Childlike Bliss (PeMe 25)

Black Whisper (PeMe 40)

Transformation of the Living Ghost (PeMe95, Ritual)

This originally granted Abaddon a Might score of 60 (level minus boundary and size magnitudes), but he has had to expend some as vis in an emergency before.

Amulet of Protection from Spirits (ReMe 40)

Ring of Warding against Spirits (ReMe 10/25)

Coerce Spirits of the Night (ReMe 20)

Visions of the Infernal Terrors (ReMe30)

Enslave the Mortal Mind (ReMe40)

Incantation of Summoning the Dead (ReMe40)

Ritual Incantation of Summoning the Dead (ReMe40, Ritual)

The Shrouded Glen (ReMe40, Ritual)

Demon's Eternal Oblivion (PeVi 10/25)

Aegis of the Hearth (ReVi 50/100, Ritual), Mastery 4 (Adaptive Mastery, Lab Mastery, Penetration, Stalwart Casting)

Amulet of Protection from Demons (ReVi30), Mastery 2 (Cerimonial Casting, Lab Mastery).

This is an example of an Amulet spell, which offers Protection from demons equal to the level. He has invented a variety of Amulet spells covering different Realms and Forms, and far prefers them to traditional wards. Amulet spells require Ceremonial Casting but do not require Mastery. If combined with that Mastery, a Shape & Material bonus can be applied. He has mastered all of his Amulet spells this way.

(Base Effect)

Coerce the Spirit of Magic (ReVi 20)

Summon the Spirit of Magic (ReVi 40)

TALISMAN

SOUL OF THE ABYSS KEEPER

Abaddon has combined Inscription on the Soul with being a Living Ghost to the fullest possible advantage. As an Immortal Magus, he has unlimited potential space that can be opened. Immortal Magi are also immune to the effects of Warping, and thus there is no risk involving using Hermetic Empowerment. An Immortal's Talisman has an unlimited potential for spaces to be opened, limited only by the amount of time and vis spent. Abaddon has had plenty of each, and has opened and filled many new spaces. Currently, he has about a hundred open spaces available (only three seasons of work). He can never have enough though, and hordes Vim vis so he can keep opening more spaces and investing necessary effects. Rego and Mentem also are useful for investing. Also, since all of these enchantments are of his spirit (and since he is a spirit being), his Talisman has no Attunements.

COMMAND OF THE SOUL

InMe 35

Pen: +0, Unlimited Use, Item Maintains Concentration

R: Personal, D: Concentration, T: Individual

The enchantment of his soul is in constant contact with his thoughts, allowing him to instill enchantments with a Linked Trigger of a Mental Command. It can be deactivated when needed to avoid Penetration issues. To say "why eye's?" deactivates it, and to say "eye wise" reactivates it. This was one of the first effects invested, when he was still mortal.

(Effect: Base 15, +1 Concentration; +5 Levels Item Maintains Concentration, +10 Levels Unlimited Use)

(Continued on page 92)

COERCE SPIRITS OF THE NIGHT

ReMe 69

Pen: +26, Unlimited Use, Item Maintains Concentration

R: Sight, D: Concentration, T: Individual

(Effect: Base 5, +3 Sight, +1 Concentration; +3 Levels Linked Trigger, +5 Levels Item Maintains Concentration, +10 Levels Unlimited Use, +26 Levels Penetration 52)

AGIS OF THE HEARTH

ReVi 78

R: Touch, D: Year, T: Boundary (+3 Magnitudes)

Hermetic Empowered Ritual, Effect Level 50, Penetration +26

Abaddon uses Hermetic Empowerment to perpetuate an Aegis over Val-Negra. The Environmental Trigger creates a seamless transition as the effect is renewed each year. The Aegis qualifies for Empowerment, for though the Ritual “often ends” with participants marching the boundary, this is a tradition and not mandatory. Only one magus is needed to actually cast the spell, and Abaddon is “in contact” with the entirety of his haunt. However, he and members of the Aerie Clan annually mark the occasion anyway, and the spirit empowering the effect is actually cooperating with them. This is explained below, but another side effect is that the spirit grants a +5 bonus to Penetration (in addition to the +20 designed into the effect). These benefits are not inherit in this effect, they are results of Experimentation with the Empowering enchantment.

(Base 50, +3 Size; plus thirteen levels for +26 Penetration)

EMPOWERING PROTECTION OF THE SPECTRAL CHAMPION

Re(Mu)Vi(Me)105

R: Per, D: Mom, T: Ind

This is a variant of Empowering Prison of the Declining Spirit, invented by Abaddon in two seasons of Experimentation. The unique quirks of the enchantment are due to the Extraordinary Results of the Experiment. These include Side Effect-Major Side Benefit (the spirit is in full cooperation of casting the empowered Ritual), and Modified Effect-Restricted (only willing and cooperative spirits may be bound into this enchantment).

This is not the first experimental variation of this enchantment inscribed on his soul, but the others have expired and he makes use of Lab Texts to repeat this version exclusively.

With the combination of a Lab Text and the multiplier of the Seven Year Expiry, Abaddon is at the point now that he can bind seven spirits a season. It takes him three seasons to open the spaces needed to do so beforehand.

Though this enchantment can be used to bind a spirit with a might as high as fifty, the usual range is around forty. These spirits are the ghosts of past magi, former members of the covenant that have long since deceased.

(Base 100, plus five levels for twenty-four uses per day; effect expiry of seven years)

“The current Might Score of the Bound Spirit must equal or exceed half the level of the ritual spell to be empowered.”

“A magus who becomes immortal in one of these ways is no longer limited by his highest Technique and Form in the number of spaces he can open in his talisman; rather, he can open as many as he spends time and vis for”

SHROUDED GLEN

ReMe 53

R: Touch, D: Year, T: Bound

Hermetic Empowered Ritual, Penetration +25

Abaddon does not use this effect anymore. He used to place it over Perdut when Val-Negra first went dormant to discouraged investigation. The rout of access requires locating the village before they can transverse the Labyrinth Caverns and the Valley of Mist.

(Base 40 as spell, plus thirteen levels for Penetration +26)

DISENCHANT

PeVi 30

R: Voice, D: Mom, T: Ind, Ritual

As per **ArM5**, page 160 except range increased to Voice.

(Base 25, +1 Voice (increased from Touch))

GENTLE CARESS

CrCo 30

(Base 30 as spell)

Start at 40, -15 Aegis = 25, -10 Shrouded Glen = 15, -5 for parting gift = 10

Or

Start at 40, -15 Aegis = 25, -6 for Heal or Disenchant = 19, -6 for either or again = 13, -5 for parting gift = 8

ENSLAVE THE MORTAL MIND

ReMe 77

R: Eye, D: Conc, T: Ind, Penetration +46, Fifty Uses per Day

(Base 30, +1 Eye, +1 Concentration; +5 levels Maintain Concentration, +6 levels Fifty Uses per Day, +23 levels Penetration 46, +3 levels Mental Linked Trigger)

AERIE CHARACTERS

Faith & Flame includes a Character Guide for the Aerie Clan, which is useful for generating quick NPC's for adventures. But as the predominant population of a Player Covenant in terms of a Saga, something more substantial would be more useful. Provided here are simple guidelines for generating Aerie grogs and companions as vital Player Characters, to enhance or engender stories, and with variation to suite individual aesthetics. The irony is that these folk appear mostly bland and similar. Yet there are unique individuals that shine amongst them, such as are suited for player characters and more interesting NPC's.

SIZE & CHARACTERISTICS

The average adult Aerie is Size 0, and most Aerie are average. Large and Small Frame are uncommon but possible Virtue/Flaw choices, but anything else is not permitted. For Characteristics, the tendency is for Aerie to have no negative scores and for Presence to be the lowest. Child Characters have Characteristic Modifiers, but they outgrow these.

VIRTUES & FLAWS

When choosing Virtues & Flaws, keep in consideration who the character is and where they are from. All Aerie have the Covenant Upbringing Flaw. Social Status defaults to Covenfolk (or Magical Covenfolk), with those in direct service ranking as a Custos.

SEASON & MIGHT

Aerie gain experience and seemingly age as normal humans, as described in the Aerie Lifecycle insert. This synchronizes with the seasons at certain specific ages, so it is easiest to start by choosing a season and modify from there (adding 15 experience points per year).

Age also affects Might, with Children (Spring) having reduced scores until they mature as Adults (Summer). Grogs have a Magic Might equal to half their age with a maximum of 10, and for Companions it equals their full age with a maximum of 25.

QUALITIES & INFERIORITIES

All Aerie characters share the same standard core set of Qualities & Inferiorities. These are: Natural Appearance; Gift

of Tongues, Improved Powers (x2), Lesser Powers (x2), Minor Essential Virtue Unnoticeable, Mentem Resistance, Second Sight, Unaffected y the Gift, Variable Power; Restricted Power, Slow Power, and Susceptible to Deprivation.

This may exceed some limits for certain characters. Grogs have Natural Appearance even though it is a Major Quality, but they may not choose others of the Major category. Very young characters with low Might may not balance against the core, but they have other penalties and it is of no concern until they mature.

Additional Qualities & Inferiorities may be gained when the character reaches cardinal Season ages. In short, Adult Grogs can take up to three additional Inferiorities to balance additional Qualities, limited to the Minor category. Companions can choose up to six added Inferiorities to balance Extra Qualities and may choose Major. Further, Companions are due additional points of Qualities from their higher might score.

In detail, once each stage-of-life Season, an Aerie may experience a special Shrine Initiation. The character may accept new Inferiority points up to one-fifth their might score, accompanied by balancing Qualities. This means a limit of one point as a Child (Spring), when Might was 5 or lower. Grogs may gain 2 more as an Adult (Summer) when their might reaches 10, and Companions may take more when their Might reaches 25. Additional Qualities due to higher Might are gained at these Initiations, so young Companions with high scores must wait until they are adults and their Summer Initiation before they can gain them.

Aerie are not able to gain Qualities & Inferiorities in any other way. None of the core traits may be removed or altered, and new Inferiorities once taken may never be removed. When making choices, keep into consideration the type of character and make reasonable selections.

SUGGESTED ABILITIES

Aerie characters may take Artes Liberales, Latin, and Magic Lore. Latin is the spoken language of the Aerie, for their native speech has no vocal form. Covenant Upbringing, along with certain Covenant Boons, permits learning these. It is also suggested to choose Virtues & Qualities that further enhance experience and Ability choices. With that in mind, the suggested minimum scores at different Ages/Seasons is as follows.

Adult (Age 21, Summer): Aerie Language 5, Area Lore: Val-Negra 1, Artes Liberales 1, Awareness 1, Brawl 1, Carouse 1, Concentration 1, Folk Ken 1, Latin 3, Magic Lore 1, Mentem Resistance 1, Organization Lore: Aerie 1, Organization Lore:

(Continued on page 94)

Order of Hermes 1, Second Sight 1, Stealth 1; with 200xp remaining

Elder (Age 45, Autumn): Aerie Language 5, Area Lore: Val-Negra 3, Artes Liberales 1, Awareness 1, Brawl 1, Carouse 1, Concentration 1, Etiquette 1, Folk Ken 2, Latin 4, Magic Lore 3, Mentem Resistance 2, Organization Lore: Aerie 3, Organization Lore: Order of Hermes 2, Second Sight 3, Stealth 1, Teaching 1; with 400xp remaining

Senior (Age 77, Winter): Aerie Language 5, Area Lore: Val-Negra 4, Artes Liberales 1, Awareness 1, Brawl 1, Carouse 1, Concentration 1, Etiquette 1, Folk Ken 3, Latin 4, Magic Lore 3, Mentem Resistance 3, Organization Lore: Aerie 4, Organization Lore: Order of Hermes 2, Second Sight 4, Stealth 1, Teaching 1; 800xp remaining

ANCESTRAL MEMORIES

Initiations involve communion with the Ancestral Shrine Spirits, often gaining some of their wisdom and idiosyncrasies. The tendency is to acquire a Quality that grants experience points (Improved Abilities or a relevant Minor Virtue), paired with an Inferiority (described as follows) that draws the character closer to identifying with their ancestor.

The Inferiority generally manifests as the Minor Flaw of Worthless Abilities, which means at least 30 of the character's experience points (a portion of the knowledge gained) must be dedicated to Abilities that are useless or obsolete. Examples include a Dead Language of no interest to anyone (such as Tartessian), Lore of an organization that no longer exists (such as local Visigoth nobility from five hundred years ago), or a Non-Combatant with Martial Abilities (whose ancestor was a Black Guard during the Schism War).

Worthless Abilities may be taken multiple times, but only once per initiation. A second ancestral Inferiority in the same Initiation generally takes the form of a Minor Personality Flaw. This bends things a bit, but is thematic and subject to condition. It must be taken as the second Inferiority in an Initiation after Worthless Abilities, and the first time this happens the Flaw is Delusion (thinking they are somehow that ancestor). Other Personality flaws are extension of that Delusion.

Ancestral Wisdom, the experience gained from the pairing of Improved Abilities that is not marked for Worthless, can be spent on just about anything. Even Restricted Abilities and things the character could have had no exposure to (but the ancestor did).

POWERS

The Aerie core Qualities include two specific powers that all Aerie have, Silent Speech and Invisibility. This is

represented by Lesser Power taken Twice along with Improved Powers also taken twice. The excess Levels and Mastery Points are used to eliminate Might Costs and Initiative Penalties.

These two powers are universal and may not be altered. Other powers are possible if taken as additional Qualities. Keeping with the theme, it is recommended that they be Imaginem and/or Mentem effects.

Silent Speech of the Aerie Clan: 0 points, Init (Quik), Mentem

R: Special, D: Conc, T: Group

Everything about this power is as described in *Faith & Flame*, with a simplification in that Penetration is not an issue. As a Restricted Power, the restriction is twofold. It can only be used with those that also have this power, and those who have this power cannot resist the use of this power by others. If this solution is unsatisfactory, take Arcane Lore and Reduced Abilities and learn Penetration.

CrMe20 (Base 3, +2 Voice, +1 Conc, +2 Group);

Lesser Power, 20 levels used and 5 converted to one Mastery Point

12 Mastery Points (-4 cost, +8 Initiative);

Lesser Power, Improved Power x2, Restricted Power

Invisibility of Silent Standing: 0 points, Init Full Round then (Quik), Imaginem

R: Per, D: Conc, T: Ind

The effect as described allows the Aerie to "blend into" their surroundings, so long as they silently standing still. This is a Variable Power and is tied to Second Sight, with the potential effect increasing in Magnitude as their Ability Score does. Because it is tied to an Ability and not to Might, it is possible (and not uncommon) for Grog to have superior skill at this.

With a Second Sight score of 1, the power is as described. At a score of 2, their physical sounds are silenced and they can think "aloud" to use Silent Speech. At 3, it is possible to move about while invisible. They are not silenced and can be heard if they make noise, but they can use Silent Speech. A Second Sight of 4 means they can use this power at will and no longer need to maintain Concentration. Higher scores provide further enhancements.

PeIm5+ (Base 4, +1 Conc)

Lesser Power, 5 Levels used, 20 converted to four Mastery Points

3 Mastery Points (-1 cost, +2 Initiative);

Lesser Power, Variable Power, Slow Power

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