

Read This First

What the Kit Is

This is probably a different kind of "adventure" from what you are used to. More than simply being a story suited for use with **Ars Magica**, it is a new approach to role-playing. The story is more thematic and plot-oriented than adventure-oriented; and the characters, briefing sheets, and detailed storyguide notes make its presentation unique. With this kit,

you will be able to begin an **Ars Magica** game in under half an hour. The rules briefings and pre-generated characters make starting your first story a simple and painless procedure. Before your second story, you can make up your own characters, but at least then you'll have the benefit of experience with the rules.

To the Players

If you don't want to be the storyguide for this story, do yourself a big favor and do not read anything in this package until your storyguide hands it to you. If you read information meant for the storyguide only,

you'll just be ruining the story for yourself. It's worse than reading the last page of a mystery book before you're supposed to — because you might ruin the story for others and not just yourself.

Advice to the Storyguide

You should try to guide this story at a fast pace, avoiding delays and making sure no one gets bored. Whenever things

start to slow down, step in and maintain the level of energy and excitement that has already been built up. The dramatic

force of the story will be greatly improved if you concentrate on maintaining a steady rhythm to the story and by finding a way to get through the doldrums. When the players seem to be unsure as to what to do, throw a new encounter at them. If they aren't busy, make them busy. Simply go on to the next part of the kit and have something occur. If the players are sitting around, talking among themselves and not focusing on the story, turn to the magi and ask them, "What do you do?" They are the expedition leaders, so if you expect and insist that they make decisions — well, then they will (or at least they'd better...).

At some points in the story you will want to develop a certain mood, or encourage your players to react in a certain way. This is part of the job of the storyguide, to direct and sustain the involvement of the players and the tension of the plot. You cannot simply ask them to do this; it requires a little manipulation and direction. At times you will want the players to become emotional,

perhaps to become angry like their characters rightfully should. This tension and feeling of suspense in the players can be expressed as their characters' strongest passions later on. You can build this tension by demonstrating to the players a feeling of helplessness through playing up the strength and invulnerability of the Stormrider. Role-play out the taunts of the Stormrider as he swings by them. Role-players generally hate being ineffective; they can get really riled up, which paradoxically can be a lot of fun in role-playing. If you were particularly devious and cruel, you could casually point out the ineptitude of the players, and then laugh at them. (That'll get 'em ticked off for sure.)

So enjoy the story, and keep your mind open to the possibilities. We've done half the work for you, but the best part is yet to come. With your imagination and energy this story will come to life, to be shaped into mythic proportions by your capable hands. Remember, storyguides can be heroes too.

Background Briefing

Introduction

You are at the covenant of Mistridge, located in southern France in the land of Languedoc. It is the Year of our Lord 1197, and it is a time of heresy, chivalry, and the love ballads of troubadours. You are all inhabitants or friends of this magical covenant, which is a large stone tower located atop a mist-covered hill, under which deep catacombs extend. A wooden stockade, connected to the tower by an underground passage, lies beneath the tower at the foot of a small cliff. The grogs and many of the companions live in the buildings within these walls, while the wizards have their laboratories in the tower. The covenant overlooks the mystical Val du Bosque (Valley of the Woods) where the villages of the common folk lie, and it is overshadowed by the awesome bulk of Mount Tierné.

Currently it is a time of great turmoil at Mistridge, and all the wizards but Felix Necromius are at a tribunal of wizards in the mountains further to the south. The covenant is involved in a heated dispute with the covenant of Windgraven over a valuable magical pool on the slopes of Mount Tierné. Mistridge possesses it and Windgraven wants it. Tempers are high, and no one knows who will gain possession of the pool. It could mean a war between brothers of arcane lore.

Setting The Scene

A terrific storm came to the valley the past night. Trees were blown up

from their roots, it rained for hours, after sleeting for a time, and the wind ran through the tower continuously. None of you were able to sleep. It has been a frightening night, and you are glad the storm has passed.

The Legend of the Stormrider

You have all heard the legend of the Stormrider. It is said that with every great storm, he can be seen riding around the thunderclouds, guiding the lightning down to the homes of those who have angered him. Occasionally, after extremely severe storms, he actually comes to earth and rides about causing further death and destruction. His rage is that of the storm; he is the storm. He has caused much death and destruction in his repeated maraudings of the valley, though he has not been seen for years. The Stormrider murdered the great Sante Fabía, who was martyred on the point of his evil lance. He attacked the covenant on occasion, and ten years ago he killed a grog — Pol, Lorine's father — and would have killed Lucienne as well, had not Torlen wounded the rider and driven him off. This shows that he can be driven off with mortal weapons, but he is still more than a match for any human warrior. Yet the sight of a cross is said to be more than enough to scare him away.

You have heard many stories about the Stormrider. Some say that he is one of the Four Horsemen of the

Background Briefing, cont'd

Apocalypse, others say he is a man of immense magical might and fury, while yet others say that he is the storm itself and nothing more. Grimgroth has written a treatise on air elementals in which he proposes that the Stormrider is an elemental.

The Characters

Here are the eight characters who can be part of this story.

- Lucienne (loo-see-EN): Wizard of the Evermutating Air and the Ever-changing Mind. The Stormrider nearly killed her when she was younger, and she seeks vengeance.

- Torlen (TORE-len): This aged warrior is the sergeant of the grogs. Strong-willed, with a great deal of common sense (he gets advice from the storyguide on occasion), he is like an uncle to Lucienne.

- Clobi (KLOH-bee): An immense and well-trained ax-man. Sometimes aggressive and brutish, sometimes gentle. He was once an executioner for a local knight; now he is loyal to Lucienne.

- Lorine (loh-REEN): A practical and sensible woman, as well as a capable archer. Her father was savagely murdered by the Stormrider, and she looks for revenge. She and Lucienne have that in common.

- Caeron (CARE-on): Wizard of the Unseen Touch and of the Verdant Forest. An energetic and witty young magus, who still carries a chip on his shoulder.

- Tomas (TOH-mas): A well-educated but gloomy scholar who is a

friend of Caeron's. On occasion he sees into the world of spirits and is struck with visions. He does not engage in armed combat.

- Ramón (rah-MOHN): A very cautious scout and warrior. He's an excellent tracker with an intuitive understanding of the wilds. He owes Caeron a favor.

- Jeremé (jair-ah-MAY): Shield grog for Caeron, this stout fellow loyally stands by him at all times. Ever since Lorine rejected his advances, however, he's been enjoying his wine overmuch.

In this story you should endeavor not only to role-play out your character's flaws, but as the story progresses you should try to find ways to resolve your differences with other characters and learn to control your own anger. Your character is not a painting that is frozen in time, but a changing and maturing individual — character development is the key to good storytelling. Play out your emotions strongly at first, and then try to evolve into a more mature role as the story progresses.

The Grog Pack

Every grog at Mistridge carries a grog pack when they go out on a mission. This pack includes twenty feet of rope, six days of supplies for one, two blankets, two torches, a cooking utensil of some sort, a tinder box, and a knife. The total Load of this pack is only 2. It has already been computed on the character sheets of the warriors going on this mission.

Basic Briefing

Character Types (p. 13)

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While the character types are not balanced in terms of power, they have distinct roles that are important parts of the story, and all three types are fun to play.

Characteristics (p. 15)

Characteristics describe the untrained potential of your character, including such things as strength, presence, and dexterity. The average score for a characteristic is 0. A positive score indicates an above average characteristic while a negative score indicates a below average trait. Thus Clobi, with a -2 Dexterity, is something of a klutz, while Ramón, with a +2 Dexterity, is agile and nimble. Characteristic scores generally range from -5 to +5.

Characteristics are added to relevant rolls. For instance, if Ramón were trying to climb a tree, he would add his +2 Dex to his roll. But if Clobi were trying to climb a tree, he would have to add his -2 Dex to the roll, thus giving him a penalty.

Your eight characteristics are listed near the top of your character sheet.

Intelligence (Int)- thinking power

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Quickness (Qik)- speed of motion & reaction

Virtues & Flaws (p. 16)

Your Virtues & Flaws show how your character is qualitatively different from other characters. They are a big part of your character conception and can have an important effect on play, so familiarize yourself with them thoroughly. The effects of most Virtues & Flaws are already taken into account in your character's stats.

Stress & Simple Rolls (p. 8)

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might have **botched**. You must roll again, and if you roll a second "0" you have botched, and something very bad occurs. In particularly hazardous situations the storyguide might have you roll multiple times to see if you've botched. (Note: If you are re-rolling after rolling a 1, a "0" means 10.)

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When using an ability, you roll a die, then add the appropriate characteristic score and the appropriate ability score. Compare the total to the **ease factor**, a number provided by the storyguide (gamemaster). The harder the task, the higher the ease factor. If your total beats or equals the ease factor, you have succeeded.

You also have a **specialty** listed for each ability (designated "SP:"). If you attempt an action that falls within this specialty, you get an additional +1 bonus.

For Example: Ramón tries to climb a tree. The storyguide rules that the ease factor is 6, that Dex is the appropriate characteristic, and that Climb is the appropriate ability. **Ramón rolls a die (and gets a 5) + Dex (+2) + Climb (2) = a roll of 9.** In addition, Ramón gets a +4 bonus with all rolls related to the forest because of his virtue Way of the Woods, so his final roll is 13. Ramón's roll easily beats the

ease factor, and he successfully climbs the tree.

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Combat Briefing

Combat rules reproduce the dangerous nature of medieval warfare. Be careful, because a botched Soak roll can bring death even to a mighty warrior, and wounds are a serious matter. Be brave when bravery is called for, but don't be foolhardy. Avoid combat when you can.

The Five Combat Rolls (p. 49)

In *Ars Magica* combat, five rolls are important; look for the bonuses you get to these rolls near the bottom of your character sheet. All of these totals have been derived from other scores on your character sheet. They are:

First Strike (1st)- This roll decides how quickly you can strike with a particular weapon. You have a separate 1st for each weapon (because some weapons strike faster than others and you are more skilled with some than with others).

Attack (Atk)- How likely you are to connect with a particular weapon.

Damage (Dam)- How likely you are to hurt an enemy once you connect with the weapon.

Defense (Def)- How well you can avoid being hit, either by parrying with a weapon or by dodging.

Soak- How well you can withstand physical damage without getting seriously hurt. It depends mostly on your armor.

Making Combat Rolls (p. 47)

Each round (about 6 seconds) you can do one thing, such as hurl a spear, cast a spell, or swing a sword.

Who Goes First? 1st vs. 1st

When two combatants meet, each makes a 1st roll (a stress die + the 1st total for the weapon being used). The one who rolls higher strikes the other first and then the one who rolled lower strikes back. This order of attacks continues throughout the battle between these two opponents.

Do You Hit? Attack vs. Defense

When it is your turn to attempt to strike another combatant, you roll a stress die and add your Atk total for the weapon you are using. The target of your attack rolls a stress die and adds Def. If your Atk roll exceeds the Def roll, you have hit and might do damage (see below). Otherwise your opponent has evaded your blow.

Do You Do Damage? Damage vs. Soak

Once you have hit (see above), you roll to see if you have damaged your opponent. Roll a simple die + Dam and compare the total to our opponent's roll of a stress die + Soak. If your total is equal to or below that of your opponent, you have not damaged your opponent. If your Dam roll is higher than your opponent's Soak roll, your opponent loses one body level for each 5 points by which your roll exceeds your opponent's. (See below for the effect of damage.)

Combat Briefing, Cont'd

Missile Weapons (p. 47)

Missile weapons are handled somewhat differently from melee weapons.

1) There is no 1st roll. Missile weapons that were aimed in a previous round are loosed at the beginning of the round. Those aimed in the current round are loosed at the end of the round.

2) There is no Def roll for the target. The storyguide sets an ease factor according to the difficulty of the shot, and you must match this ease factor to score a hit.

Wounds (p. 52)

Each character has a number of body levels, each of which indicates a different level of wounds. As you are injured, you lose body levels. Look at the column of body levels on your character sheet. An X already marks the "Unhurt" level, meaning that at the start of the game you are not injured. As you lose body levels (and put X's in progressively lower boxes), you become more wounded. Each body level between Light and Heavy Wounds has a penalty associated with it (-1, -3, and -5). When you are at one of these levels, you suffer this penalty on all actions (but not on Soak rolls). When Incapacitated, you can take no action at all. If you lose a body level past Incapacitated, you are dead.

It is hard to recover from wounds. If you treat someone's wounds, roll a die + Chirurgy (a skill) + Int. If you roll a 9+, the other character regains a body level. If you roll a 3+, you have at least stabilized the wounds so they

won't get worse. (Torlen and Jeremé have the skill Chirurgy.)

Fatigue (p. 54)

During combat, you will have to make Fatigue rolls. Every time you move immediately from one strenuous activity to another without pausing a round, such as fighting first one opponent and then another, you must make a Fatigue roll. Roll a die + your Fatigue total (listed above your fatigue levels). If you roll 6+, you avoid fatigue. Otherwise you lose a fatigue level, and penalties apply like wound penalties. Wound and fatigue penalties are cumulative. You recover quickly from fatigue, unless it is the result of prolonged exertion.

Brawling (p. 50)

It is possible to fight without weapons, performing such maneuvers as wresting a weapon from an opponent, tackling, immobilizing, or throwing an opponent to the ground. These maneuvers depend on rolls that use your Brawl score and various characteristics as modifiers. Player-characters fighting one another in this adventure, if it comes to that, will use brawling rules.

Complications

Rules that cover a variety of specific situations, such as damage from falling and striking from advantage, are available to the storyguide, but they do not warrant discussion here. Ask the storyguide about your options, but remember this may be their first time running *Ars Magica*, so don't make their job too difficult.

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Defense (Def)- How well you can avoid being hit, either by parrying with a weapon or by dodging.

Soak- How well you can withstand physical damage without getting seriously hurt. It depends mostly on your armor.

Making Combat Rolls (p. 47)

Each round (about 6 seconds) you can do one thing, such as hurl a spear, cast a spell, or swing a sword.

Who Goes First? 1st vs. 1st

When two combatants meet, each makes a 1st roll (a stress die + the 1st total for the weapon being used). The one who rolls higher strikes the other first and then the one who rolled lower strikes back. This order of attacks continues throughout the battle between these two opponents.

Do You Hit? Attack vs. Defense

When it is your turn to attempt to strike another combatant, you roll a stress die and add your Atk total for the weapon you are using. The target of your attack rolls a stress die and adds Def. If your Atk roll exceeds the Def roll, you have hit and might do damage (see below). Otherwise your opponent has evaded your blow.

Do You Do Damage? Damage vs. Soak

Once you have hit (see above), you roll to see if you have damaged your opponent. Roll a simple die + Dam and compare the total to our opponent's roll of a stress die + Soak. If your total is equal to or below that of your opponent, you have not damaged your opponent. If your Dam roll is higher than your opponent's Soak roll, your opponent loses one body level for each 5 points by which your roll exceeds your opponent's. (See below for the effect of damage.)

Combat Briefing, Cont'd

Missile Weapons (p. 47)

Missile weapons are handled somewhat differently from melee weapons.

1) There is no 1st roll. Missile weapons that were aimed in a previous round are loosed at the beginning of the round. Those aimed in the current round are loosed at the end of the round.

2) There is no Def roll for the target. The storyguide sets an ease factor according to the difficulty of the shot, and you must match this ease factor to score a hit.

Wounds (p. 52)

Each character has a number of body levels, each of which indicates a different level of wounds. As you are injured, you lose body levels. Look at the column of body levels on your character sheet. An X already marks the "Unhurt" level, meaning that at the start of the game you are not injured. As you lose body levels (and put X's in progressively lower boxes), you become more wounded. Each body level between Light and Heavy Wounds has a penalty associated with it (-1, -3, and -5). When you are at one of these levels, you suffer this penalty on all actions (but not on Soak rolls). When Incapacitated, you can take no action at all. If you lose a body level past Incapacitated, you are dead.

It is hard to recover from wounds. If you treat someone's wounds, roll a die + Chirurgy (a skill) + Int. If you roll a 9+, the other character regains a body level. If you roll a 3+, you have at least stabilized the wounds so they

won't get worse. (Torlen and Jeremé have the skill Chirurgy.)

Fatigue (p. 54)

During combat, you will have to make Fatigue rolls. Every time you move immediately from one strenuous activity to another without pausing a round, such as fighting first one opponent and then another, you must make a Fatigue roll. Roll a die + your Fatigue total (listed above your 'fatigue levels'). If you roll 6+, you avoid fatigue. Otherwise you lose a fatigue level, and penalties apply like wound penalties. Wound and fatigue penalties are cumulative. You recover quickly from fatigue, unless it is the result of prolonged exertion.

Brawling (p. 50)

It is possible to fight without weapons, performing such maneuvers as wresting a weapon from an opponent, tackling, immobilizing, or throwing an opponent to the ground. These maneuvers depend on rolls that use your Brawl score and various characteristics as modifiers. Player-characters fighting one another in this adventure, if it comes to that, will use brawling rules.

Complications

Rules that cover a variety of specific situations, such as damage from falling and striking from advantage, are available to the storyguide, but they do not warrant discussion here. Ask the storyguide about your options, but remember this may be their first time running *Ars Magica*, so don't make their job too difficult.

Combat Briefing

Combat rules reproduce the dangerous nature of medieval warfare. Be careful, because a botched Soak roll can bring death even to a mighty warrior, and wounds are a serious matter. Be brave when bravery is called for, but don't be foolhardy. Avoid combat when you can.

The Five Combat Rolls (p. 49)

In *Ars Magica* combat, five rolls are important; look for the bonuses you get to these rolls near the bottom of your character sheet. All of these totals have been derived from other scores on your character sheet. They are:

First Strike (1st)- This roll decides how quickly you can strike with a particular weapon. You have a separate 1st for each weapon (because some weapons strike faster than others and you are more skilled with some than with others).

Attack (Atk)- How likely you are to connect with a particular weapon.

Damage (Dam)- How likely you are to hurt an enemy once you connect with the weapon.

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Magic Briefing

Ars Magica has a comprehensive magic system, but for your first session, you need only concern yourself with how to cast spells. There are two kinds of spells you can cast: **formulaic spells**, that are dependable but work only in specific ways; and **spontaneous spells**, that are weak but versatile.

Magic Arts (p. 61)

Fifteen arts represent your mastery of various aspects of magic. They are:

Techniques	Meanings
Creo	(I create)
Intéllego	(I perceive)
Muto	(I transform)
Perdo	(I destroy)
Rego	(I control)
Forms	Meanings
Animál	(animal)
Aquam	(water)
Auram	(air)
Córporem	(body)
Herbam	(plant)
Ignem	(fire)
Imágonem	(image)
Mentem	(mind)
Terram	(earth)
Vim	(magic)

Two arts, one technique and one form, describe a typical spell. The technique describes what the spell does. The form is what the spell affects. For instance, Caeron's formulaic spell *Twist the Living Tree* is *Muto Herbam* because it transforms a tree.

Forms can also protect you from mundane danger. For every full 5 points you have in a form, you get +1 on rolls to

protect you from related dangers. Lucienne's score of 7 in *Auram*, for example, would give her a +1 on a roll to resist being blown over by a gale.

Formulaic Spells (p.63)

The formulaic spells you have studied and learned are listed in your grimoire. You may cast any of these spells whenever you want. The spell's Level shows how hard it is to cast.

To cast a formulaic spell, **roll a die and add your casting bonus**. If your roll **matches or beats the spell's Level**, you have cast the spell with no fatigue. If you roll **within 10 points of the spell's Level**, you have cast the spell but lose a fatigue level. If you roll **more than 10 points below the Level**, the spell fails and you lose a fatigue level.

- If the spell must be aimed, see the section on Targeting.
- If you must overcome the target's magic resistance, see the section on Magic Resistance.

For Example: Caeron casts *Converse with Plants and Trees* (Level 25). He rolls a 4 + 17 (his casting bonus) for a total of 21. The total is 4 points lower than the spell's Level, so he succeeds in casting the spell but loses a fatigue level in the process.

Spontaneous Spells (p. 64)

The more flexible but less powerful method for casting a spell is called **spontaneous magic**. With this kind of magic you can do almost anything, provided you have enough magical skill. You determine what effect you want to have, and based on that effect, you determine the technique and form involved. You can choose any combination of technique and form, even if

Magic Briefing, Cont'd

you have no formulaic spells of that combination.

To cast a spontaneous spell:

1) Decide the effect you seek; based on the effect, decide the technique and form.

2) Decide whether you will exert yourself in casting the spell.

3) Roll a die and add your Technique + Form + Int. If you are exerting yourself, divide the total by 2. If you are not exerting yourself, divide the total by 5. The result is the Level of the spell. The storyguide determines the actual effect based on this Level.

4) If you exerted yourself, lose one fatigue level.

- If the effect must be aimed (storyguide's discretion), see the Targeting section.

- If the target has magic resistance, see the section on Magic Resistance.

Spontaneous spells are rarely effective outside of a magus's specialties in the arts, and even then only minor effects are typical. So don't try to do too much with spontaneous magic; it is weak for beginning magi.

Targeting (p. 65)

Some spells must be aimed to strike a target. For each of these spells you have a **Targeting total**. (Spells without Targeting totals need not be aimed.) To see whether you hit your target, roll a die and add your Targeting total. If the roll matches an ease factor set by the storyguide (based on the difficulty of the aiming), you have struck the target.

For Example: The storyguide rules that Caeron needs an 8 to hit with his Piercing Shaft of Wood. He rolls a 2 + 5 (his Targeting total) for a total of 7, so he just misses his target.

Magic Resistance (p. 66)

Magical creatures can sometimes resist the effects of your spell. To affect a creature with magic resistance, your Penetration roll must exceed the target's magic resistance roll. Your Penetration total equals the **roll you made to cast the spell plus your Penetration talent**.

You have magic resistance as well. Each magus has a skill in creating a magical defense called a *parma magica*. At dawn and dusk you perform a ritual and then you are protected until the sun sets or rises, whichever comes next. As long as you are under a *parma magica*'s protection, you get a bonus on your magic resistance of 5 times your *Parma Magica* score.

The Dominion (p. 72)

Your magic is affected by the nature of the surroundings. When you are in holy areas, or even an area inhabited by the faithful, such as in the village of Javielle, you receive a penalty on your magic rolls. In wilderness areas you receive no penalty, and in Mistridge you even get a +3 bonus on all spells because of the magical aura of the place.

Magical Affinities (p. 24)

Your magus has specialties in magic, represented by affinities that appear on the character sheet as abilities. You can add your score in an affinity to rolls involving the kind of magic specified. Lucienne's score of 4 in Affinity: Muto gives her +4 with Muto spells. Caeron gets a +3 bonus with Herbam magic because of his affinity. (These bonuses are figured into your casting bonuses.)

The Stormrider — Basic Stats

For the Storyguide Only!

The Stormrider

Magic Might 15

Size 0 Int -4

Furious +7

Lance: 1st +16 Atk +14 Dam +19

Sword: 1st +10 Atk +13 Dam +16

Lightning:

Rate 1/round Atk +6 Dam +25

Fat +8 Def +5 Soak +15*

* Soak is +30 against anyone who is enraged

Body Levels: 0, -1, -3, -5, Incapacitated

If no one opposing him is truly angry, he cannot become the Stormrider. In this story at the last scene, it will require two angry people to make him become the Stormrider.

Power:

Circle of Passion: If the flaming hoofprint ever completely encircle an opponent, that person becomes highly passionate, far more so than normal. Being within the circle simply makes you all emotion, no thought. Whatever emotion you are beginning to feel, you feel twice as much as you normally would. You make a normal personality roll, and then double the result. The effects of this power will usually be noticed only when a character makes a personality roll. The storyguide, however, should have them make personality rolls at the slightest provocation. Use the chart on p. 11 of this supplement to judge the effect of this power on an individual.

Storm Steed

Magic Might 15

Size +2 Cun -1

Frenzied +4

Gore: 1st +5 Atk +7 Dam +17

Fat — Def +2 Soak +20

Body Levels: 0/0, -1/-1, -3, -5, Incapacitated

Power:

Winds of Distraction- When in combat, the Storm Steed calls up winds that whip around it at high speeds,

carrying rain, mist and debris, distracting its opponents. All those within 3 paces of it must subtract 3 from all their rolls (except for Soak), roll one extra botch roll, and magi must make Intelligence + Concentration rolls of 6+ to successfully cast any spell.

Description:

This is actually not an animal at all but an air elemental, a magical creature of the air, and in this case of the

storm itself. Being of the storm, this elemental is ferocious, destructive, extremely powerful, and violent. While normally it stays with the storm as its animate, conscious portion, occasionally it will build up so much violent rage (which for it means simply power) that it will form a corporeal body, that of a horse. In this form it flies to the earth to cause more destruction than it can from the air. But it cannot do so without the aid of a human, a human filled with rage, who will ride it upon the earth. In such

Fallemon

Magic Might 13

Size 0 Int +2

Bitter +5

Sword: 1st +3 Atk +6 Dam +10

Fat -5 Def +5 Soak +13

Body Levels: 0, -1, -3, -5, Incapacitated.

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

Powers:

If he uses his magical powers in two consecutive rounds, he loses a fatigue level. Otherwise he can cast his magic indefinitely — this is a powerful man. However, since he is exhausted from his nocturnal journey in the valley, he begins the battle at weary (-1).

Way of the Winds- He can cast the equivalent of spontaneous Auram spells up to Level 35. His favored spells are Charge of the Angry Winds (ReAu 30) to slow a group down and Incantation of Lightning (CrAu 35) to

cases the steed can cause immense destruction upon the earth for it gives its human rider many powers (including many of those delineated in the description of the Stormrider, though for different riders, different powers may be used). We describe the steed separately from the Stormrider only because at the conclusion of the story the characters may find themselves battling it alone.

The beast's black spiral horns are worth 10 Auram *vis* each.

kill individual enemies. If threatened too seriously, he can fly away, as Wings of the Soaring Wind (ReAu 25).

Way of Fire- He can cast the equivalent of spontaneous Ignem spells up to Level 20. His favorite effects are Pilum of Fire (CrIg 20), Leap of the Fire (ReIg 15), and Hornet Fire (MuIg 15).

Way of Water- He can cast the equivalent of spontaneous Aquam spells up to Level 10. Favored effects are Creeping Oil (CrAq 10) and Parching Wind (PeAq 10).

Description:

The calmer side to the Stormrider, the form he has when he isn't enraged. Though he doesn't have the powers of the Stormrider, he does have great power over the elements, a control which he gained after he first became the Stormrider.

He is tired, so he can't do very many spells anymore, but he is still a very powerful magical savant.

Background to the Stormrider

For the Storyguide Only!

One hundred and twenty years ago there was a young boy named Fallemon, son to Baron d'Uverre. He spent his youth with his twin brother at the castle, but when his burgeoning magical talents were detected, he was sent away to live at the family's hunting lodge in the mountains. His father did not want him to darken the good name of d'Uverre. Out in the wilds with only servants for company, Fallemon developed the power to control the elements, but he always longed to take his place in society, even though he would most likely be shunned. He envied his twin, who had power, fame, and pleasant company, while he had to live poorly and far from the warmth of human laughter. He was horribly lonely, and though he was not supposed to, he began to experiment with his powers over air, water, and fire.

As a young man, he began to spend some time in the villages of Val du Bosque, posing as his twin brother. One day, near the village of Javielle, he met and fell in love with a beautiful young shepherdess. Her name was Fabía.

Love was a force stronger than any of his powers, and he reveled in this newfound experience. All at once his loneliness was gone. For months he courted her, visiting her as often as he could, and he told her his true identity. Though he was a very strange and troubled man, Fabía took pity on him and became his friend. One day he took her to a grove of pines on the slope of Mt. Tierné intending to profess his undying love for her.

Tragically, a divine revelation had convinced her long ago to dedicate her life to the Church, and when Fallemon asked

her to be his wife, she replied that she could not for she had dedicated her life to another — to God. Fallemon, however, assumed she meant another man, namely his brother, and he flew into a terrible rage. He struck her, knocking her into a wild rosebush, scarring her soft cheek. He then strode off, consumed by anger, and invented strange fantasies in his head. He convinced himself that his brother had told Fabía of his magical nature and had warned her that he was dangerous. He began to plan his brother's death as he stalked through the darkening woods, and he didn't notice as raindrops began to strike him.

Swirling in the storm above him was an air elemental, one that feeds on rage. It took the form of a mighty horse and flew out of the clouds to Fallemon. Fallemon took the horse as a magical creature come to aid him, but when he touched the beast's glistening neck, an immense feeling of power surged through him, turning him into the Stormrider. He gained incredible powers from the elemental in horse form, but under its influence his rage was mightily increased — and for a time he lost all sense of himself and all sense of moderation. He became rage.

Soon his rage grew so strong that he could not control himself, and he rampaged through the countryside for hours before going off to fight his brother. He attacked Castle d'Uverre, and there he slew his father. After that, his rage died a little and he retreated to Mt. Tierné and the clouds above it.

Years later he came upon his brother and killed him. However Fabía came along and healed him, performing her first mir-

Background to the Stormrider

acle. Years after that, while in a rage, he saw Fabía, and tried to grab her and carry her away. The villagers she was with tried to prevent him, so he slew many of them. Then lightning from the storm which was called up around him struck Fabía and killed her. Though he did not directly slay her, legend has it that it was he who murdered her, and this he believes to be true.

The Stormrider actually has three forms. When calm, he is Fallemon, by now a very old man, but still in possession of his mind and most of his powers. He spends his time roaming the mountain-side and the clouds, living in a dream world in which he still plots revenge against his brother and makes plans for marrying Fabía. When he becomes angry, he mounts his steed and flies through the air, creating a storm. Inhabitants of the valley have seen him flying in the clouds from time to time. In this form, the horse is immaterial but can bear him up magically. But on those rare occasions when the Stormrider's anger becomes blind fury, the horse takes solid form and drops to the earth. The Stormrider then rides about causing great ruin. If he keeps something of his mind about him, he may remember to attack Castle d'Uverre; but even when he does, he is so wrapped in his malice that he forgets that his brother is long dead.

There are many stories about who and

what the Stormrider really is. Grimgroth has written a well-known treatise that states he's an elemental. Perhaps Grimgroth was right after all. The real essence of the Stormrider is the black steed, and no one really knows how much it controls him.

If they kill the Stormrider's horse but the Stormrider escapes, he will become Fallemon again. At that point most of his rage will pass, though he will still defend himself if attacked.

The Stormrider might again pop up in the saga, even if he dies in this story. This is because any inherently magical person can become the Stormrider if the conditions are right: they become enraged over something during a large storm in Val du Bosque. At that time the storm elemental that can take the form of the black steed can come and make this person a Stormrider. Thus this story never really need end.

However, if you do use the Stormrider again in your saga, give him or her new powers and limitations and try to create an interesting story behind the new rider. You will probably want to use a new emotion; in this story it was jealous rage, but you might want to use fearful rage or some other variation. Remember, at base the Stormrider is a beast of emotion, and the story you weave about the Stormrider must be about that emotion, and should in fact teach something about it.

The Visions Page

The Beautiful Maiden

You are suddenly lifted from your body and feel yourself in another time and another place. It is a warm, beautiful day; you can feel the warm glow of the sun on your skin, but you are sad and lonely. As you wander through an open meadow, you come upon a beautiful maiden sitting beneath a small oak tree holding a lamb in her lap, a group of five sheep graze around her. You are stunned by her beauty and are too frightened to speak. For a time, you watch her in secret. Finally, you summon the courage to draw closer to her and to speak words of love. At first she is startled, but slowly she smiles, and soon you are speaking to her of idle thoughts. She is friendly, kind, and very beautiful.

Rage

You are speaking with a beautiful maiden in a pristine glade in the middle of a grove of pines, offering her words of love. But she says to you, "I am sorry, but I have dedicated my life to another, and I cannot be yours." You cannot believe what you hear. Slowly you rise to your feet. You try to stay calm, but helplessly you feel a rage boil from within. You spring forward, pick up the maiden and brutally throw her to the ground against some thorn bushes. Then you see only darkness. When the darkness passes, the maiden is lying beneath you in a crumpled heap on the ground. She does not stir. In a rage, you rush off up the mountain, under the gloom of an approaching storm.

The Grove of Pines

You see a grove of pines on the lower slopes of a great mountain range. It's a bright, sunny day, though dark clouds do linger near the higher peaks. You are riding a horse, and beside you there is a young woman astride a white destrier. Near a grove of pines, you dismount and then easily lift the lady down from her mount. Together with her, you walk to a glade in the middle of the pine grove and sit amidst the flowers. Soon a servant walks out from a stone cottage hidden beneath a tall fir and brings you food and wine.

Young Boy

You stand at the river bank under the lee of a castle, a servant stands near the boat, holding your coat. Holding onto you tightly is a weeping woman. Though you are sad, you do not cry; it is not the time for tears. A young boy in noble robes, looking much like the man beside him, smirks with glee. The older man speaks to you, "It is for your own good, lad. You have the evil in you, and you must learn to control it. If you learn to control your powers, we will welcome to Castle D'uverre." You hate him, and before you can think better of it you shout, "I'll return, Father, but when I do it'll be with a sword in my hand."

Interpretations

You are obviously very attracted to this woman; you are in love. As you spoke with her, an immense feeling of loneliness was lifted from your shoulders. Meeting her has changed your life... whoever you are.

The woman is still alive and is not seriously harmed.

You understand this to have happened in the past in Val du Bosque. While you are certainly happy, and deeply in love, you notice that the woman appears to be somewhat somber, a little worried perhaps.

You are but a young boy, and are being sent off because your family fears you. They wish you to learn to control your powers, so that they can welcome you back home again.

The Visions Page

The Storm

There is a horrible storm rolling across a valley. Ahead of you, a steep hill rises in the dark night. Wind blows the trees to and fro, rain pelts down from the heavens, and cracks of lightning open the sky. As you struggle to climb the hill, your mind is a confused morass of agony, anger, and indecision. You climb as if you were being chased by a ghost, or fleeing from some ghastly deed. Suddenly, you are illuminated by a nearby flash of lightning, as a glistening black steed rides out of the clouds above. Slowly you reach out to touch its mane, and when you do, you are confused no more. You have immense strength, a lance with great power in your hand, and chain mail, stained black, covering your body. You sense powerful magic. You can feel only your rage—and it feels good.

Oedipus

Through the blur of falling rain, you ride up towards Castle d'Uverre, only it is much smaller than Castle d'Uverre as you know it now. There is only the central keep and some low stone walls. You shout at a knight who stands among his men at the gate of the keep. You yell and you rant and you rave. Then you begin to ride around the castle, shooting lightning at the walls and at the men below. They run like ants from a fire, and you are the fire. You laugh with joy. Then you see an older knight walking alone out of the castle. He says, "Falle, put down your sword; put aside your rage. It is not right. I forgive you for your intentions; you are confused. Come inside and be with us." But you waste little time before you ride up and strike him down. As he lies dying on the ground below you, you feel a cold sense of satisfaction at your work, and you ride away towards your home in the mountains.

The Miracle

The villagers taunt and scream at you, but you don't seem to notice, because before you is your brother. Lying on his back on the ground with the tip of your blade at his throat, he begs you to have mercy on him. But of that feeble emotion, you feel little. Without pity or remorse, you slip your blade into his throat, killing him at once. You expected to feel jubilation, but the darkness in your heart only increased, and you find your rage tainted by your confusion.

Then from behind you hear the soft voice of a woman. "You must go, Falle. Do not return to me until you have forgiven yourself." You turn around to see your only love. She bends toward your brother, and holds his head in her arms. She whispers soothingly and strokes his hair; then the impossible happens: He opens his eyes, and a after a moment sits up. Your brother lives; it is a miracle.

Interpretations

This is when you first became the Stormrider. You realize that this vision has so profoundly affected you that you must add +1 to all your personality rolls for the remainder of the story. This creature must be the Devil himself.

You have just slain your father, and he is not the only family member you have slain. He deserved death, however, for it was he who ruined you as a child.

Your brother had wronged you in a number of ways, taking everything that was important to you: stealing your heritage as well as your true love. He turned your parents against you, and convinced your father to send you into exile. Your hate for him is total and consuming. Your life is ruined because of him; you will never find happiness because of him; all of your sorrow is due to him.

Sante Fabía

Patron Saint of the Distressed, of Healing, and of the Wild Lands.

Sante Fabía was a beautiful young woman who was born one hundred and twenty years ago. She was a naive shepherd's daughter then, who became friends with the poor Fallemon, whom she thought to be a nobleman from Castle d'Uverre. He fell in love with her, not knowing, however, that she had already realized that she would only be happy with a greater devotion, a greater love, and had decided to devote her life to God.

When she told Fallemon that she was dedicating her life to another (meaning to God), he flew into a rage, knocked her into a rose bush, and stormed off. She recovered, though she retained the scars on her cheek, entered the convent, and began a holy life. Soon thereafter however, she performed her first miracle. The Stormrider attacked and killed his brother while he was out traveling, and Sister Fabía found him. Holding three roses from a nearby bush, she revived him from death. A stone cross and a shrine near Javielle mark the spot where this miracle occurred.

She healed several more people before she was martyred by the Stormrider's anger. After her death, the people of Val du Bosque successfully petitioned to have her declared a saint. She was canonized, and a convent was named in her honor.

Sante Fabía is traditionally depicted as a woman with a scarred left cheek and three roses in her right hand. (Since representational art has not developed, no one knows what she really looked like. Artists therefore must use symbols to portray her.)

Sante Fabía is unlikely to appear except under extreme circumstances. If she does, her powers are completely at your discretion. She is most likely to heal, comfort, cure diseases, and so on. If the characters ever pose a serious threat to the well-being of Val du Bosque, she may appear to heal and aid those who are protecting the valley.



The Dogs

Size -2 Cun -1

Per +4 Stm +1

Loyal +4

Bite: 1st +3 Atk +5 Dam +0

Brawl: 1st +3 Atk +4 Tackle +0

Fat +3 Def +3 Soak -1

Description:

These hunting dogs should be fairly easy to dispatch (if the characters are properly armed, that is). If the players are not careful, however, they may suffer wounds in the process — wounds which could hinder them later.

Body Levels:

Old One Eye	-1	-5	Incapacitated
Big Gray	-1	-5	Incapacitated
The Mongrel	-1	-5	Incapacitated
Raggedy Ears	-1	-5	Incapacitated
Young Ferocious	-1	-5	Incapacitated

The River Trolls

Magic Might 12

Size -2 Cun -3

Relentless +1

Claws: 1st +4 Atk +4 Dam +8

Fat — Def +5 Soak *

* These creatures have no Soak. If struck by a sharp weapon, or if struck by a blunt weapon that does at least 10 points of damage, the troll bursts and dies. Otherwise the weapon merely passes through the troll's watery body. When a troll "bursts," the characters may notice, on a Perception + Alertness roll of 8+, that some indescribable essence of the troll flows away with the water towards the river. If somehow this essence can be contained, it is worth 2 Aquam *vis*. Capturing it and containing it would require a container of some sort and a Dexterity roll of 8+.

Description:

These trolls are actually water elementals, magical spirits that animate a physical element. They have bodies of cohesive water, hair of river weeds, and rocks from the river bed for clubs. The characters will most likely fight them out of the water, where they are weak. Since the animating spirit is immortal, it cares little for the physical form it happens to be using. These elementals, therefore, are perfectly willing to fight to the death.

Elemental spirits rarely assume physical form, usually doing so only when called up by some magical force. In this case, the Stormrider calls them up as he crosses the water, and they serve him by keeping mortals from following him.

Name Clobi
 Player _____
 Covenant MISTRIDGE

Age 21
 Year Born 1175
 Current Year 1196
 Deceititude 0

Gender M
 Size +1
 Confidence 2
 Current Cnf _____

Intelligence <u>-1</u>	Strength <u>+5</u>	Presence <u>-2</u>	Dexterity <u>-2</u>
Perception <u>-2</u>	Stamina <u>+3</u>	Communication <u>0</u>	Quickness <u>-2</u>

Abilities

Score

SPK PROVENCAL	<u>4</u>	ATHLETICS	<u>2</u>
SP: ANGRY WORDS		SP: ROLLING	
BATTLE AXE AMK	<u>5</u>	DRINKING	<u>2</u>
SP: COLD DE GRACE		SP: LARGE AMOUNTS	
BATTLE AXE PARRY	<u>3</u>		
SP: BLOCKING SWORDS			
BRAWL	<u>3</u>		
SP: RUNNING TACKLE			
ALERTNESS	<u>2</u>		
SP: SOFT SOUNDS			
SCAN	<u>1</u>		
SP: DISTANCE			
INTIMIDATION	<u>2</u>		
SP: VS. WARRIOR			

Virtues & Flaws

LARGE
GOOD ARMAMENTS
TOUGH
RESERVES OF STRENGTH: ONCE PER DAY, ADD A +4 BONUS TO STR. ROLL.
LONGWINDED
CLUMSY: EXTRA BOTCH W/ DEX-ROLLS INK. ATTACKS.
DUTY BOUND
FURY: WHEN INT. OR BRAVERY QUESTIONED YOU MUST ROLL 9+(STRESS) TO KEEP CALM.
WHILE ENRAGED YOU GAIN +3 DAM, -2 ON ALL OTHER ROLLS. MAKE A FAT. ROLL EACH ROUND. 9+(STRESS) TO CALM YOURSELF, ONE TRY PER ROUND.
SHORT ATTENTION SPAN

Personality Traits

LOYAL/MISTRIDGE	<u>+2</u>
HOTHEADED	<u>+2</u>
GENTLE	<u>+3</u>
BRAVE	<u>+3</u>
BRUTAL	<u>+2</u>

Defense

Parry w/ AXE: +4

Dodge: ☐

Weapon

1st/ Rate Atk Dam

BATTLE AXE, 2 HANDED	<u>+4</u>	<u>+5</u>	<u>+22</u>
DAGGER	<u>-2</u>	<u>+4</u>	<u>+9</u>

Equipment

Load 8 (Str +5) Enc 3

Armor

Type CHAIN MAIL HAUBERK

Protection +12 Load 5

Body Levels

Fatigue Levels

Soak Total: +19

Fatigue Total: +3

Unhurt	☒		☒	Fresh
Hurt		0	0	Winded
Light Wounds		-1	-1	Wearied
Medium Wounds		-3	-3	Tired
Heavy Wounds		-5	-5	Dazed
Incapacitated				Unconscious

CHAIN MAIL HAUBERK
 BATTLE AXE
 DAGGER
 GROC PACK

SLOW THINKING, UNOBSERVANT,
 BROAD CHEST, STRONG CONSTITUTION,
 UNASSUMING, CLUMSY, TORPID

Life can be cruel to a man with too much strength but too little control. You scare people enough that they dislike you but not enough that they leave you alone. You've tried to live a simple life. At first you just wanted to be a farmer, but your lord, Sir William (an ex-crusader, originally from England), wanted you as a man-at-arms in his service. He gave you training in the use of an axe and taught you some discipline, but he was brutal, and you hated working for him. For a time you became his executioner — he was an evil man and had much need for you. After executing a frightened young woman at Sir William's command, you tried to run away, but his men caught you. He laughed and called you a cowardly idiot as his men beat you mercilessly. When you were nearly unconscious, he had you thrown in the river. You nearly drowned as you floated downstream, but finally were pulled out of the river by the wizard Grimgroth. His apprentice Lucienne saw you floating by and they rescued you. You went back to the covenant with them, and have been there ever since.

Lucienne has taught you that you have to use your great strength carefully, so you never attack unarmed people, kill your prisoners, disobey orders, or fight unfairly. Still, when someone calls you stupid or cowardly, like Sir William used to, you sometimes fly into a bloody rage. You're trying to learn how to control yourself, but it's hard.

You are a dedicated follower of Sante Fabia, the patron saint of Val du Bosque (the valley you live in). She lived a hundred years ago and was noted for her miracles of healing. You carry a small picture of her, a young woman with a scarred cheek and three roses in her right hand

As the story begins, it is the middle of the night and a storm is raging all about the covenant. You are in a small room sharpening your axe. Up a set of stairs are the ramparts on which two grogs are standing watch.

Your Role

Follow Lucienne, who was your first friend, and follow Torlen's orders, which is your duty. Caeron has been mean to you in the past, but it is still your duty to follow his direct orders. But you don't have to like him or side with him. You are easily the best warrior in the party, so put your abilities to good use. Over the past year you have become Lucienne's protector, a role that you enjoy. If you could kill the Stormrider for her, she would probably be very grateful to you.

Role-Playing Tips

Alternate as appropriate between the "gentle giant" and the "mad marauder" types.



Name TOMAS
 Player _____
 Covenant MISTRIDGE

Age 36
 Year Born 1160
 Current Year 1196
 Deceititude 0

Gender M
 Size 0
 Confidence 2
 Current Cnf _____

Intelligence <u>+3</u>	Strength <u>-1</u>	Presence <u>-1</u>	Dexterity <u>-2</u>
Perception <u>+2</u>	Stamina <u>0</u>	Communication <u>+1</u>	Quickness <u>0</u>

Abilities

Score

SPK PROVENÇAL	<u>6</u>	FANTASTIC BEAST LORE	<u>1</u>
SP: BIG WORDS		SP: SERPENTS	
SPK LATIN	<u>4</u>	CHURCH KNOWLEDGE	<u>2</u>
SP: OCCULT WORDS		SP: DOCTRINE OF HELL	
SCRIBE LATIN	<u>4</u>	HUMANITIES	<u>3</u>
SP: READING BAD HANDWRIT.		SP: TRAGEDIES	
VISIONS	<u>5</u>	MEDICINE	<u>1</u>
SP: DOOM & DESTRUCTION		SP: DISEASES	
OCCULT LORE, DEMONS	<u>4</u>	DIPLOMACY	<u>2</u>
FAIRIE LORE	<u>2</u>	SP: DEALING W/ NOBLES	
SP: UNSEEKED COURT		CONCENTRATION	<u>2</u>
LEGEND LORE	<u>2</u>	SP: STUDYING	
SP: FAMOUS DEEDS		DODGE	<u>1</u>
ATHLETICS	<u>-3</u>	SP: VS. THROWN WEAP	

Personality Traits

LOYAL/MISTRIDGE 0

INTENSE	<u>+3</u>	SOMBER	<u>+2</u>
BRAVE	<u>+1</u>	EASILY AWED	<u>+1</u>

Virtues & Flaws

EDUCATED

EXCEPTIONAL TALENT: VISIONS

STRESS ROLL + VISIONS SCORE OF 12+ TO HAVE A VISION. STRESS ROLL + VISIONS*INT OF 9+ TO INTERPRET.

SUPERIOR CHAR. PAIR: INT/PER

CLEAR THINKER: +3 vs. LIES, ETC.

NON COMBATANT: NO COMBAT SKILLS.

-2 ON ATK AND DAM ROLLS

SENSITIVE TO IGNORANCE

SOCIAL HANDICAP: CONSTANTLY

USES BIG WORDS AND LITERARY

ALLUSIONS THAT CONFUSE PEOPLE.

GANGLING

Defense

Parry w/ STAFF +3

Dodge +1

Weapon

1st/Rate Atk Dam

WALKING (QUARTER) STAFF	<u>+2</u>	<u>-5</u>	<u>-2</u>
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Equipment

Load 2 (STR 0) ENC 0
 NOTE: STR CAN NEVER ADD TO ENC. STR -1 BECOMES STR 0 HERE.

Armor

Type QUILTED CLOTH CUIRASS

Protection +1 Load 1/2

Body Levels

Fatigue Levels

Soak Total: +1

Fatigue Total: +0

Unhurt	☒		☒	Fresh
Hurt		0	0	Winded
Light Wounds		-1	-1	Wearied
Medium Wounds		-3	-3	Tired
Heavy Wounds		-5	-5	Dazed
Incapacitated				Unconscious

QUILTED CLOTH CUIRASS
 WALKING STAFF

SHARP MINDED, ATTENTIVE,
 WEAK LIMBS, AWKWARD POSTURE,
 SOPHISTICATED SPEAKER, GANGLING

As a child you played with the other boys and reveled in your body's strength and agility. Now you've studied the human body, and when you look at yourself in the mirror all you can think of is the pus of infections, the fetid breath of the dying, and the inexorable decay of age. As a child you delighted in stories of faeries, but now you know faerie stories that children never hear, stories that scholars write in books because none dare speak them aloud. As a child, Hell was a scary tale. Now it is a terrifying reality. And so it has been with you; study has brought you knowledge, and knowledge has brought you anguish. But you know, at least, that yours is a noble suffering that comes from truth, not ignorance.

You first gained your longing for knowledge as you attempted to understand the strange visions that came to you like waking dreams. Then a priest noticed your keen intellect and desire to learn, and he had you sent to school. You learned much, but your attempts to interpret your visions distracted you, and since you could tell no one about these visions, the others did not understand why you were not performing better in your studies.

Then you began a private and engaging correspondence about demons with a secretive scholar named Clavius, and one day he appeared in your study. Simply appeared. At first you thought he was a vision, but his familiar, an extraordinarily large toad, told you he was Clavius, that he was actually a magus from Mistridge, and that you were invited to join the scholars there. To your surprise, you accepted immediately without a backward thought. Now you can tell others of your mystic gift without suffering scorn, and those around you listen to the visions you describe. And you can read books found in no university library — strange, dread books. Yes, indeed, you have found your niche.

As the story begins, you are reading by candlelight in the covenant library. A

storm rages outside, and on nights like this you feel compelled to turn once again to the nearly coherent ramblings of the magus Deritus. You are perusing his treatise called *On the Nature and Perils of the Soul's Dark Passions*. Lucienne is in the library studying as well.

Your Role

Benefit the magi with your knowledge, both from your studies and (perhaps) from visions. Speak mostly with Caeron; you respect his strength of mind. He seems sharper than his master, and maybe he will take you with him in his rise to power. (And perhaps he will brew one of those fantastic potions of longevity for you, so that your mortal collapse can be delayed.)

Role-Playing Tips

Say what you have to say solemnly and dramatically. Look at your companions and remind yourself what awaits them: vicious wounds, disease, decay, violent deaths, perhaps even eternal torment. With that firmly in mind, have fun.

Use words that are inappropriately long.



Name RAMÓN

Player _____

Covenant MISTRIDGEAge 28Year Born 1168Current Year 1196Decrepitude 0Gender MSize 0Confidence 2

Current Cnf _____

Intelligence 0Perception +3Strength 0Stamina +1Presence -1Communication -2Dexterity +2Quickness +1

Abilities Score

SPK PROVENCAL	4	SURVIVAL	3
SP: SLANG		SP: HIDING PLACES	
SELF BOW	3	SCAN	1
SP: AIMING BY EAR		SP: AT NIGHT	
LONG SPEAR ATK	3	ALERTNESS	2
SP: INTERCEPT CHRG.		SP: WHILE SLEEPING	
DAGGER ATK	1	CLIMB	2
SP: AMBUSH		SP: SILENTLY	
DODGE	4	SWIM	1
SP: VS. BOARS		SP: IN ARMOR	
TRACK	4	ATHLETICS	1
SP: DEER		SP: LEAPING	
STEALTH	3	VALDU BOSQUE LORE	2
SP: STALKING		SP: GEOGRAPHY	

Personality Traits

CAUTIOUS	+3	LOYAL/MISTRIDGE	0
BRAVE	+2	LONER	+2
		TRUSTING	-3

Defense

Parry w/ _____ ☐Dodge +3

Weapon

1st/ Rate Ath Dam

SELF BOW	+5	+6	+8
LONG SPEAR	+10	+7	+9
DAGGER	+1	+7	+3

Equipment

Load 2 (Str 0) Enc 2

Virtues & Flaws

WAY OF THE WOODS: +4 on FOREST RELATED ROLLS. ANIMALS LIKE YOU. YOU GET ONE LESS BOTCH DIE. KEEN VISION: +3 on SIGHT ROLLS SUPERIOR CHARACTERISTIC: PER BAD REPUTATION OBSESSED W/BOW: NOONE CAN TOUCH IT. SENSITIVE TO ANIMALS IN PAIN ORPHAN: DIFFICULT TRUSTING OTHERS. FEAR OF LARGE BUILDINGS CURSED: GROWL LIKE A BEAR WHEN YOU SPEAK MORE THAN A SENTENCE.

Reputation	Location	Score
WILD MAN	THE VALLEY	2

Armor

Type LEATHER HAUBERKProtection +3 Load 1 1/2

Body Levels

Fatigue Levels

Soak Total: +4Fatigue Total: -1

Unhurt	☒		☒	Fresh
Hurt		0	0	Winded
Light Wounds		-1	-1	Wearry
Medium Wounds		-3	-3	Tired
Heavy Wounds		-5	-5	Dazed
Incapacitated				Unconscious

LEATHER HAUBERK

SELF BOW

LONG SPEAR

DAGGER

APPREHENSIVE, ENDURING,
STERN VISAGE, POOR TALKER,
CAT-LIKE GRACE, SUREFOOTED

Your parents died in a tragic fire when you were young, and rather than live with an uncle you despised, you fled to the forest and taught yourself how to survive. Often you would come to a village to beg or steal what you needed, but over the years you have spent more and more time in the woods, less and less in human company.

You are known in the valley as a wild man, and some have called you a werewolf or hinted that you are possessed by a demon. That you growl between your words when you speak adds to this odious reputation. You have growled ever since you ate the meat of a faerie bear that you'd killed. You hardly notice any longer, but everyone else does.

In all your years of wandering, only one friend has proved faithful: your bow. If others touch it, they might ruin it somehow, and then it wouldn't shoot straight any more. You could leave your new friends at Mistridge any time, but you could never part with your bow. You always keep it with you and never let others touch it.

You've learned to respect animals, much as they have learned to respect you. When you hunt, you always try for the cleanest kill possible so that the animal does not suffer. Seeing animals suffer, especially at the hands of careless humans, fills you with pain and anger.

A year ago you were badly wounded by an especially cunning stag. You knew better than to put yourself at the mercy of the common people, so you gathered your courage and came to Mistridge. A young man ordered that your wounds be tended and then let you recuperate in the safety of their walls. In return, you have promised to work for him three times, guiding him through the wilderness. You have served Caeron once already, and now you plan to make working with Mistridge something of a habit.

You come to Mistridge periodically to see if you are needed, but you prefer to stay a safe distance from that horrible, looming tower and the gate that could be the maw of some demonic beast. Tonight, however, a terrible storm has driven you into the walls of the stockade. When the story begins, you are under your cloak huddled against the wall of the compound futilely trying to catch some sleep as raging winds shake the covenant.

Your Role

Guide the other characters through the wilds and keep them from following their foolhardy ideas. Follow Caeron's words over Lucienne's; she's not as practical and clear-headed as he. You need not follow Torlen's orders.

Role-Playing Tips

Be cautious, a little aloof, and be sure to growl. Remember, no one touches your bow.



Name Jeremé
Covenant MISTRIDGE

Age 24
Year Born 1172
Current Year 1196
Decrepitude 0

Gender M
Size 0
Confidence 1
Current Cnt

Intelligence -2 Strength 0 Presence -1 Dexterity +1
Perception -2 Stamina +1 Communication 0 Quickness +2

Abilities

SPK: PROVENCAL 4 BRAWL 2
SP: VULGARITIES SP: TRIPPING
1 H. MACE ATTK 3 ALERTNESS 2
SP: HOLDING GRND SP: GUARDING
KNIGHT SHIELD PRY 4 CHIRURGY 2
SP: VS. THROWN WPNS SP: REMOVE ARROWS
HYV CROSSBOW 2 VAL DU BOSQUE LORE 2
SP: FLYING TARGETS SP: JAVIELLE
DAGGER ATTK 1 DRINKING 2
SP: HOLDING AT BAY SP: ACTING FUNNY

Virtue & Flaw

KNACK WITH SHIELDS:
+2 WITH SHIELDS

COMPULSION TO DRINK:
USUALLY CANNOT RESIST THE
CHANCE TO DRINK

Personality Traits

VOLITILE +2 RELIABLE +3 EASY GOING +2
LOYAL: MISTR. +2 LIKES TO DRINK +3 BRAVE +1

Defense

Parry
w/ SHIELD +10 Dodge

Armor

Type HYV LEA. HAUBERK
Protection +5 Load 2 1/2

Weapon

	1st/ Rate	Atk	Dam
<u>HYV CROSSBOW</u>	<u>-11</u>	<u>+1</u>	<u>+15</u>
<u>1 HANDED MACE</u>	<u>+1</u>	<u>+7</u>	<u>+8</u>
<u>DAGGER</u>	<u>-2</u>	<u>+6</u>	<u>+3</u>

Body Levels

Soak Total: +6

Fatigue Levels

Fatigue Total: -5

Unhurt	☒		☒	Fresh
Hurt		0	0	Winded
Light Wounds		-1	-1	Wary
Medium Wounds		-3	-3	Tired
Heavy Wounds		-5	-5	Dazed
Incapacitated				Unconscious

Equipment

Load 6 1/2 (Str 0) Enc 6

HEAVY LEATHER HAUBERK
HEAVY CROSSBOW
ONE HANDED MACE
KNIGHT SHIELD

DAGGER
BANDAGES
ARROW EXTRACTION TOOL
GROG PACK

UNIMAGINATIVE, MISSES DETAILS,
DURABLE, GREASY HAIR, SMOOTH
MOTIONS, QUICK REFLEXES

You're a shield grog. Your job is to protect the magi from harm, interposing yourself and your shield between them and danger. It's not a bad job; you've escorted magi outside of the covenant three times, and only had minor scuffles with bandits and wolves. You're not sent alone into dangerous areas like scouts are; you get to stay back with the magi. They've also taught you how to treat wounds so you can help the magi if they're hurt. That's useful knowledge in case you ever get hurt yourself.

Ever since your first year of training, Torlen's been harder on you than on the other grogs. At first you resented it, but now you think you know what he's doing. He's testing you; he sees that you could be grog sergeant some day. He trained you with mace and shield himself, and he regularly praises your reliability.

"Praised" would be a better word. After that young wench Lorine spurned your words of love (and after she had been so chummy before), you've been hitting the wine a bit hard, and Torlen is not entirely pleased. But after all, who does that Lorine think she is? Just because she's friends with the apprentice Lucienne, she thinks she's better than the other grogs. Well, Lucienne will be leaving within the year, and then where will Lorine be? When you're grog sergeant, Lorine will be sorry she didn't accept your offers.

The problem is that if you keep drinking, Torlen will no longer consider you suitable to be a grog sergeant. But you've been so miserable you haven't been able to stop. With a little wine in your belly, the world is a bit more gentle.

As the story begins, you are on the Mistridge tower in the middle of the night keeping watch while a tremendous storm rages around you. The storm has made you cold, wet, and miserable. Lorine is also there on watch, and she hasn't made the night any easier on you.

Your Role

Guard Caeron. He respects your loyalty and reliability, and you respect his strong will. He'll make a good leader, you suspect. Try to impress Torlen with your dependability. This could be your chance to show him that you still have what it takes to be a good grog and a good grog sergeant.

If you get the chance, show up Lorine. She's been mean to you lately, and you have to show her that you're a better grog than she'll ever be. If you're really daring (or drunk), tease her about the broadsword she's carrying. It was her father's, and it's too big for her, but she's attached to it because her father was drawing it when the Stormrider killed him.

Role-Playing Tips

If you've been drinking, play out the conflict between drunkenness and a desire to appear strong and dependable. Show that you are proud to be a grog and eager to serve Mistridge, especially if you get the exalted task of guarding the magi.



Name LORINECovenant MISTRIDGEAge 16Year Born 1180Current Year 1196Decrepitude 0Gender FSize 0Confidence 1Current Cnf Intelligence +1Perception +2Strength 0Stamina -1Presence 0Communication -1Dexterity 0Quickness +1

Abilities

Score

SPK: PROVERBAL 4SP: RHYMING SELF BOW 4SP: TOURNAMENTS BROADSWORD ATK 2SP: STRIKE WHEN FURIOUS DODGE 3SP: DISENGAGE FROM FIGHT BRAWL 2SP: CHARGING ALERTNESS 1SP: ON WATCH LEGEND LORE 2SP: THE STORMRIDER SING 1SP: BALLADS

Virtue & Flaw

KNACK WITH BOW:

+2 ON ROLLS WITH BOWS

RECRUIT:

NEVER BEEN IN
BATTLE

Personality Traits

VENGEFUL +3LOYAL/MISTRIDGE +2SARCASTIC +1BRAVE 0RELIABLE +1COMFORTABLE W/ PARENTS +2

Defense

Parry

w/ Dodge: +0

Armor

Type LEATHER HAUBERKProtection +3Load 1 1/2

Weapon

1st/

Rate

Atk

Dam

BROADSWORD

+2

+6

+8

SELF BOW

+6

+8

+8

Equipment

Load 4 (Str 0) Enc 4

TINDERBOX

BANDAGES

RING MAIL HAUBERK

KNIGHT SHIELD

JAVELIN

MACE

DAGGER

Body Levels

Fatigue Levels

Soak Total: +2Fatigue Total: -5

Unhurt

Hurt

Light Wounds

Medium Wounds

Heavy Wounds

Incapacitated

X0-1-3-50-1-3-5

Fresh

Winded

Weary

Tired

Dazed

Unconscious

FAILING SENSES, TENACIOUS,
SCARRED FACE, SLOW SPEECH,
GRACELESS, SLOW REFLEXES

On your hip you carry an old broadsword, just a bit too large for you, in a worn scabbard. The other grogs teased you about your attachment to this weapon, but not for long. It was the sword your father was drawing when the Stormrider killed him ten years ago. Since then, you have trained in its use with one object in mind. You want to see the blade do what your father meant it to do: send the Stormrider straight back to Hell.

Torlen, the grog sergeant, hasn't allowed you much training with the sword, however, because you are much better with a bow. He has made you train with a bow, and now you are quite an archer. You are a young and inexperienced grog, so you still have to prove yourself.

Pol, your father, was killed defending Lucienne from the Stormrider ten years ago. (Lucienne is the apprentice of Grimgroth, the head of the covenant. She is now almost ready to become a magus herself.) With your father dead, your mother and you came to the covenant to live. She mends clothes, cooks, and performs other small tasks, and she wanted you to follow her example, but Torlen recognized your fighting spirit and let you be a grog. You've trained enough to be trusted in a fight, but you have never fought a real battle.

You are unsure how well you will stand up in combat. You have heard many stories of a warrior's first battle, and the other grogs have told you that no one can predict how an untested warrior will stand up when the blades start to sing. You pray that you will find the courage to kill the Stormrider.

Your Role

Guard Lucienne. You have been friends ever since you came to the covenant. Her study of magic and your training, however, have kept the two of you apart in recent years. Perhaps now that her apprenticeship is almost done and

you are ready to accompany her on journeys, you will become close again as you once were.

Follow Torlen's orders. He is your sergeant, and he has many years of experience at being a grog and at leading them.

Avoid Jeremé. You were friends, but he wanted something more than friendship, and you're not interested in anything but slaying the Stormrider. He took your rejection badly, and now he's often moody, obnoxious, or drunk around you.

Lucienne has told you enough about Caeron that you know you don't want to be around him, either. Be careful that he does not manipulate you.

This is your first dangerous mission, so prove yourself worthy. If the rest of the grogs hear that you were clumsy, scared, or indecisive, you might never hear the end of it.

And, when you get the chance, kill the Stormrider. Strike him dead. Don't let him get away again.

Role-Playing Tips

Speak with energy, and let a tinge of barely-controlled malice enter your voice as you speak of the Stormrider.



Name TORLEN
 Covenant MISTRIDGE

Age 62
 Year Born 1134
 Current Year 1196
 Decrepitude 2

Gender M
 Size 0
 Confidence 5
 Current Cnf

Intelligence <u>0</u>	Strength <u>0</u>	Presence <u>-5</u>	Dexterity <u>-2</u>
Perception <u>-2</u>	Stamina <u>+1</u>	Communication <u>-3</u>	Quickness <u>-4</u>

Abilities

Score

SPK: PROVENCAL, YELL	<u>4</u>	LEADERSHIP	<u>5</u>
1 HAND MACE	<u>4</u>	SP: IN COMBAT	
SP: MULT. OPPONENTS		INTIMIDATION	<u>2</u>
KNIGHT SHIELD	<u>5</u>	SP: UNDERLINGS	
SP: BODY GUARDING		ALERTNESS	<u>2</u>
JAVELIN, RUNNING THROW	<u>3</u>	SP: STANDING WATCH	
DAGGER	<u>1</u>	CHIRURGY	<u>4</u>
SP: CUTTING CORDS & BONDS		SP: QUICK WORK	
BRAWL	<u>3</u>	VAL DU BOSQUE LORE	<u>2</u>
SP: PINNING & HOLDING		SP: ENEMIES / MISTR.	

Virtue & Flaw

COMMON SENSE

DISFIGURED:

FACE HORRIBLY SCARRED

Personality Traits

SEething ANGER	<u>+1</u>	LOYAL / MISTRIDGE	<u>+4</u>	HATE TO BE STARED AT	<u>+3</u>
BRAVE	<u>+4</u>	LOYAL / LUCIENNE	<u>+5</u>	RELIABLE	<u>+2</u>

Defense

 Parry
 w/ SHIELD +9
Dodge: ☐

Armor

Type RING MAIL HAUBERKProtection +7 Load 3

Weapon

1st/
Rate Atk Dam

1 HANDED MACE	-2	+5	+9
JAVELIN	-10	+0	+8
DAGGER	-6	+3	+3

Body Levels

Fatigue Levels

Soak Total: +8Fatigue Total: -3

Unhurt	☒		☒	Fresh
Hurt		0	0	Winded
Light Wounds		-1	-1	Weary
Medium Wounds		-3	-3	Tired
Heavy Wounds		-5	-5	Dazed
Incapacitated				Unconscious

Equipment

Load 4 (Str 0) Enc 4

LEATHER HAUBERK
 BROADSWORD
 SELF BOW
 GROG PACK

SHREWED THINKING, KEEN-EYED,
 TIRES EASILY, INCONSIDERATE,
 JUMPY,

Forty years ago you first held a mace and shield in defense of Mistridge. Over the years, you've lost your youthful strength and agility, but you've more than made up for it in experience. Your days of guarding the magi are over. Your job is to test and train the grogs, to supervise covenant defenses, and to keep the turb of grogs in order. But you've kept in practice with your mace and shield in case the covenant itself is ever attacked again.

Forty years ago, when you were new at Mistridge, you accompanied the young magus Grimgroth on his first expedition, and you have been close to him ever since. Now he is the head of the covenant.

Ten years ago you saw the Stormrider attack Lucienne (Grimgroth's apprentice) and Pol (a grog friend of hers) as they were returning from a fair. The Stormrider killed Pol, but then you threw your spear and wounded him, driving him away. Without a doubt, you saved Lucienne's life.

A short time after that, you, Grimgroth, and a few others went out in search of the Stormrider. When Grimgroth found him, the two simply talked, and when your party returned, Grimgroth swore you all to secrecy. You've told no one about this event.

As the story begins, a storm is battering the covenant in the middle of the night. You are overseeing several grogs in the courtyard trying to make quick repairs of structures being damaged by the storm.

Your Role

In this story you will, to your surprise and everyone else's, take up your mace and shield once more. Only a remarkable event would bring you to do this; to you, Lucienne's first expedition without Grimgroth is a remarkable event. You've known her since she was a child newly come to Mistridge, and she is like a niece to you. Protect her at all costs.

You will be in charge of the other grogs and of Clobi. Discipline is very important, especially with two inexperienced apprentices in charge of the party. Always, always get these apprentices to think about what they are doing and to think of ways to use their magic. You remember that Grimgroth, when he was young and unfamiliar with his powers, often failed to cast useful spells; these apprentices will no doubt be the same. The greatest danger you have seen in your years of service is simply lack of forethought. Make sure that all the party members know what is expected of them ahead of time so that in a sudden crisis they can act together immediately. If you do not coordinate the group, you could be responsible for needless loss of life.

Keep an eye on Jeremé. He might have what it takes to be grog sergeant some day, if he can give up his wine.

Thanks to your Common Sense virtue, you may ask the storyguide for hints if you think the group might be making a major mistake.

Role-Playing Tips

Speak slowly but firmly. Expect people to listen to you.



Name CARONAge 29Gender M

Player _____

Year Born 1167Size 0Covenant MISTRIDGECurrent Year 1196Confidence 4Decrepitude 0

Current Cnf _____

Intelligence +3Strength 0Presence +2Dexterity 0Perception 0Stamina 0Communication +3Quickness -1

Abilities

Score

SPK PROVENCAL: DELIVERY ^{SMOOTH} 4SPK LATIN: PERFECT Diction 5Scribe LATIN, SMOOTH WRITING 3Magic THEORY, SPIRIT MAGICS 5HERMES LORE, DOSSIER 2HERMES HIST., DIABOLISM 2PARMA MAGICA, VS. MENTEM 3Finesse, COMPLICATED TASKS 3CERTAMEN, REGO 2CONCENTRATION, ^{IGNORING} ~~ORGS~~ 1AFFINITY w/ HERBAM 3GUILT, ^{LYING WHEN ALMOST} ~~CAUGHT AT A LIE~~ 2CHARM, FIRST IMPRESSIONS 1SUBTLENESS, ^{SEEKING OTHERS} ~~WEARINESS~~ 1Diplomacy 1

SP: INTER-HOUSE DISPUTES _____

QUARTERSTAFF PARRY 2

SP: DESPERATE DEFENSE _____

QUARTERSTAFF 1

SP: HOLDING AT BAY _____

Magic Arts

Techniques

Forms

Creo 1Animai 6Ignem 0Intellego 3Aquam 0Imaginem 0Muto 4Auram 2Mentem 2Perdo 0Corporem 2Terram 2Rego 7Herbam 11Vim 3

Personality

WRATHFUL +1

Traits

BRAVE +1HAUGHTY +3SELF-PLEASED +2

Virtues & Flaws

SUPERIOR CHARACTERISTIC: INT

MAGIC AFFINITY: HERBAM

SELF-CONFIDENT

STRONG-WILLED

LOOSE MAGIC: CANNOT MASTER SPELLS

WARPED MAGIC: SPELL CAST ON PEOPLE MAKE THEM UNEASY.

FABRIC ENMITY

COMPULSION TO ASSIST SELF

MAGIC DEFICIENCY: IGNEM

UNCOMFORTABLE AROUND CORPSES BECAUSE

CURSED: YOU HEAR THE DEAD MOAN IN PAIN.

DELETERIOUS CIRC: -5 ON MAGIC WHEN FLUSTERED.

Defense

w/ STAFF: Parry +8Dodge: 0

Armor

Type _____

Protection 0Load 0

Weapon

QUARTERSTAFF +5 +3 +5

Equipment

Load 0 (Str 0) Enc 0

Body Levels

Soak Total: +0

Fatigue Levels

Fatigue Total: +0

Unhurt	☒	☒	☒	Fresh
Hurt	☐	0	0	Winded
Light Wounds	☐	-1	-1	Wary
Medium Wounds	☐	-3	-3	Tired
Heavy Wounds	☐	-5	-5	Dazed
Incapacitated	☐	☐	☐	Unconscious

QUICK-WITTED, REGAL MANNER,
SMOOTH TALKER, SLOW REFLEXES,

You don't deserve the indignities you've suffered as an apprentice. First, your demented master, Felix Necromius, deemed you unworthy of his deepest secrets. He taught you magic and made you help him with his investigations, but he never told you what he had discovered. But after all, you never have been eager to learn about the "three stages of death." Nevertheless, he did share some of his less important secrets with you. For instance, he taught you to hear the mortal cries of the dead. Unfortunately he never taught you how *not* to hear their anguished moans. The voices of the dead haunt you, and because of this you have to study in a small room of your own far from Felix's laboratory.

One day when you were particularly miserable, you went to Grimgroth and asked to be his apprentice, along with his current apprentice, Lucienne. You were more advanced than she was, so you thought he'd take you up on the offer, but he just laughed. So did Lucienne when she heard about it later.

Lucienne laughing at you hurt (not that you'll admit it to anyone else). The only light in your dismal apprenticeship was picking on that little street waif. You had the edge in learning and intelligence, so you usually bested her in the little mind games you two always played. She beat you out in the most important contest though: she has the famous Grimgroth for a master.

But you'll have the last laugh. One day Grimgroth will be sorry that he passed up the opportunity to be known for centuries to come as "the magus that mighty Caeron chose to study under." And Lucienne... Maybe you'll let her be an assistant in your laboratory some day.

Your apprenticeship went so slowly that Lucienne has caught up to you in your studies, and now you are roughly equal in learning; but soon you'll be free of that fool Felix, and then you'll really shine.

Despite everything, you think you might miss Lucienne a bit once you've left Mistridge. She is the only one worthy of your pranks and games, the only one who can even come close to appreciating their subtlety. If you had to name someone as your friend, it could be no one but her.

As the story begins, you are staying up late brewing a foul-smelling potion that will grant trees consciousness and speech. A terrible storm is shaking Mistridge's stone tower and constantly breaking your concentration.

Your Role

You've got seniority over Lucienne; take charge. Then show up Lucienne, and, if you can, show up Grimgroth. He's written a well-known treatise in which he says the Stormrider is an elemental. If you can prove that it is not an elemental after all, you can start your glorious career by publicly humiliating the great Grimgroth.

Role-Playing Tips

Maintain the superior demeanor that is natural and fitting for someone of your station and ability. Don't let anything faze you.



Caeron's Grimoire

Twist the Living Tree

Muto Herbam Level 15

Casting Bonus: +18

Near, Sun./Year

You make a living tree bend into unusual positions. Depending on your needs, you can make a cage, a shelter, a wall, a ladder, etc. Even the leaves can be bent to form a solid roof that sheds rain so as to form a tree tent. Takes one to ten minutes to complete (depending on the complexity of the new shape), during which time you must maintain concentration.

Jupiter's

Resounding Blow

Rego Auram Level 10

Casting Bonus: +9

Targeting Total: +3

Near, Instant

Creates a thunderclap; anyone directly underneath must make a Stm roll of 9+ or be deafened. If deafened, the target gets another Stm roll each minute and recovers with a roll of 8+.

The Earth's Carbuncle

Rego Terram Level 15

Casting Bonus: +6

Targeting Total: +4

Near, Instant

Turns the ground just under the surface into jagged rocks, which suddenly burst through the surface and into the air. Anyone standing on the circle, which is one pace across, is knocked into the air and then hit with the falling rocks and partially buried once they have landed. Damage is +10.

Note: This spell has a "Muto requisite" because you transform the earth as

well as control it. That means your Rego score is treated as if it were no higher than your Muto score when you cast this spell.

Piercing Shaft of Wood

Muto Herbam Level 20

Casting Bonus: +18

Targeting Total: +5

Touch, Instant

Turns a piece of wood into a sleek, barbed, strong shaft that then flies through the air at a target. Damage depends on the size of item from which the shaft is formed: Staff (upper size limit) +20, two-foot branch +15, wand +10. If it pierces a body, removing the shaft causes the target to lose another body level unless a Stm roll of 7+ is made (add Chirurgy score of the one who removes the shaft).

Note: This spell has a Rego requisite, but since your Rego score is higher than your Muto score, it doesn't make any difference.

Wall of Thorns

Creo Herbam Level 20

Casting Bonus: +15

Near, Sun./Instant

Creates a straight wall of woody, thorny bushes up to 20 paces across, one pace thick, and 12 feet high. The thorns, which are unnaturally resilient, have +15 Soak and four "body levels" (cut by edged weapons only). Forcing one's way through bodily requires a Str roll of 9+ and does +15 damage regardless of the attempt's success. The wall grows out of existing bushes or fertile soil. A Climb roll of 9+ allows a character to scale the wall, but the character takes +10 damage in the process.

Coil of Entangling Plants

Rego Herbam Level 20

Casting Bonus: +21

Near, Special

Animates all the grass and other plants smaller than adult trees within a field delineated by your outstretched arms and no more than 15 paces away, causing them to grab and wrap themselves around the people nearest to them (Str rolls of 7+ to 10+ to break free). You can free one individual per round as long as you maintain concentration.

Curse of the Rotted Wood

Perdo Herbam Level 10

Casting Bonus: +14

Near, Instant

Causes a non-living, wooden object to rot and fall apart. Objects up to the size of a single door can be affected, but things that size take up to two rounds to decay.

Converse with Plants And Trees

Intéllego Herbam Level 25

Casting Bonus: +17

Reach, Concentration

You can speak with plants for one conversation. The level of the conversation

depends on the type of plants; longer-lived and more "noble" plants have more to say. A single question and response takes ten to thirty minutes, with slower growing plants speaking more slowly. Typically plants can talk about the soil and the other plants around them but have limited awareness of more rapid events, such as the passing of animals or people. Onlookers cannot understand your conversation.

Curse of the Unruly Tongue

Rego Córporum Level 10

Casting Bonus: +9

Near, Concentration

Causes the target to stutter and slur words. Communication rolls are at -4; spoken spells are at -6 with an extra botch roll.

Disguise of the Putrid Aroma

Rego Animál Level 5

Casting Bonus: +13

Near, Concentration

The target animal takes no interest in you as long as you do not threaten it. A carnivore treats you as if you were simply something that it would not want to eat. It retains normal interest, however, in anyone else nearby.

Range

Touch: you must touch the target

Reach: within two paces

Near: within fifteen paces

Duration

If a spell has two durations divided by a slash, the second (longer) duration takes place only when you use raw *vis*, 1 point per 5 Levels of the spell. Raw *vis* is magic

power in physical form.

Concentration- Lasts as long as you concentrate on it.

Sun.- Lasts until dawn or dusk, whichever comes first.

Year- Lasts about one year.

Instant- Works for only an instant, after which nature takes its normal course.

Special- A unique duration detailed in the description.

Name LUCIENNEAge 27Gender M

Player _____

Year Born 1169Size 0Covenant MISTRIDGECurrent Year 1169Confidence 3Decrepitude 0

Current Cnt _____

Intelligence +3Strength -1Presence 0Dexterity 0Perception +2Stamina 0Communication +1Quickness +2

Abilities

Score

SPK PROVOCAL, TALK	4
SPK LATIN, CAREFUL PRONUNCIATION	5
SCRIBE LATIN, SCANTEXT	3
MAGIC THEORY, NON-HERMETIC MAGIC	5
HERMES LORE, W/ SOCIETY	2
HERMES HISTORY, MISTRIDGE	2
PARMA MAGIC, VS. LONGM	3

Finesse, Transformations	1
CERTAMEN, LONGM	1
CONCENTRATION	1
SPK PROLONGED	
AFFINITY WITH MUTO	4
FAERIE LORE	2
SP: FOREST OF THE MORGING OAKS	

GUILE	2
SP: LYING TO AUTHORITIES	
PRETEND	2
SP: FAKING WEAKNESS	
DODGE, VS. TROUW WPNs.	1
HUMANITIES	1
SP: PHILOSOPHIES	

Magic Arts

Techniques

Forms

Creo	1	Animal	1	Ignem	2
Intéligeo	1	Aquam	1	Imágonem	1
Muto	10	Auram	7	Mentem	8
Perdo	1	Córporem	1	Terram	0
Rego	4	Herbam	1	Vim	4

Virtues & Flaws

HERMETIC PRESTIGE: GRIMGROTH'S APPREH.

GOOD CHARACTERISTIC: QUICKNESS

MAGICAL AFFINITY: MUTO

GENTLE GIFT: YOUR MAGIC DOESN'T BOTHER OTHERS

MINOR MAGIC DEF: TERROR

RESTRICTION: MAGIC DOESN'T WORK ON PEOPLE

WHO ARE DEFENSELESS AND AFRAID OF YOU.

DELICIOUS GIRL: MAGIC ZILLS ME WHEN

COLD IRON TOUCHES YOU

SOFT-HEARTED

ORPHAN: TROUBLE WORKING WITH AND

TRUSTING OTHERS.

Personality VENGEFUL +2Traits BRAVE +3MOVED BY SUFFERING +3CYNICAL +3

Defense

Armor

Parry ☐

Type _____

w/ _____

Protection ☐Dodge: +3Load ☐

Weapon

1st/

Rate

Ath

Dam

Equipment

Load 0 (Str 0) Enc 0

Body Levels

Fatigue Levels

Soak Total: +0Fatigue Total: +0

Unhurt	☒		☒	Fresh
Hurt		0	0	Winded
Light Wounds		-1	-1	Wearry
Medium Wounds		-3	-3	Tired
Heavy Wounds		-5	-5	Dazed
Incapacitated				Unconscious

CREATIVE, INSIGHTFUL, SMALL
FRAME, ENGAGING SPEAKER,
FAST LEARNER

Fifteen years ago, Grimgroth rescued you from the streets of Foix and brought you into the vast world of knowledge and magic. Not only did he teach you the arcane arts, but he introduced you to the joys of human learning: Roman epics, local ballads, and Greek philosophy. You are extremely grateful to him for all he's done, and you're determined to repay him some day. It is especially important that you make him proud because his first apprentice, Lupus Mortus, turned into a hateful and destructive magus. Grimgroth has never forgiven himself for teaching magic to such a soul.

Ten years ago you were almost slain by the Stormrider when you were returning to Mistridge from a fair. A good friend of yours, a grog named Pol, died defending you, and you were about to be slain as well when Torlen, the grog sergeant, wounded the Stormrider and drove him off. Over Pol's dead body, you vowed that you would kill the Stormrider some day. Pol's daughter, Lorine, was taken into the covenant and is now a grog.

A major part of your apprenticeship was constantly skirmishing with Caeron, an elder apprentice. In tricks, snide comments, and practical jokes, Caeron usually got the upper hand. One event, however, put you above Caeron. Upset with his own master, Caeron asked to study under Grimgroth, along with you. Grimgroth just laughed. You are still a little bitter about the hard time he used to give you when you were but children.

Soon your apprenticeship will end and you will have to make your way on your own. Grimgroth has offered little advice, preferring to let you make your own decisions.

The reason you hate the Stormrider so much is that he showed you how mortal you were, how even your magic could not fully protect you. When he nearly rode you down, you felt as if you were still a street waif. You want to defeat him your-

self, to prove that you are powerful enough to overcome anything that fate sends you.

As the story begins, you are studying in the library. Before you become a magus, you must pass tests given by Grimgroth's colleagues in House Jerbiton, and you have taken over the library to prepare yourself for this "apprentice's gauntlet." You are currently fighting through an exceptionally long, dry tome called *Veritanis' Brief Historical Biography Concerning the Prima of House Jerbiton*.

Your Role

Take charge. This expedition rightly belongs in your hands, and you are Caeron's equal at least, even though he is older. This is your chance to make good your vow to slay the Stormrider. Follow Torlen's advice. He is like an uncle to you, he is experienced and always has your best interests at heart.

Role-Playing Tips

Be alert and eager, with self-righteous wrath just under the surface ready to burst forth at any time.



Lucienne's Grimoire

Rain of Stones

Muto Auram Level 15

Casting Bonus: +14

Targeting Total: +3

Sight, Concentration

Turns raindrops into stones just before they strike the target, causing +15 damage per round of exposure to rain.

Note: This spell has a "Terram requisite" because it deals with stones as well as rain. That means that your Auram score is considered to be no higher than your Terram score when casting this spell.

Hornet Fire

Muto Ignem Level 15

Casting Bonus: +16

Near, Concentration

Turns a fire into a swarm of fireballs, each the size of a large insect, that fly and harass at your command. Their burning touch gives all those you target within 7 paces of the fire a -2 penalty on all rolls and two extra botch rolls.

Broom of the Winds

Rego Auram Level 15

Casting Bonus: +11

Near, Instant

Whips up violent, swirling winds around the target, who must make a Size roll of 10+ to remain standing. The target can also resist by making a Str roll of 9+ if holding onto a strong support. If both rolls fail, the target is knocked in a random direction; roll a simple die: 1- down; 2 or 3- left; 4 or 5- forward; 6 or 7- right; 8 or 9- backward; 10- up twelve feet and dropped. Damage depends on what obstructions are struck.

Circling

Winds of Protection

Rego Auram Level 20

Casting Bonus: +11

Reach, Special

Surrounds you with winds that circle you at great speed. Since the wind picks up dust, you may be obscured. Anyone standing near enough to you to attack you with a hand weapon must make a Size roll of 9+ at the beginning of each round or be blown away. Melee attacks against you are at -2 Atk, and missile or thrown weapon attacks are at -10. The winds continue for 5 rounds after you end concentration.

Rise of the

Feathery Body

Rego Corporem Level 15

Casting Bonus: +5

Body, Concentration

Allows you to float up and down to any height, but you cannot move horizontally by means of this spell. You can lift up to 50 pounds with you. You move as fast as smoke rises, or slower if you are carrying a load.

Emotion of

Reversed Intentions

Muto Mentem Level 25

Casting Bonus: +22

Eye, Sun./Moon

The main emotion influencing a character at the time of the casting is replaced by its opposite over the next minute. The new emotion is felt as strongly as the original one was, but it lacks justification and can therefore be talked out of someone. Int roll of 8+ to resist.

Confusion of the Numbed Will

Rego Mentem 15

Casting Bonus: +12

Near, Moon

Confuses a person. If the character decides to take any action, the player must make an Int roll. A roll of 13+ ends the spell. A roll of 8+ lets the character take the intended action, but the spell remains in effect. Any lower roll means the character is confused and takes some other type of action. While under this spell, a character always strikes last and gets at least a -1 on all rolls.

Whispers

Through the Black Gate

Intéllego Córpoem Level 15

Casting Bonus: +2

Reach, Concentration

You can, figuratively, talk through the gate that stands between the dead and the living, letting you speak with a corpse that has not yet decayed into a skeleton nor been buried by Church burial. All those

around you can hear the voice of the corpse.

Note: This spell has a Mentem requisite, but since your Mentem score is higher than your Córpoem score anyway, it makes no difference.

Unseen Arm

Rego Terram Level 5

Casting Bonus: +4

Near, Concentration

Moves non-living things slowly; cannot oppose intentional resistance. Magi use this spell to manipulate things at a distance, but it cannot be used to pull something from someone's hand or to move something that is held. It can only move light things, like book pages, instruments, a small pouch of coins, etc.

Supple Iron and Rigid Rope

Muto Terram Level 10

Casting Bonus: +14

Touch, Sun./Instant

Makes a flexible object stiff and a stiff object flexible. Works only on items easily held in two hands.

Range

Body: affects your body or mind; can affect clothing and such indirectly

Touch: you must touch the target

Reach: touching or within two paces

Eye: eye contact

Near: within fifteen paces

Sight: you must see the target

Duration

If a spell has two durations divided by a slash, the second (longer) duration takes place only when you use raw vis, 1 point per 5 Levels of the spell. Raw vis is magic

power in physical form.

Concentration- The spell lasts as long as you concentrate on it. When distracted or when you attempt to do something else in addition to concentrating, you need to make Concentration rolls to maintain the spell.

Sun.- The spell lasts until dawn or dusk, whichever comes first.

Moon- Lasts until both the new moon and the full moon have come.

Instant- The spell works for only an instant, after which nature takes its normal course.

Special- A unique duration detailed in the descriptions.