

An Amateur Supplement

A Vanilla Covenant

An Introductory Covenant for New Troupes – Tome 1



by Timothy Ferguson

For use with:

Ars Magica

Fifth Edition

An Amateur Supplement

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An Introductory Covenant for New Troupes – Tome 1



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A Vanilla Covenant

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Ars Magica rpg was created by Messrs. Jonathan Tweet and Mark Rhein•Hagen.

Disclaimer: the contributors to *A Vanilla Covenant* are from the fourth corners of our pretty planet. Also, for consistency's sake, I have changed English spellings with American spellings wherever appropriate.

Mystery Man From Outerspace

Additional contributors

Ironbound Tome

Fidelus of Bonisagus's sheet,
Asteria of Verditius's sheet,
introduction and back blurb

The Fixer

Antigone of Criamon's sheet

Thanks to all contributors

Will you please note this is
"non-canonical" material

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About the Author

TIMOTHY FERGUSON is a librarian who lives on the Gold Coast, Australia. He thinks cats are estimable animals. He has had the good fortune to co-author twenty role-playing supplements for Atlas Games. Among them: the *Covenants* supplement for *Ars Magica* 5th edition...

Cornish Folklore

TIMOTHY FERGUSON posted this on [Atlas Games Forum](#):

“

A sort of side-sequel...

I'm going to do a new column on the podcast [*Games From Folktales*] which is about Cornish folklore, and you'll be able to use it and the *Vanilla Covenant* together.

”

[Will you please follow this link...](#)

Introduction

Premise: *Ars Magica* needs a book of covenants.

Consequence: let's write one.

[At that time] *Ars Magica* 5th edition does not have a covenant book like *Mistrudge* (3rd ed) or *Triamore: the Covenant at Lucien's folly* (4th ed). According to feedback to the community from the Line Editor for Atlas Games' David Chart, a covenant style books generally do not sell well, so the concept has been vetoed by Atlas Games. Many within the fan community believed in the concept, and with the blessing of Atlas Games the fan community has gathered contributions and materials to create this book.

The very purpose of *A Vanilla Covenant* is to provide a detailed sample covenant based upon the 5th edition rules which can be used within *Ars Magica* stories.

The reason this book is useful is because the creation of *Ars Magica* covenants can be quite demanding on a troupe. The creation of a detailed covenant and immediate mundane area is quite a lot of work, so having a launching pad of pregenerated material can be useful to make an immediate start, or to provide inspiration for a troupe's own covenant development.

The nearest thing that exists in 5th edition is the Curse of the Rhine Gorge saga seed in the *Guardians of the Forests: the Rhine Tribunal* tribunal book. The idea of this book is to demonstrate how to define a covenant in detail, and to provide the groundwork for play within a saga.

This book should be especially useful for a new troupe, as a new troupe is likely to be still trying to imagine all the options that magic offers and to cope with the richness of the setting. An experienced troupe may also find ideas, story hooks, and examples which spark new ideas and new stories.

1. Why the Stonehenge Tribunal?

The Stonehenge Tribunal reflects a stereotypical medieval perspective on England and Scotland in the period, so many new readers will be familiar with the geography and the flavor of the locales. *Heirs to Merlin: the Stonehenge Tribunal* was the last pre-5th edition tribunal to be released and is fairly standard (and has no stats, so is 100% edition-compatible). This means that the existing source material for the region can be reused, with adaptation and assistance from this book.

2. Change It As It Fits Your Saga

The author intends for the material to be used in play as well as providing the covenant as example, so the covenant description contains suggestions and options for how the covenant may be altered to suit a troupe's specific setting.

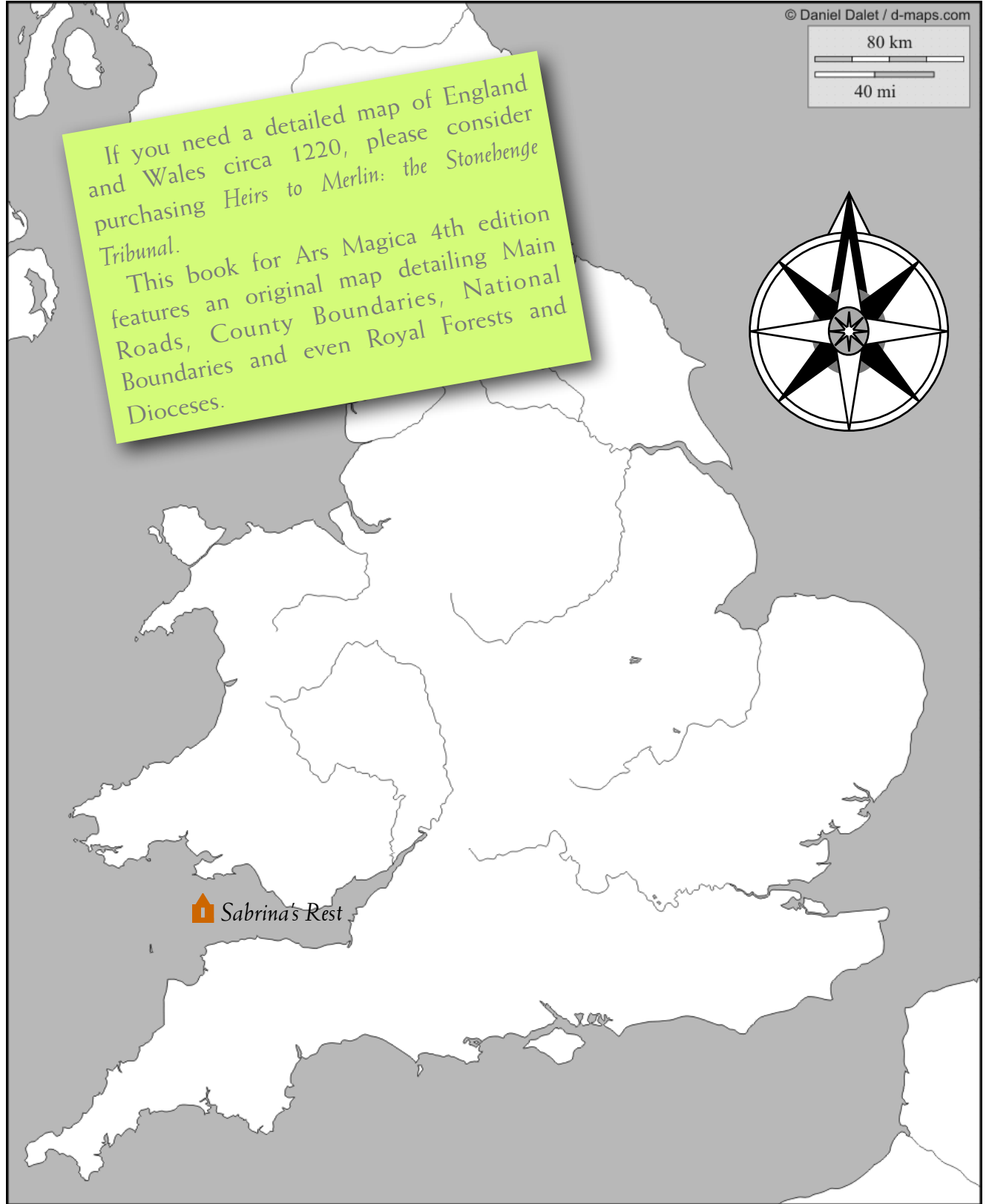
3. Suggested Saga Arcs, Improvements, and Seasons

The saga arcs, improvements, and other box text areas in covenant description are intended as points to be altered, explored, and extrapolated by use within the troupe. They may be freely used or ignored as appropriate.

4. Power Level and Statistics

This covenant provides a summary of the build points and the covenants are generally aimed at Medium power level within the setting. The covenant statistics are developed using the rules in the core *Ars Magica* rulebook and the *Covenants* supplement. Other supplementary source books and resources should not be required to use *A Vanilla Covenant* in your saga.

Ironbound Tome



http://d-maps.com/carte.php?num_car=5578&lang=en

A Vanilla Covenant

A Vanilla Covenant: the Covenant of Sabrina's Rest

By Timothy Ferguson.

OVER ON THE *Ars Magica* Forum, people have been suggesting we don't have enough material for new players, and so I've decided to write some material which is based on making the obvious design choices. It's about a covenant which is a castle on a hill by a faerie forest. It's in Summer, and has senior magi. This [simple beginning material](#) is my project for [National Game Design Month](#). If you'd like to add material, please comment!

Basic design notes for the Covenant of Sabrina's Rest

SABRINA'S REST IS a Summer covenant on a small island in the Bristol Channel. The covenant's island, Caerholm, contains only the castle and the small buildings in which some of the covenfolk live. It is governed by a triumvirate of older magi, who have recently recruited the player characters to the covenant. The covenant's grogs are a tight community made up of retired ne'er-do-wells of a dozen other ports. The surrounding lands are

governed by powerful lords, but their feuds make the magi a low priority target for their harassment. The Bristol Channel is a potentially mystical place, and adventure is to be found close to hand.

The Island and the Castle

THE CASTLE ON Caerholm has five stone towers, square in profile. Four of the towers, which date from the creation of the castle, form a square around a central courtyard. Within this courtyard are the castle's many functional buildings. The largest of these is great hall, which is 110 feet long, 150 feet wide, and three stories high. The fifth tower is a later addition. It is also square and straddles the road which approaches the castle, and is effectively a minor gatehouse. The fifth tower is connected to the square by two curtain walls, creating a triangular outer courtyard.

THE CASTLE WAS created fifty-two years ago. Each of the magi of the fledgling covenant created their own tower. Ten years later, a tower was added for a visiting redcap who was granted covenant

membership. The walls between the towers are earthen mounds, topped with wooden palisades. The soil and rocks for these mounds were excavated from the site, creating a ditch around the castle. The ditch is about six feet deep, although the sides are gentle enough that people are not injured by falling in. The walls, seen from the inside, are a six foot mound, on which there is a walkway, which allows troops to stand shielded behind a wall of vertical wooden tree trunks, about five feet high. To a person in the ditch, therefore, the walls appear to be seventeen feet high. The towers of the magi have walls only twenty feet high, although they have little wooden caps so the towers are slightly higher than the walls.

Storguide's notes for this section

This is a very common covenant setup. The covenant is distant enough from the rest of the world that the player characters are not forced to involve themselves in politics

and religious difficulties, but can become embroiled in these issues if they wish. The people of the island form a small supportive community made up of various types of criminal and outcast, because it allows players without a strong consensus to hook a wide variety of characters into the community. The towers are described as square because circular towers are novel in the 13th Century. The keep's size has been stolen from another castle. Most castles in period are wooden. This has been included here because it gives the player characters an obvious upgrade for their castle, which they can seek if they wish. The number of towers has been deliberately set small enough that the players will need to negotiate laboratory use, but not so small that they will be unable to use them regularly. The setup introduces the idea of redcaps, without having one omnipresent.

The Magi

THE COVENANT originally had five magi. Two were lost on an expedition, which forced their *sodales* to consider their priorities. They have accepted four junior magi, who share the two vacated towers. This allows the senior magi to focus on their personal projects. The player characters must follow the instructions of the

Plot Hooks

- A nearby noble (mundane or faerie) plans to raid their castle. The magi have three days' warning, and can spend that time fortifying their defenses. This story is good for familiarizing the player characters with the covenant's resources.
- A player character using the lab of a missing magus finds a cache of goods, possibly stolen from the other magi. Does he keep it, share it with his younger allies, or reveal it to his seniors? This story revolves around the making of relationships with other characters.
- A player character using the rooms of the missing redcap finds a hidden pouch, filled with undelivered messages, that was

presumed lost on the redcap's disappearance. Does the character deliver the messages (and thereby visit the other covenants in the tribunal, and meet the other magi), or keep the messages and hunt through them for political leverage? The Storyguide may prefer to make it a single message of great significance (looking at the elaborate scroll case it is kept in) and let the player characters to decide if they will open or deliver that single message.

- The rooms of the missing magi may contain subtle clues to the reason for their disappearance.
- The player characters may decide to expand the castle, or improve it. They can do this magically by trading for vis and spells, or by finding mundane resources and craftspeople.

senior magi and do not have a vote during Council meetings. They are, however, present and their advice is listened to. When they have developed more experience, and are too valuable to lose, the younger magi may be offered roles in the Council.

intricate pattern of white, that looks like sea foam.

HE'S ALSO mentioned fearfully in some other covenants, and by some of the most senior grogs, because during a Wizard's War a couple of decades ago he raised an army of corpses from the grogs of the other covenant. He doesn't like to talk about this, he considers it an immoral thing he did out of desperation, but his *sodales* have embroidered the story and made very sure that every other magus in the Tribunal knows it. It's perhaps the thing he's most famous for, and so his distracted but nurturing nature is a surprise to young magi, when they first meet him. *See more details on p. 10.*



Fidelus of Bonisagus

FIDELUS IS the nominal head of the Council, although this is essentially an honorary position which he holds because of his House membership. He specializes in Corpus magic, and is effectively a healer. His sigil is an



Asteria of Verditius

ASTERIA SPECIALIZES IN creating magical items out of bronze. Originally trained in Italy, she eventually moved to Cornwall. This is where the finest tin in the world is mined, and it allows her to create the finest bronze. Like most Verditius, she is incapable of enjoying the company of other members of her House, which also made the move to Stonehenge attractive. She drinks too much, and is very protective of her reputation, but beyond these minor foibles, she's willing to discuss her work with the younger magi. *See more details on p. 15.*



Antigone of Criamon

THIS MAGA IS a member of the Order's least comprehensible house. A visit to her tower is always an arduous experience, as it is filled with illusions, strange spirits and weird symbolism. She does not generally discuss her research, and when she attempts to, her words make sense individually, but don't seem to fit together into a comprehensible sentence. *See more details on p. 23.*



TWO OTHER MAGI were long-term residents of the covenant, but they are presumed dead.



Iolanthe of Flambeau and Democritus of Mercere have vanished, and it is their towers which the player characters now inhabit. The senior magi presumably know what happened to them, but they

Plot Hooks

- Fidelus travels to Durenmar, in the Black Forest, to consult some fragile tomes. He brings the younger magi with him, so that they can see the centre of Hermetic civilization, and to guard him against difficulties on the road.
- Knocker faeries are preventing miners from extracting tin in Cornwall, and this is making it difficult for Asteria to smelt bronze for her work. It's also making the king's agent in the Stanneries nervous. Can the magi solve the issue with the knockers, either without attract-

ing royal attention, or with the complicity and then gratitude of the royal agent?

- Antigone appears to have transformed into a large, heavily fruited, tree. Presumably her Criamon housemates have some idea what should be done, but can the younger magi find them and convince them to come to her aid?
- A local child is rumored to always know when the people around her are lying. The older magi send the characters to assess the child as a potential apprentice. Can they recruit a child who wishes to avoid them and can sense their thoughts?

Storyguide's notes for this section

The player characters have been placed in a subordinate role because it means that stories can be forced on them, if they cannot find a way to progress their own goals. The three senior magi are meant to act as gateways into the more complicated parts of the ruleset, and players are encouraged to take responsibility for the seasonal studies of their elders. The Bonisagus magus is a healer, and his presence removes the bonus for a player character to have *Chirurgeon's Healing Touch*, or become a longevity specialist in early life. The Verditius maga creates magic items and is interested in gaining a talisman, a familiar, and an apprentice.

This allows the players to try out those rules despite the youth of their PC magi. The Criamon maga is intended to act as a path into whichever Mystery Cult seems to suit a Storyguide's group. She's so little understood she could know people involved in just about any sort of odd magical practice. If a player character better suits one of these roles, swap out the senior magus for someone else, with a different story role.

The two missing magi generate stories. Why they went missing may eventually be explained. They also explain important social roles (redcap and hoplite) which may start player characters on those career paths. Iolanthe is an excuse to leave around magic items which are a little destructive, and allow

the player characters to engage in combat that's a little too risky for young non-specialists. Democritus is an excuse to leave around a little travel magic, to make the player characters less isolated. This reduces the laboratory penalties for missed study time, when they choose to go off seeking stories.

decline to discuss it. Iolanthe was one of the poet-knights of her House, and aided the Quaesitores as a hoplite. Democritus suffered under a curse that forced him to never leave the road, which is why his tower is basically a gatehouse, with a road running through the lowest floor.

The Covenfolk

MOST OF THE covenfolk live either in the castle or in a small hamlet nearby, on the island. This little hamlet has no name: locals call it "the village." There is a small, shingle beach, which does not have a dock, but small fishing boats are pulled up there, and these are used as tenders when larger vessels visit. The island has too little space for farming, so covenfolk trade fish for grain in the trade towns of the Welsh and English coasts. The people here speak a mix of languages, mostly Welsh and English, but some speak Cornish, and a few speak Danish or Flemish (because Pembrokeshire to the North is full of Dutch people).

THE ISLAND HAS been a haven, for about fifty years, for people who have made trouble somewhere else, and needed a fresh start. Characters on the island aren't permitted to commit piracy, theft, smuggling or whatever got them into enough trouble that they have run away to work for wizards. They do, however, retain these skills, and adventuring parties sometimes find them useful. The community here has a very protective ethos toward each other and to the magi, so they can be unwelcoming to outsiders. A lot of locals feel that if someone else's past catches up with them once they have reached the island, then perhaps it won't be much of a haven anymore, and their own secrets might be exposed. Most of the families on the island live by fishing or minor, local trade.

Storyguide's notes for this section

The covenfolk here are fishers, and criminals. This gives them skills useful for combat and travel, while not making them a standing army. The population is small to make the covenant more self-sustaining in basic goods like food, while still requiring occasional travel for manufactured supplies. The mix of languages is suitable for groups whose magi don't focus on communication. Scale back the language skills if the magi are good negotiators, or have Mentem magic.

A typical grog

THE COVENANT HAS nine grogs who are combat trained, and another eighteen servants who have useful abilities, but cannot effectively act as trainers. Most of these characters have some shady skills, because the covenant is filled with retired criminals. The five companions described later are the covenant's only specialists.

Plot Hooks

- A woman flees to the island, seeking the sort of sanctuary for which it is known in certain circles. The magi ask the player characters to work through her past, and check if she has the Infernal ties her enemies claim.
- A great predator is destroying the fishing grounds about the island, but the magi are away or tied up with their experiments. What can the player characters do?
- As a covenant elsewhere in Britain crumbles, the Guernicus intervene and hide the skilled covenfolk, to an emergency Tribunal. As the other covenants circle the lands and resources of the fallen covenant, the magi tell their covenfolk to recruit the pick of the servants. The right choices could change the way the society of the covenant functions, and create a cadre loyal to their selectors.

Fidelus of Bonisagus

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Developed by: Ironbound Tome

This NPC is the leader of the Covenant of Sabrina's Rest ([as written by Timothy Ferguson](#)), a typical covenant of moderate power and influence.

For more details will you please see this entry: <http://ironboundtome.wordpress.com/2014/02/19/vanilla-covenants-project-fidelus-of-bonisagus/>

Concept: Fidelus is the nominal head of the Council, although this is essentially an honorary position which he holds because of his House membership. He specializes in Corpus magic, and is effectively a healer. His sigil is an intricate pattern of white, that looks like sea foam.

He's also mentioned fearfully in some other covenants, and by some of the most senior grogs, because during a Wizard's War a couple of decades ago he raised an army of corpses from the grogs of the other covenant. He doesn't like to talk about this, he considers it an immoral thing he did out of desperation, but his *sodales* have embroidered the story and made very sure that every other magus in the Tribunal knows it. It's perhaps the thing he's most famous for, and so his distracted but nurturing nature is a surprise to young magi, when they first meet him.

STATS AT EARLY CHILDHOOD

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

Size: 0, **Age** 10, **Confidence** 1 (3)

Abilities: Area Lore: Area (Brittany) 1 (5), Athletics 1 (5), Awareness 2 (15), Brawl 1 (5), Breton (commoners) 5 (0), Guile 1 (5), Swim 1 (5), Welsh (insults) 1 (5)

Personality Traits: Mischievous +1, Observant +1

Reputations: None

STATS AT GAUNTLET

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

Size: 0, **Age** 22, **Confidence** 1 (3)

Virtues and Flaws: The Gift, Hermetic Magus, Affinity with Corpus, Affinity with Creo, Clear Thinker (Bonus: +3 to resist lies, confusion, subterfuge), Flexible Formulaic Magic, Life Boost, Minor Magical Focus (healing), Puissant Intrigue*, Ambitious, Difficult Longevity Ritual, Incompatible Arts (Intellego Ignem, Creo Ignem), Incompatible Arts (Muto Ignem, Perdo Ignem), Loose Magic, Visions

Abilities: Area Lore: Area 1 (Brittany), Artes Liberales 1, Athletics 1, Awareness 2, Brawl 1, Breton 5 (Commoners), Chirurgy 1, Folk Ken 2, Guile 1, Intrigue 2+2,

Latin 4, Leadership 1, Magic Theory 4, Parma Magica 1, Penetration 1, Order of Hermes Lore 2, Swim 1, Welsh 1

Personality Traits: Loyal +1, Mischievous +1, Observant +1

Reputations: None

Arts: Cr 6, In 5, Mu 5, Pe 5, Re 5, An 0, Aq 0, Au 0, Co 7, He 0, Ig 0, Im 0, Me 3, Te 0, Vi 0

Spells Known:

Bind Wound (CrCo 10, p.129) +21

Charm Against Putrefaction (CrCo 10, p.129) +21

Physician's Eye (InCo 5, p.130) +19

Whispers Through the Black Gate (InCo(Me) 15, p.130) +10

The Wound that Weeps (PeCo 15, p.133) +14

Curse of the Unruly Tongue (ReCo 5, p.134) +14

Spasms of the Uncontrolled Hand (ReCo 5, p.134) +14

Rise of the Feathery Body (ReCo 10, p.134) +14

Lifting the Dangling Puppet (ReCo 15, p.134) +14

Sight of the Transparent Motive (InMe 10, p.148) +10

Trust of Childlike Faith (PeMe 10, p.150) +10

The Call to Slumber (ReMe 10, p.151) +10

 **Fidelus of Bonisagus** 

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STATISTICS

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

Size: 0

Age: 74 (47), **Height:** 162 cm, **Weight:** 60 kg, **Gender:** Male, **Decrepitude:** 0, **Warping Score:** 0 (0), **Confidence:** 1 (3)

Personality Traits: Careful +2, Kind +1, Well Spoken +3

Virtues and Flaws: The Gift, Hermetic Magus, Affinity with Corpus, Affinity with Creo, Clear Thinker (Bonus: +3 to resist lies, confusion, subterfuge), Flexible Formulaic Magic, Life Boost, Minor Magical Focus (healing), Puissant Intrigue*, Ambitious, Difficult Longevity Ritual, Incompatible Arts (Intellego Ignem, Creo Ignem), Incompatible Arts (Muto Ignem, Perdo Ignem), Loose Magic, Visions

Abilities: Area Lore: Area 1 (Brittany) (9), Artes Liberales 1, Athletics 1, Awareness 3 (1), Brawl 1, Breton 5 (Commoners), Chirurgy 2, Code of Hermes 3, Faerie Lore 1 (5), Finesse 1, Folk Ken 2 (5), Guile 1, Hunt 2 (1), Intrigue 3+2, Latin 4 (Hermetic usage), Leadership 1 (9), Magic Lore 1 (5), Magic Theory 6 (25), Medicine 1 (2), Order of Hermes Lore 3 (5), Parma Magica 5, Penetration 2 (6), Swim 1, Teaching 3 (7), Welsh 1

Arts: Cr 20, In 10, Mu 10, Pe 7, Re 14, An 5, Aq 5, Au 5, Co 26, He 5, Ig 5, Im 8, Me 9, Te 5, Vi 13

Equipment:

MAGICAL ITEMS CREATED FOR THE COVENANT

• **The Chirurgeon's Gewgaw**

At age 23 created a lesser enchanted device which allowed the user to understand the general health of a single person (as per *Physician's Eye*, ArM core rules p. 130).

R: Touch, D: Mom, T: Ind
Base effect: Intellego Corpus 4, R: Touch (+1), 24 uses per day (+5)

Form and Material: a small sample of rock crystal (+3 to healing) which can rest in the palm.

Effect level 5, Item level 10. Crafted as a lesser enchanted device.

Item activation: Touch the rock crystal to the target's forehead, and hold momentarily.

• **Silence the Heckler's Dissent**

Created as a lesser enchanted device which allowed the user to force the target to stutter and slur words. All Communication rolls are at -3, all spoken spells are at -6 and include an extra botch dice (as per *Curse of the Unruly Tongue*, ArM core rules p.134).

R: Voice, D: Mom, T: Ind
Base effect: Rego Corpus 2, R: Voice (+2), D: Conc (+1), 24 uses per day (+5)

Form and Material: a small wooden baton.

Effect level 5, Item level 10. Crafted as a lesser enchanted device.

Item activation: The wooden baton is tapped three times quickly by the user.

MAGICAL ITEM CREATED FOR PERSONAL USE

• **Talisman –**

A gold ring set with an amber gem

Opening: 29 magnitudes (Creo 13 + Corpus 16)

Attunement: Amber for +3 Corpus, Gold for +2 Health, Ring for Constant Effect +2.

Effect: grants a +3 bonus to all Corpus effects, +2 to all Health related spells, and +2 to all constant effects.

Powers:

Physician's Eye (level 10 effect), (Intellego Corpus 4, R: Touch +1, 24 uses per day (+5), Penetration: 0). As per ArM core rules p.130.

Bind Wound (level 15 effect), (Creo Corpus 3, R: Touch +1, D: Sun +2, 24 uses per day (+5), Penetration: 0). As per ArM core rules p.129.

Charm Against Putrefaction (level 15 effect), (Creo Corpus 2, R: Touch +1, D: Moon +3, 24 uses per day (+5), Penetration: 0). As per ArM core rules p.129.

Fidelus of Bonisagus

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Spells Known:

- Bind Wound* (CrCo 10, p.129) +68
- Charm Against Putrefaction* (CrCo 10, p.129) +48
- Selfish Rest of the Injured Magus** (CrCo 15) +68
- Gentle Touch of the Purified Body* (CrCo 20, p.129) +69
- Purification of the Festering Wounds* (CrCo 20, p.129) +68
- The Chirurgeon's Healing Circle** (CrCo 20) +69
- The Chirurgeon's Healing Touch* (CrCo 20, p.129) +69
- Restoration of the Defiled Body* (CrCo 25, p.129) +69
- The Severed Limb Made Whole* (CrCo 25, p.129) +69
- Cheating the Reaper* (CrCo 30, p.129) +69

- Serious Rest for the Injured Custos** (CrCo 30) +68
- Slip From the Reaper's Grasp** (CrCo 40) +68
- Physician's Eye* (InCo 5, p.130) +48
- Revealed Flaws of Mortal Flesh* (InCo 10, p.130) +48
- Whispers Through the Black Gate* (InCo(Me) 15, p.130) +21
- Sight of the True Form* (InCo 20, p.130) +38
- The Inexorable Search* (InCo 20, p.131) +38
- Dust to Dust* (PeCo 15, p.132) +35
- The Wound that Weeps* (PeCo 15, p.133) +36, Mastery 1 (magic resistance)
- Curse of the Unruly Tongue* (ReCo 5, P.134) +43, Mastery 1 (fast casting)

- Spasms of the Uncontrolled Hand* (ReCo 5, p.134) +42
 - Curse of the Bloated Tongues** (ReCo 10) +42
 - Rise of the Feathery Body* (ReCo 10, p.134) +42
 - Endurance of the Berserkers* (ReCo 15, p.134) +42
 - Lifting the Dangling Puppet* (ReCo 15, p.134) +43, Mastery 1 (multiple casting)
 - The Gift of Vigor* (ReCo 20, p.134) +42
 - Ward Against the Common Man** (ReCo 20) +42
 - Awaken the Slumbering Corpse* (ReCo 25, p.134) +42
 - Speak Through the Intangible Tunnel** (CrIm 4) +30
 - Spy Through the Intangible Tunnel** (InIm 10) +20
 - Words of the Unbroken Silence* (CrMe 10, p.148) +31
 - Sight of the Transparent Motive* (InMe 10, p.148) +21
 - Trust of Childlike Faith* (PeMe 10, p.150) +19, Mastery 1 (still casting)
 - The Call to Slumber* (ReMe 10, p.151) +25
 - The Phantom Gift* (CrVi 15, p.157) +35
 - The Invisible Eye Revealed* (InVi 15, p.157) +25
 - Gather the Essence of the Beast* (ReVi 15, p.162) +29
 - Circular Ward Against Demons* (ReVi 20, p.162) +29
 - Opening the Intangible Tunnel* (ReVi 30, p.162) +30, Mastery 1 (magic resistance)
- * New spells (see next page)

✂️ Fidelus of Bonisagus ✂️

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New Spells (created by Fidelus):

The following spells will not be found in the core rulebook.

Corpus Spells

SELFISH REST OF THE INJURED MAGUS

CrCo 15, R: Personal, D: Moon, T: Ind

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

The spell is personalized to avoid warping.

(Base 4, +3 D: to Moon)

THE CHIRURGEON'S HEALING CIRCLE

CrCo 20, R: Touch, D: Mom, T: Circle, Ritual

As per *The Chirurgeon's Healing Touch*, p.129, modified to Target all creatures within a drawn circle. Spell will restore one light body level of damage permanently.

(Base 15, R: Touch +1)

SERIOUS REST FOR THE INJURED CUSTOS

CrCo 30, R: Touch, D: Moon, T: Ind

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

(Base 10, +1 R: to Touch, +3 D: to Moon)

SLIP FROM THE REAPER'S GRASP

CrCo 40, R: Touch, D: Mom, T: Ind, Ritual

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

(Base 35 to resolve a Terminal aging crisis, R: Touch +1)

CURSE OF THE BLOATED TONGUES

ReCo 10, R: Touch, D: Dia, T: Group

As per *Curse of the Unruly Tongue* (ReCo 5, p.134), modified to target a group, and last diameter.

Note: Invented specifically at this level to defend against multiple Magi, and make use of Fidelus's Flexible Formulaic Magic virtue, to extend the range to Voice.

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

WARD AGAINST THE COMMON MAN

ReCo 20, R: Touch, D: Ring, T: Circle

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

(Base 5, R: Touch +1, Ring +2, Circle +0)

Imaginem Spells

SPEAK THROUGH THE INTANGIBLE TUNNEL

CrIm 4, R: Touch, D: Conc, T: Ind

The caster can speak through an Intangible Tunnel (which requires range touch).

(Base 1 to create an image that affects a sense, R: Touch +1, D: Conc +1, +1 intelligible speech)

SPY THROUGH THE INTANGIBLE TUNNEL

InIm 10, R: Touch, D: Conc, T: Room

The caster can see and hear what is occurring through an Intangible Tunnel (which requires range touch).

(Base 2 to use two senses, R: Touch +1, D: Conc +1, T: Room +2)



Fidelus of Bonisagus

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Personality: Fidelus is an unassuming man who knows the value of patience and listening to others. Seldom is he the first to speak, but often his words will be remembered as insightful and well thought through. By habit he will watch the covenfolk go about their lives, seeking to always understand their motivations and experiences at a fundamental level.

If upset or angered his countenance changes, and the deep resonance of his voice changes from soothing to a naturally commanding baritone.

Within the covenant his temperate manner has assisted with difficult negotiations time and time again. Seldom does Fidelus not achieve an outcome which he is satisfied by.

Appearance: Fidelus has aged very well and despite his advancing years has lost none of his handsome looks or rich strong tone in his voice. His thick brown hair has wisps of white through it, and a neatly trimmed mustache and beard. Fidelus stands tall with a straight back and seldom rushes or hurries.

When amongst coven folk Fidelus wears cloaks and robes layered in blue and green hues, but whilst traveling he will wear clothing of subdued colors similar to that of priests and monks. Often Fidelus will alter his appearance magically to better blend in, preferring to remain unnoticed. He is never armed as he prefers to use his magical

skills for defense, and will evade and neutralize an opponent rather than cause harm.

Character Development:

EARLY CHILDHOOD

Found amongst the borderlands between provinces of Wales and Brittan, Fidelus grew up a poor farming commoner, with only his wits which allowed him to avoid many of the shames and punishments which magically gifted children face when growing up. His family were not able to question or comprehend the sombre lord who took him as an aide at such a young age; they immediately knew theirs was not to question. They had no knowledge of the magic he used to control their motives, or the power their errant son would one day wield.

APPRENTICESHIP BACKGROUND

Fidelus's parents is a stout bold man with a deliberately dour demeanor which hid a careful and caring soul. His influence taught Fidelus the value of loyalty, and the strengths which can be found from deep friendships. His Master also taught him to value a wide variety of spells so that he would be better prepared for his early life as a Magus.

"When you understand your enemy you gain an advantage, but when you understand your friends you will gain wisdom."

As a trained Magus Fidelus quickly built upon his keen interest in the politics of the Order of Hermes, and started his search for a covenant of his own.

Plot Hooks

- Fidelus's visions (flaw) foretell a disaster at the covenant, involving one Magus PC specifically. His vision shows the Magus being washed away in rapid cold dark water, downward through a looming forest. While time frame is difficult to judge Fidelus is convinced that the Magus should prepare for a difficult and risky confrontation. As with most visions this is a metaphorical image, which may lead into a story connected with a PC's own virtues and flaws, particularly any involving confrontation with supernatural beings, or challenges of ambition which get out of hand.

- Fidelus's own experience with his difficult longevity ritual flaw can lead to a discussion with the junior magi on timing and complexity in their own longevity rituals. Story can follow with a new expert being sourced, or books and vis being required. For beginning players this is an opportunity to discuss longevity.

Asteria of Verditius

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Developed by:
Ironbound Tome

Concept: Asteria specializes in creating magical items out of bronze. Originally trained in Italy, she eventually moved to Cornwall. This is where the finest tin in the world is mined, and it allows her to create the finest bronze. Like most Verditius, she is incapable of enjoying the company of other members of her House, which also made the move to Stonehenge attractive. She drinks too much, and is very protective of her reputation, but beyond these minor foibles, she's willing to discuss her work with the younger magi.



For more details will you please see this entry: <https://ironboundtome.wordpress.com/2018/01/10/vanilla-covenants-project-asteria-of-verditius/>



STATS AT GAUNTLET

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

Size: 0, **Age:** 25 (25), **Height:** 168 cm, **Weight:** 72 kg, **Gender:** Female, **Decrepitude:** 0, **Warping Score:** 0 (0), **Confidence:** 1 (3)

Virtues and Flaws: The Gift, Hermetic Maga, Affinity with Metalsmith, Affinity with Terram, Deft Form (Terram), Improved Characteristics, Inventive Genius (Invent Lab Totals: +3), Minor Magical Focus (Bronze), Personal Vis Source (Terram), Puissant Magic Theory, Puissant Metalsmith, Puissant Terram, Verditius

Magic*, Blatant Gift, Deficient Form (Imaginem), Deleterious Circumstances (Against wind), Hatred (Non productive artistic types), Mentor (Verdi upper hierarchy), Weakness (Drinking)

Personality Traits: Disciplined +3, Perfectionist +3, Spontaneous -2

Abilities: Artes Liberales 1 (geometry), Athletics 2 (Climbing), Awareness 3 (flaws in stone and metal work), Finesse 1, Italian 5 (talking about metal and stone), Latin 4 (Hermetic terms), Magic Lore 1, Magic Theory 3+2 (Terram), Metalsmith 5+2 (Bronze), Parma Magica 1 (Terram), Philosophiae 2 (Verdi Runes), Scribe 1, Stonemason 3 (Statues and Busts)

Arts: Cr 5, In 2, Mu 5, Pe 3, Re 6, An 0, Aq 0, Au 0, Co 0, He 0, Ig 0, Im 0, Me 0, Te 12+3, Vi 0

Spells Known:

*Bindings of Bronze from Robes of Silk** (MuAn(Te) 15)

*Measurement of Metal** (InTe 10)

*The Bronze Dart** (Mu(Re)Te 15)

A Window of Singular Direction (MuTe 15) (HoH:TL p.141)

Hardness of Adamantine (MuTe 25) (HoH:S p.37)

*The Spell of Worked Bronze** (ReTe 5)

*Forge of Purest Bronze** (ReTe 15)

*Ominous Levitation of the Weighty Bar** (ReTe 20)



Asteria of Verditius



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Custom spells:

BINDINGS OF BRONZE FROM ROBES OF SILK

MuAn 15, R: Voice, D: Dia, T: Ind
This spell turns an item of Animal based clothing or equipment worn by the target into bronze (typically a shirt, robe, etc.), thereby hampering movement, affecting function, and increasing load. Exact effects will vary according to the articles worn by the target, ranging from no effect to practically complete immobilization.
(Base 4 to change a animal product to metal, +2 Voice, +1 Diameter, +0 Terram)

MEASUREMENT OF METAL

InTe 10, R: Touch. D: Mom, T: Ind
This spell informs the caster of the purity and quality of an amount of metal.
(Base 5, +1 Touch)

THE BRONZE DART

Mu(Re)Te 20, R: Voice, D: Mom, T: Ind
A 10 inch bronze dart rises from the earth and strikes an opponent within Voice range, inflicting +15 damage.
(Base 3, +1 increase damage, +1 Metal, +2 Voice, +1 Rego)

THE SPELL OF WORKED BRONZE

ReTe 5, R: Touch, D: Mom, T: Group
The magus may transform a piece of bronze into a finished form, as if a Bronzeworker had shaped and formed it. Up to one cubic foot may be transformed. The magus

must pass a Perception + Finesse roll substituting for Craft: Bronzeworker against an Ease Factor or at least 3 higher than the mundane Ease Factor. Failure reduces the bronze to a slumped lump as if an incompetent beginner had worked on it.
(Base 2, +1 Touch, +2 metal)

FORGE OF PUREST BRONZE

ReTe 15, R: Touch, D: Mom, T: Group
This spell smelts and purifies up to one cubic foot of bronze source materials. The pieces may be existing bronze work or raw copper, zinc, or lead bars. To achieve a suitable final result the caster must succeed a Finesse difficulty check of 12+. Appropriate craft skills may be add to this roll.
(Base 2, +1 Touch, +2 Group, +2 metal)

OMINOUS LEVITATION OF THE WEIGHTY BAR

ReTe 20, R: Voice, D: Conc, T: Ind
This moves any metal up to ten cubic feet in volume as fast as a bird flies, which can be used to move and then drop the object on targets. A volume of ten cubic feet will cause significant damage (approx +25 damage), and requires a successful Finesse targeting roll.
(Base 3, +2 Voice, +1 Concentration, +2 metal)

STATISTICS

Asteria of Verditius, at +60 years

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

Size: 0, **Age:** 85 (25), **Height:** 168 cm, **Weight:** 72 kg, **Gender:** Female, **Decrepitude:** 0, **Warping Score:** 6 (120), **Confidence:** 1 (3)

Virtues and Flaws: The Gift, Hermetic Maga, Affinity with Metalsmith, Affinity with Terram, Deft Form (Terram), Improved Characteristics, Inventive Genius (Invent Lab Totals: +3), Minor Magical Focus (Bronze), Personal Vis Source (Terram), Puissant Magic Theory, Puissant Metalsmith, Puissant Terram, Verditius Magic*, Blatant Gift, Deficient Form (Imaginem), Deleterious Circumstances (Against wind), Hatred (Non productive artistic types), Mentor (Verdi upper hierarchy), Weakness (Drinking)

Personality Traits: Disciplined +3, Perfectionist +3, Spontaneous -2

Twilight Effects:

Scar: Active Vim based spells emit a low pitch hum when she is within a few paces.

Scar: The smells of the forge smell like flowers to her.

✎ Asteria of Verditius ✎

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Abilities: Artes Liberales 1 (geometry), Area Lore: England 1 (5), Area Lore: Mines and Forges 1 (5), Athletics 2 (Climbing), Awareness 3 (flaws in stone and metal work), Brawl 1 (5), Carouse 1 (5), English 3 (30), Finesse 5, Great Weapon (staff) 1, Hermes Lore 1, Italian 5 (talking about metal and stone), Leadership 1 (5), Latin 4 (Hermetic terms), Magic Lore 1, Magic Theory 9+2(225) (Terram), Metalsmith 6+2 (Bronze), Parma Magica 5 (Terram), Penetration (Terram) 4, Philosophiae 6 (Verdi Runes), Scribe 1, Stonemason 3 (Statues and Busts), Teaching 3 (30)

Arts: Cr 14 (105), In 10, Mu 12 (78), Pe 11 (66), Re 20, An 9 (45), Aq 5, Au 5, Co 9 (45), He 5, Ig 10, Im 5, Me 12 (78), Te 24+3 (303), Vi 7

Familiar: "Gram" a surly and highly antisocial badger with a predisposition to steal Asteria's drinks and chew through earth, stone and metals for sustenance.
Bond a Badger (Might 15, Size -3), as Creo Terram LT 35, Cords: Gold 1, Silver 0, Bronze 3

Items crafted:

• **Talisman**

Attunements: Terram +3, Project bolt or other missile +3, Muto Terram +3

Invested Powers:

▪ The Bronze Dart at R: Sight (Muto Terram / Rego 28 =

Mu(Re)Te 25, +3/6 uses per day) (see spell p.21)

▪ **The Invulnerability of Midgard** (Muto Terram 29)

The Invulnerability of Midgard
MuTe 25, R: Personal, D: Sun, T: Ind

The Terram based target of the spell is made unbreakable, as per:

Hardness of Adamantine
(Muto Terram 25)
(Base 4, +2 Sun, +1 extra strength, +2 metal)

As an effect invested into an enchanted device: Muto Terram 29.

(Base effect: MuTe 25, Base 4: +2 affect metal, +1 extra strength, R: Per, D: +2 Sun / Constant, T: Ind. Enchantment mods: +3 Env trigger sunrise/set, +1 for 2 uses/day)

• **The Bronze Forge**

A huge grey stone bowl with removable lid, inset with magnets, with the outside surface inscribed with a variety of astrological symbols deliberately incomplete and fading.

▪ *Forge of Purest Bronze*
(spell above – Rego Terram 15) with (+10 unlimited uses, +3 her alone to use)
Grants a +1 Rego bonus

• **Bed of Talos**

A large solid bronze and white marble altar with a raised lip decorated with gold sigils. A forge is built within it.

Enchanted with the following effects – activated by a simple latin phrase.

▪ *Ballistic Perfection in Bronze*
Muto Terram / Rego 10, R: Voice, D: Mom, T: Ind

This spell remolds up to a cubic foot of bronze into a specific uncomplicated shape, such as a bullet, star, cube, or sphere, according to the caster's desire when the spell is cast.

The designer's intent was to shape excellent projectiles, and to make stacking bronze easier.

(Base 3, +1 Touch, +2 affect metal, Rego) (+10 unlimited uses)

Effect: *Gather to Bed for Punishment* (ReTe 50) – activated by a simple latin phrase. The Altar is not affected by the spell.

▪ *Swarm of Gathered Bronze*
Rego Terram 35, R: Voice, D: Conc, T: Group

The spell causes up to one hundred segments of bronze to float into the air and surround an object, person, or place within range. The segments slowly rotate around, moving running speed. Any single item removed a pace from the formation is no longer under the spell's effect.

The spell is primarily a way to gather and inspect bronze in the surrounding area, but can also be used to transport it, or have it ready for other spell effects.

(Base 3, +2 Voice, +1 Concentration, +2 Group, +1 group size increase, +2 affect metal) (+10 unlimited uses, +5 Device maintains concentration)



Asteria of Verditius



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▪ *The Spell of Worked Bronze*

As per spell above (Rego Terram 25) as (effect total Rego Terram 35) due to Unlimited use +10

• **Crumbling Mill**

A huge basin with many mechanical pylons inside which strike downward on the content in the basin; all enclosed in a rendered metal outer skin. The basin and face of the crushing pylons are not enchanted, so they may be replaced. Items within the basin are pummeled into a fine grit.

Opened as a lesser item, effect: Rego Terram 35 – A primitive machine which crushes material placed within with large pylons. ReTe 20, R: Personal, D: Conc, T: Group (Base 3, +0 Personal, +1 Concentration, +2 Group, +2 metal)

Triggered by speaking a command word to start and stop the motion. Unlimited uses, Pen +0

• **Power Hammer**

A set of five increasingly huge upright steel pylons mounted interchangeably above an anvil base, which forcibly hammer downward. The face of the each pylon is not enchanted, so they may be replaced.

Opened as a lesser item, effect: Rego Terram 35 – A primitive power hammer which selects the size and force of the strike; from small repeated moderate strikes, to brutally powerful steady strikes. ReTe 20, R: Personal, D: Conc, T: Group (Base 3, +0 Personal, +1

Concentration, +2 Group, +2 metal)

Triggered by speaking a command word to start and stop the motion. Unlimited uses, Pen +0

• **Muffling the Roar**

A solid basalt orb resting in a bronze shell. The orb is covered in shallow grooves which crisscross the surface at random.

Opened as a lesser item, effect: Perdo Imaginem 20 – All loud sounds are reduced in volume in the area around the effect, they will still be heard, but are reduced to polite speaking volume. Pelm 5, R: Voice, D: Conc, T: Special Triggered by speaking words to start and stop the spell. Unlimited uses, Pen +0

• **Tower of Bronze**

A fist sized lump of bronze shaped to look like a small hut, and etched with curious tiles and brickwork.

Opened as a lesser item, effect: Creo Terram 37 – This effect creates a heavily fortified tower made from pure bronze, with equivalent mass to 100 cubic paces of bronze. The multi-level building has thick walls, stairways between floors, a large lockable outer door, a ceiling hatch, battlements, four small internal rooms, a larger common, and storage pantries. While forming the platform will seek to anchor itself into the surrounding terrain either by wrapping around solid objects and digging into the ground.

CrTe 35, R: Touch, D: Sun, T: Ind Triggered by holding the hut in the left hand and touching the ground with the right palm open. Usable 3 times per day, Pen +0 Device will only last 70 years.

• **The Bronze Confine**

A three pace wide disc of marble (+5 wards), inset with a lead (+4) protective circle. Opened as a lesser item, effect: Rego Terram 40 - This spell creates a circle that no object with a bronze component may enter or leave. These objects may exist within the circle as long as they were there when the spell was cast. ReTe30, R: Touch, D: Ring, T: Circle.

Triggered by speaking words to start and end the ring protection. 24 uses per day. Pen +10

• **Bronze Folio of Circles**

A large folio book made from sheets of pressed and hinged bronze plates, illustrated with a series of etched empty circles on each page. Circles on each page have a sliding gate allowing the circles to be broken when desired. Intent is to transport valuable materials without bulk and safely.

Opened as a lesser item, effect: Muto Terram 30 – The terram objects touched within the circle are converted into a small two dimensional images for the duration of the spell. The effect can only affect non-living objects of standard size. MuTe 20, R: Touch, D: Ring, T: Circle

 **Asteria of Verditius** 

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Triggered by holding the terram item in the left hand and tracing the desired ring with the right index finger. Unlimited uses, Pen +0
Device will only last 70 years.

• **Orb of Darkness**

A bronze orb four inches diameter, inscribed with distorted geometric patterns and magical sigils.
Opened as a lesser item, effect: Perdo Ignem 27 (as per *Well Without Light* (Pelg 25) p.142). Pelg 25, R: Touch, D: Sun, T: Structure
Triggered by tracing three sigils in order, of sun, moon, castle. Usable 3 times per day, Pen +0

• **Loyal Servant of Bronze**

A bronze man sized statue of roman servant, which is inscribed with Verditius runes and other cryptic markings as details in toga and sandals.
Opened as a lesser item, effect: Rego Terram 37 – This effect animates a bronze statue so it can move and grants the statue a basic form of intelligence, akin to that of a dull human. A statue is clumsy but also very strong. Its combat statistics are Initiative -2, Attack +5, and Damage +6. While animated it is immune to most weapons but heavy, blunt weapons may be able to damage it at the storyguide's option (its suggested Defense is +1 and its Soak, +12). ReTe 20 R: Personal, D: Sun, T: Ind
Triggered by touching the statue's forehead and saying breathe. Pen

+0 Constant Effect
Device will only last 70 years.

• **Charm of the Child's Mind**

A bronze cross fixed with a pin and loop so it can be worn on a necklace or as a charm.
Opened as a lesser item, effect: Perdo Mentem 26 (as per *Trust of Childlike Faith* (Perdo Mentem 10) p.150).
PeMe 10, R: Eye, D: Dia, T: Ind
Triggered by holding the charm between index finger and thumb. 24 times a day. Pen +22

• **Crucible of Wonder**

Firstly, the crucible is enchanted to resist damage and breakage, based upon *The Hardness of Adamantine* (Muto Terram 25, *HoH:S* p.37) spell reworked with reduced power to protect stone instead of metal.

▪ *Unbreakable Vessel of Stone* (Muto Terram 24)
MuTe 20, R: Personal, D: Sun, T: Ind
A stone object is instilled with supernatural strength and hardness, becoming essentially unbreakable.
(Base 4, +1 affect stone, +2 Sun, +1 size)
(Enchantment effect: MuTe 24
(Enchantment mods: Constant +3 Env trigger sunrise/set, +1 for 2 uses/day))

▪ *Hardness of Bedrock*
Muto Terram 25, R: Touch, D: Sun, T: Ind

A stone object of up to ten cubic paces is instilled with supernatural strength and hardness, becoming essentially unbreakable for the duration. (Base 4, +1 Touch, +1 affect stone, +2 Sun, +1 size)

Then, to ensure it can operate as intended in the lab efficiently, a heating enchantment is invested (Creo Ignem / Rego 30) on the inside of the crucible so it can be set to a temperature desired by the user, beyond the temperature to melt any metal.

▪ *Heat of the Conflagrant Forge* (Creo Ignem / Rego 35)
Cr(Re)lg 25, R: Personal, D: Conc, T: Ind
An area of the target up to three paces in each dimension can be set to a temperature chosen by the user, up to hot enough to melt any metal. Rego requisite is required to optionally keep the outside of the object cool while the inside is heated.
(Base 10 to melt lead, +1 increase heat to include melting any metals, +1 Concentration, +1 size)
(+5 Device maintains concentration, +5 for 24 uses per day)

Lastly an effect to facilitate movement of the crucible. A buoyant bowl of molten metal isn't a wise idea in a lab, so care is still needed (final effect as Rego Terram 19)

▪ *Pleasant Alleviation of the Weighty Burden*
ReTe 10, R: Touch, D: Conc, T: Ind
This spell allows a large primarily



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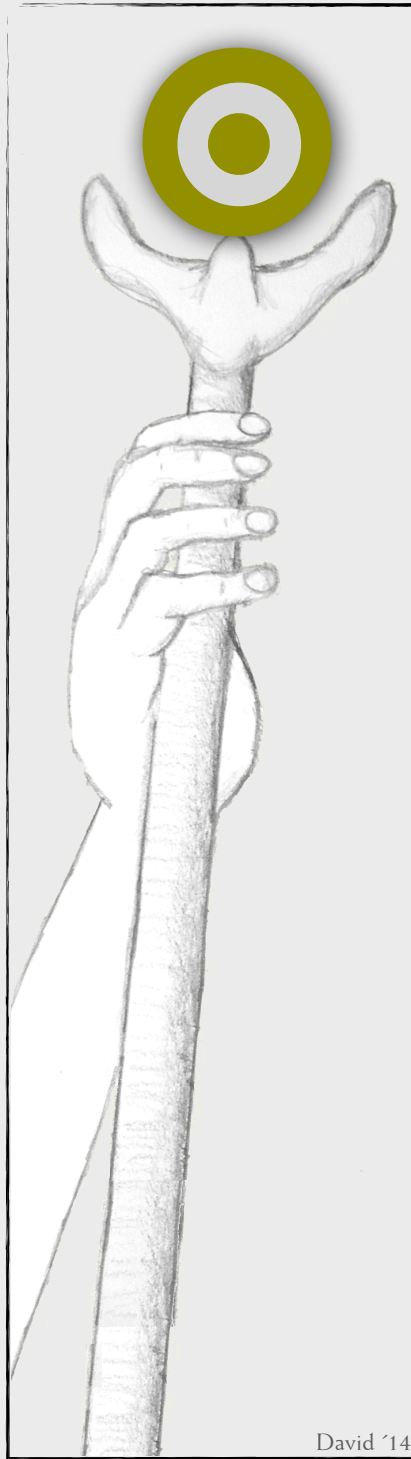


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stone object to be moved easily. It will not move or float by itself but can be moved more easily, as if almost weightless due to the spell assisting the manual effort. The object can only be lifted a few paces of the ground and may only move at walking speed; exceeding these limitations ends the effect.

(Base 2, +1 Touch, +1 affect stone, +1 Concentration, +1 size)

(As constant effect +9 as: +1 mag for D: Sun, and +4 for two uses per day and an environmental trigger)



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Spells Known:

*Bindings of Bronze from Robes of Silk** (MuAn(Te) 15)

*Conjure the Enormous Cube of Bronze** (CrTe 25)

*Wall of Bronze** (CrTe 30)

*Measurement of Metal** (InTe 10)

*Ballistic Perfection in Bronze** (Mu(Re)Te 10)

*The Bronze Dart** (Mu(Re)Te 15) (Mastery 1, Multicasting)

A Window of Singular Direction (MuTe 15) (HoH:TL p.141)

*Metal of Viscid Clay** (MuTe 20)

*Minuscule Thing of Bronze** (MuTe 20)

Hardness of Adamantine (MuTe 25) (HoH:S p.37)

*Destroy Bronze** (PeTe 25)

*The Spell of Worked Bronze** (ReTe 5) (Mastery 1, Precise Casting)

*Forge of Purest Bronze** (ReTe 15)

*Ominous Levitation of the Weighty Bar** (ReTe 20)

*Ward Against Bronze** (ReTe 30)

*Swarm of Gathered Bronze** (ReTe 35)

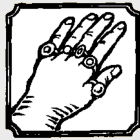
* New spells (see next page)

 **Asteria of Verditius** 

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Custom spells (created by Asteria):

The following spells will not be found in the core rulebook.



Animal Spells

BINDINGS OF BRONZE FROM ROBES OF SILK

MuAn 15, R: Voice, D: Dia, T: Ind
 This spell turns an item of Animal based clothing or equipment worn by the target into bronze (typically a shirt, robe, etc.), thereby hampering movement, affecting function, and increasing load. Exact effects will vary according to the articles worn by the target, ranging from no effect to practically complete immobilization.
 (Base 4 to change a animal product to metal, +2 Voice, +1 Diameter, +0 Terram)

Terram Spells

CONJURE THE ENORMOUS CUBE OF BRONZE

CrTe 25, R: Touch, D: Mom, T: Ind
 This spell creates a 1000 cubic feet of bronze, in roughly cubic proportions.
 (Base 5, +1 Touch, +3 size, Ritual)

WALL OF BRONZE

CrTe 30, R: Voice, D: Sun, T: Ind
 This spell creates a set of thick bronze walls, with an equivalent mass to 10 cubic paces in a configuration chosen by the caster. Multiple castings may be required to construct large battlements. The Voice range also allows for walls to be created beyond the reach of the caster potentially crushing opponents. Asteria of Verditius intent was a defensive spell which would aid battles, or also used for other ad-hoc purposes such as impromptu bridges or fords. Her sigil requires spells display markings of construction or measurement was expressed as regular measurement marks along each edge of the walls.
 (Base 5, +2 Voice, +2 Sun, +1 size)



MEASUREMENT OF METAL

InTe 10, R: Touch, D: Mom, T: Ind
 This spell informs the caster of the purity and quality of an amount of metal.
 (Base 5, +1 Touch)

BALLISTIC PERFECTION IN BRONZE

Mu(Re)Te 10, R: Voice, D: Mom, T: Ind
 This spell remolds up to a cubic foot of bronze into a specific uncomplicated shape, such as a bullet, star, cube, or sphere, according to the caster's desire when the spell is cast. The designer's intent was to shape excellent projectiles, and to make stacking bronze easier.
 (Base 3, +1 Touch, +2 affect metal, Rego)

THE BRONZE DART

Mu(Re)Te 20, R: Voice, D: Mom, T: Ind
 A 10 inch bronze dart rises from the earth and strikes an opponent within Voice range, inflicting +15 damage.
 (Base 3, +1 increase damage, +1 Metal, +2 Voice, +1 Rego)

METAL OF VISCID CLAY

MuTe 20, R: Touch, D: Sun, T: Part
 Softens metal to become like clay, which may be sculpted or molded, and becomes slightly sticky. The spell affects a one foot cube of material.
 (Base 3, +1 Touch, +2 Sun, +1 Part, +1 metal)

WIP



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MINUSCULE THING OF BRONZE

MuTe 20, R: Touch, D: Sun, T: Ind
Reduces an item made primarily or wholly made of bronze by three quarters in each dimension, with an sixty-four-fold decrease in weight. Requisites are required for non bronze components.

(Base 4, +1 Touch, +2 Sun, +1 further reduction)

DESTROY BRONZE

PeTe 25, R: Voice, D: Mom, T: Part

This spell utterly destroys up to ten cubic feet of bronze, the amount chosen by the caster. Delicate or fine destruction may require a Finesse check.

(Base 5, +2 Voice, +0 Momentary, +1 Part, +1 extra size)

THE SPELL OF WORKED BRONZE

ReTe 5, R: Touch, D: Mom, T: Group

The magus may transform a piece of bronze into a finished form, as if a Bronzeworker had shaped and formed it. Up to one cubic foot may be transformed. The magus must pass a Perception + Finesse roll substituting for Craft: Bronzeworker against an Ease Factor at least 3 higher than the mundane Ease Factor. Failure reduces the bronze to a slumped lump as if an incompetent beginner had worked on it.

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

FORGE OF PUREST BRONZE

ReTe 15, R: Touch, D: Mom, T: Group

This spell smelts and purifies up to one cubic foot of bronze source materials. The pieces may be existing bronze work or raw copper, zinc, or lead bars. To achieve a suitable final result the caster must succeed a Finesse difficulty check of 12+. Appropriate craft skills may be add to this roll.

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

OMINOUS LEVITATION OF THE WEIGHTY BAR

ReTe 20, R: Voice, D: Conc, T: Ind

This moves any metal up to ten cubic feet in volume as fast as a bird flies, which can be used to move and then drop the object on targets. A volume of ten cubic feet will cause significant damage (approx +25 damage), and requires a successful Finesse targeting roll.

(Base 3, +2 Voice, +1 Concentration, +2 metal)

WARD AGAINST BRONZE

ReTe 30, R: Touch, D: Ring, T: Circle

This spell creates a circle that no object with a bronze component may enter or leave. These objects may exist within the circle as long as they were there when the spell was cast.

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

SWARM OF GATHERED BRONZE

ReTe 35, R: Voice, D: Conc, T: Group

The spell causes up to one hundred segments of bronze to float into the air and surround an object, person, or place within range. The segments slowly rotate around, moving running speed. Any single item removed a pace from the formation is no longer under the spell's effect.

The spell is primarily a way to gather and inspect bronze in the surrounding area, but can also be used to transport it, or have it ready for other spell effects.

(Base 3, +2 Voice, +1 Concentration, +2 Group, +1 group size increase, +2 affect metal)



Antigone of Criamon

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Developed by:
The Fixer

Concept: this maga is a member of the Order's least comprehensible house. A visit to her tower is always an arduous experience, as it is filled with illusions, strange spirits and weird symbolism. She doesn't generally discuss her research, and when she attempts to, her words make sense individually, but don't seem to fit together into a comprehensible sentence.

Gender: Female

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

Size: 0

Height: 168 cm, **Weight:** 72 kg

Age: 99 (apparent 54)

Decrepitude: 1

Warping Score: 6 (30½)

Confidence: 1 (3)

Virtues and Flaws: The Gift, Hermetic Maga, Affinity with Imaginem, Affinity with Mentem, Cautious Sorceress (Bonus: Three



fewer botch dice casting spells or in lab), Clear Thinker (Bonus: +3 to resist lies, confusion, subterfuge), Cyclic Magic (Positive): +3 At Night, Minor Magical Focus (Controlling Minds), The Enigma*, Unaging (From Twilight), Cyclic Magic (Negative): -3 During the Day, Incomprehensible, Susceptibility to Divine Power, Twilight Prone

Combat:

Dodge: Init: +0, Attack --, Defense +0, Damage --

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

Kick: Init: -1, Attack +0, Defense -1, Damage +3

Soak: +1

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

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

Abilities: Area Lore: Bristol 3 (legends), Area Lore: Wales 4 (legends), Artes Liberales 2 (ceremonial magic), Athletics 1 (grace), Awareness 2 (determining effect), Charm 2 (first impressions), Code of Hermes 2 (tribunal procedures), Concentration 5 (spell concentration), Covenant Lore: Sabrina's Rest 3 (history), Enigmatic Wisdom 6 (twilight) (5), Finesse 7 (Imaginem), Folk Ken 2 (magi), French 5 (Norman), House Criamon Lore 5 (initiating others), Intrigue 2 (alliances), Latin 4 (hermetic usage), Leadership 2 (intimidation), Magic Lore 4 (regiones), Magic Theory 8 (inventing spells), Order of Hermes Lore 2 (history), Parma Magica 5 (Ignem), Penetration 5 (Vim), Philosophiae 2 (ceremonial magic), Stealth 2 (sneak), Teaching 3 (Enigmatic Wisdom)

Arts: Cr 14, In 10, Mu 11, Pe 7, Re 14, An 5, Aq 5, Au 6, Co 7, He 5, Ig 7, Im 25, Me 23, Te 5, Vi 13

Twilight Scars: Elusive shapes and sounds surround her; Antigone's looks change slightly over time; People sometimes don't notice her until she speaks.

Encumbrance: 0 (0)

Antigone of Criamon

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Equipment: Mirror of False Truths

Creator: Antigone of Criamon 1205; **Created:** Autumn 1198; **Vis Capacity:** 39; **Talisman:** Attunement Bonus: Mirror: +6 display images; **Electrum:** 3 Scrying; **Crown:** +3 control people; **Crown:** +5 gain respect, authority; **Total Pawns Invested:** 35; **Total Effect Level:** 328;

- **Effect Name:** *In the future, I bear your past*; **Effect Level:** 35; **Effect Details:** R: Arc, D: Conc, T: Hearing, **Frequency:** 24/day, **Concentration;** This effect is quite similar to *The Hear For Distant Voices*, save that, instead of allowing the wizard to hear everything in a Room, it moves his hearing to a place he's got a connection to. This is usually better, since it doesn't rely on a room, but not always, since he's limited to what he'd hear if he was present where the AC is; **Arts:** InIm 25; **Design:** Base 1, +1 Conc, +3 Hearing, +4 Arc;

- **Effect Name:** *All places are one in the Spharior*; **Effect Level:** 40; **Effect Details:** R: Arc, D: Conc, T: Vision, **Frequency:** 24/day, **Concentration;** This effects shift the caster's sight to a place for which he's got an arcane connection to. As this affect his sight, this is not limited to any room or structure. On the other hand, he can't move his sight farther than the AC's location; **Arts:** InIm 30; **Design:** Base 1, +1 Conc, +4 Vision, +4 Arc;

- **Effect Name:** *Phantasmal Turb*; **Effect Level:** 40; **Effect Details:** R: Voice, D: Conc, T: Group, **Frequency:** 24/day, **Concentration;** Makes an image of up to 10 clothed and equipped persons that can make noise. Under your direct, unspoken command, the persons can move about, speak, and behave as a human does; **Arts:** CrIm 30; **Design:** Base 2, +1 Conc, +2 Group, +2 Voice, +2 command, +1 intricacy;

- **Effect Name:** *We are all but One*; **Effect Level:** 52; **Effect Details:** R: Sight, D: Sun, T: Ind, **Frequency:** 3/day; As the spell of the same name, this is basically a variant of *Enslave the Mortal Mind*, but with Sight range; **Arts:** ReMe 50; **Design:** Base 25, +2 Sun, +3 Sight;

- **Effect Name:** *The Ghost that wasn't here*; **Effect Level:** 25; **Effect Details:** R: Touch, D: Moon, T: Ind, **Requisites:** Vim, **Frequency:** 1/day; Creates the illusion (image and sound) of a translucent spirit or ghost. This looks real to any Intellego Vim spell of level 10 or lower; **Arts:** CrIm 25; **Design:** Base 2, +3 Moon, +1 Touch, +2 moves as directed, +1 Vim requisite;

- **Effect Name:** *Bind the Spirits of the Night*; **Effect Level:** 50; **Effect Details:** R: Voice, D: Moon, T: Ind, **Frequency:** 24/day, **Penetration:** 30; As *Coerce the Spirits of the Night*, but with Moon Duration; **Arts:** ReMe 30; **Design:** Base 5, +3 Moon, +2 Voice;

- **Effect Name:** *The Seven Sleepers of Sabrina's Rest*; **Effect Level:** 30; **Effect Details:** R: Voice, D: Dia, T: Group, **Frequency:** 24/day; A reference to the seven sleepers of Ephesus, this effect puts a group of people to sleep. For the first diameter after it is cast, they cannot be woken by any mundane mean; **Arts:** ReMe 25; **Design:** Base 4, +1 Diam, +2 Group, +2 Voice;

- **Effect Name:** *Curse of the Silent Ghost*; **Effect Level:** 27; **Effect Details:** R: Touch, D: Moon, T: Ind, **Frequency:** 3/day; This curse makes its target seemingly disappear from the word: She can't be seen, heard or felt by touch. While this may prove a boon to a spy, the long duration makes it a dreadful, if non-lethal, punishment; **Arts:** Pelm 25; **Design:** Base 5, +3 Moon, +1 Touch;

- **Effect Name:** *The Scryer Spied*; **Effect Level:** 29; **Effect Details:** R: Per, D: Sun, T: Smell, **Frequency:** 2/day, **Trigger:** Constant; **TME p.95:** This spell works like *The Invisible Eye Revealed*, detecting any level 30 or lower scrying spell by "smelling" it in a 3-paces radius of its location. As a cosmetic effect indicating that the power has been triggered, a soft golden light feels the mirror; **Arts:** InVi 25; **Design:** Base 5, +2 Sun, +2 Smell;

A Silver Mirror with an engraved Golden Crown and Electrum decorations.

☹ Antigone of Criamon ☹

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Spells Known:

Corpus Spells

Preternatural Growth and Shrinking (MuCo 15, p.131) +19

Imaginem Spells

Phantasmal Animal (CrIm 20, p.144) +40

The Phantom Messenger (CrIm 20) +41, Mastery 1. This spell creates any word and sound the caster chooses, at a place he can see or has an arcane connection to. Antigone uses this to send messages to trusted grogs, as well as to frighten and confuse trespassers.

*The Room that Betrays the Truth** (CrIm 20) +40. This spell fills a room with visual illusions. While these are unchanging, they can be quite detailed. Antigone uses this to demonstrate the fickle and untrustworthy nature of the world.

Prying Eyes (InIm 5, p.144) +36

Discern Own Illusions (InIm 15, p.145) +36

The Ear for Distant Voices (InIm 20, p.145) +36

Discern the Images of Truth and Falsehood (InIm 25, p.144) +36

Aura of Childlike Innocence (MuIm 10, HoH:S p.96 or MoH p.91) +37

Notes of a Delightful Sound (MuIm 10, p.145) +37

Disguise of the Transformed Image (MuIm 15, p.146) +37

Silence of the Smothered Sound (PeIm 20, p.146) +33

Veil of Invisibility (PeIm 20, p.146) +34, Mastery 1 (quiet casting)

Wizard's Sidestep (ReIm 10, p.147) +40



Mentem Spells

*The Past is a Lie** (MuMe 10) +35. Make a major change to a person's memory of an event.

Lay to Rest the Haunting Spirit (PeMe 15, p.150) +31

The Call to Slumber (ReMe 10, p.151) +39, Mastery 1 (fast casting)

Coerce the Spirits of the Night (ReMe 20, p.152) +53, Mastery 1 (penetration)

*Reflections of the I** (ReMe 20) +39, Mastery 1 (penetration). This spell takes control of a disembodied spirit, allowing Antigone to control it. Once again, its spiritual underpinnings relies on the idea that everything and everyone comes from a fragmented unity. To remind the spirit of this, she must roll Stamina + Enigmatic Wisdom. The result of the roll determines the efficiency of her commands.

*The Eye of Tytalus** (ReMe 25) +52. Control a human being as long as you can see him.

Voices from Hollow Spaces (ReMe 25, HoH:TL p.140) +52. This spell holds a ghost or over incorporeal spirit into a ring. The spirit must, of course, be already into the ring, willingly or not. Antigone usually uses another spell for this.

Incantation of Summoning the Dead (ReMe 40, p.152) +44, Mastery 2 (penetration, imperturbable casting)

*We are all but One** (ReMe 40) +52. A touch range variant of *Enslave the Mortal Mind*, this surimposes Antigone's will over the Target's. To Antigone, this reminds the target of the spharior, where everything was one, including her will and the target's.

Vim Spells

*Enlighten the Hermetic Magus** (CrVi 15) +28. Give the target two Warring Points.

Shroud Magic (MuVi 20, p.159) +25

Opening the Intangible Tunnel (ReVi 15, p.162) +29, Mastery 1 (penetration)

Maintaining the Demanding Spell (ReVi 20, p.162) +29, Mastery 1 (imperturbable casting)

* New spells (see next page)



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New Spells (Antigone's grimoire):

The following spells will not be found in the core rulebook.

Imaginem Spells

THE ROOM THAT

BETRAYS THE TRUTH

CrIm 20, Casting Total: +40,

Penetration: +25

R: Touch, D: Moon, T: Room

This spell fills a room with visual illusions. While these are unchanging, they can be quite detailed. Antigone uses this to demonstrate the fickle and untrustworthy nature of the world.

(Base 1, +3 Moon, +2 Room, +1 Touch, +1 Intricacy)

Mentem Spells

THE PAST IS A LIE

MuMe 10, Casting Total: +35,

Penetration: +30

R: Eye, D: Moon, T: Ind

Make a major change to a person's memory of an event.

(Base 2, +3 Moon, +1 Eye)

REFLECTIONS OF THE I

ReMe 20, Casting Total: +39,

Penetration: +25

R: Voice, D: Conc, T: Ind

Spell Mastery: 1 (5), Special Ability: penetration

This spell takes control of a disembodied spirit, allowing Antigone to control it. Once again, its spiritual underpinnings relies on the idea that everything and everyone comes from a fragmented unity. To remind the spirit of this, she must roll Stamina

+ Enigmatic Wisdom. The result of the roll determines the efficiency of her commands.
(Base 5, +1 Conc, +2 Voice)

THE EYE OF TYTALUS

ReMe 25, Casting Total: +52,

Penetration: +32

R: Eye, D: Conc, T: Ind

Spell Focus: Controlling Minds

Control a human being as long as you can see him.

(Base 15, +1 Conc, +1 Eye)

WE ARE ALL BUT ONE

ReMe 40, Casting Total: +52,

Penetration: +17

R: Touch, D: Sun, T: Ind

Spell Focus: Controlling Minds

A touch range variant of *Enslave the Mortal Mind*, this surimposes Antigone's will over the Target's. To Antigone, this reminds the target of the spharios, where everything was one, including her will and the target's.

(Base 25, +2 Sun, +2 Voice)

Vim Spells

ENLIGHTEN THE

HERMETIC MAGUS

CrVi 15, Casting Total: +28,

Penetration: +19

R: Touch, D: Mom, T: Ind

Give the target two Warping Points.

(Base 10, +1 Touch)

Notes:

- **Her Minor Focus in Controlling Minds:** I used my easy method for minor foci, which is to take roughly a Technique (Rego), and to add to it a subset of a Form (Mentem).

As such, it only applies to those spells that allow her to directly control a mind, to give orders. It doesn't affect emotions, as an example. Going back, I should maybe have done the reverse.

- **Regarding spells:** With one exception, about at 30 years pg, I assumed she developed all her spells without a lab text, which makes her somewhat underpowered compared to what she should be, yet still ahead of a standard "elder" *Ars Magica* magus.

- **Regarding her world view, and how it affects her spells:** She holds thinks that time doesn't exist, or rather is an illusion that imprisons people. To her, everything is still the spharios, which means everything is still one: people, places... are the same, we are just confused into believing otherwise. It follows that individuality, and space, all that we perceive, are also illusions. Everything is all but one.

Through her spells, she seeks to demonstrate that. To her, when she uses magic to scry, she doesn't look at another place, she just ignores the illusion that is distance, or has her future self remind her present self of something she learned. When she controls minds, she doesn't impose her will over someone: Her target's thoughts and hers are just reminded that they are the same. Any act of magic is not imposing your will over the world, but you doing something with your "body".

Likewise, illusions are a tool to demonstrate that the physical world, although appearing more real, is still a lie, a better one at best. In a way, even her *Curse of the Silent Ghost* serves to blur the boundaries, making the target no different from an illusion of Touch. Likewise, ghosts and spirits show that thought and intent can exist without a physical body.

So I picture her as having her sanctum layered in illusions, which she changes from time to time, with ghosts and spirits bound through *Voices from Hollow Spaces*, to which she speaks and discusses her ideas. Entering her sanctum should thus be a strange experience, as one doesn't know what is real or not.

The Companions

THE FOLLOWING companions can be substituted out if player characters, which are free under the Covenant design rules, have been designed to fill similar roles. They have a highest score of 7.

Selene the Autocrat

AN AUTOCRAT IS a person charged by the Council of magi with ensuring that their orders are carried out. The autocrat is the effective ruler of the community. The autocrat for this covenant sits in Council with the magi, and records the meetings, but does not vote. Technically the autocrat cannot give the younger magi orders but, similarly, the autocrat does not answer to the younger magi, since they are not Councillors. That being noted, magi are still magi, and so the autocrat treats them with respect.

SELENE IS IN HER forties, but has been given a longevity potion, and so looks a little younger than she actually is. She was trained to be an autocrat in a distant, Continental covenant. She is per-

haps the natural daughter of a magus, which explains her high level of education, but she does not seem to keep in contact with anyone who might conceivably be her parent. She is fluent in Latin, which like some covenant-raised children was her native language. She also speaks German, and a smattering of the local language, which she is developing when her duties allow her sufficient time. She has a husband, who is the covenant's scribe and librarian. They have three children, all of whom are adults. Her lack of strong local language skills is mediated a little by her oldest daughter, named Gwendolyn, who speaks the local language well and acts as her secretary.

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

Size: 0, Age 41, Confidence 1 (3).

Virtues and Flaws: Educated, Protection (really is the daughter of an archmagus), Close Family Ties, Heir (to an archmagus).

Abilities: Area Lore 2 (Bristol Channel), Artes Liberales 4 (geography), Awareness 1 (hidden

weapons), Bargain 2 (redcaps), Canon and Civil Law 3 (land), Charm 3 (magi), Concentration 3 (plans), Etiquette 4 (magi), Folk Ken 3 (grog), Guile 2 (redcaps), Intrigue 3 (magi), Leadership 3 (covenfolk), Legerdemain 6 (protecting self), Speak Latin 5 (magi), Speak Local Language 3 (covenfolk), Profession Autocrat 7 (defenses), Ride 2 (mountainous terrain).

Personality Traits: Dedicated +3.

Reputations: Fair +2, Ruthless +1.

Storuguide's notes for this section

You don't need to use every Virtue slot, particularly for NPCs, as it loads them down with Flaws.

Padriac the Turb Captain

THE TURB CAPTAIN IS the master of the *custodes*, the grogs who acts as warriors. If the magi do not express some other preference, he selects which individuals accompany the magi on each adventure. This covenant does not have a tradition of designated shield grogs, where each magus has a particular heavily-armed and highly skilled warrior as a perpetual bodyguard, so the turb captain's recommendation is a great opportunity for those interested in the dangerous but lucrative position at a magus's side. The turb captain is also in charge of training the grogs. Currently they train sufficiently that they can fight as a unit, but none of the

Plot Hooks

- Selene has a job she needs taken care of...
- Her father is on the run from an enemy he can't defeat in Wizards' War, and hides out in the covenant for a few months. How to the magi keep an eccentric who can warp the world secret?
- Selene's father dies. How does she gather her inheritance, and what does it contain? What enemies does she also inherit?
- Selene's niece is dating an unsuitable man, and she sends out the player characters to rough him up. Does his information about the covenant pose a security threat, and how can they silence him without killing him?

groggs fulfills their role exclusively: many still also work on family fishing boats.

PADRIAC IS a prominent man in the local community, and lives in a large house in the village outside the covenant. He's a skilled woodworker, as have been many of his ancestors, and so the house is a sort of organic structure, expanding as time allows and need suggests. As a man in his forties, he is perhaps a little old to lead men in battle, but his people are more familiar with shipboard authority than landsfolk. The idea of having a leader who stands clear and shouts orders makes perfect sense to them.

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

Size: 0, **Age** 40, **Confidence** 1 (3).

Virtues and Flaws: Large, Tough, Turb Trained*, Close Family Ties, Dutybound**, Offensive to Animals.

* This is a minor Social Status Virtue introduced in the *Groggs* supplement. It adds 50 experience, and allows the purchase of Martial Abilities at character creation. It also permits training in the

language of the magi (Latin, in this case).

** Has a vague religious sentiment against torture, murder, and similar acts.

Abilities: Area Lore 1 (Exmoor), Athletics 3 (running), Awareness 3 (supernatural threats), Bargain 3 (with liars), Bow 2 (shortbow), Brawl 4 (people younger than he is), Carouse 3 (beer), Cornish 5 (groggs), Dominion Lore 1 (Cornwall), Faerie Lore 1 (Cornwall), Folk Ken 3 (Local village), Infernal Lore 1 (Dartmoor), Latin 4 (magi), Leadership 7 (groggs), Magic Lore 1 (trivia), Single Weapon 6 (axe), Survival 3 (Bristol Channel), Swim 3 (ocean), Thrown 2 (knife).

Combat (includes bonus for specialization)

Axe and buckler shield:* Int +1, Atk +11, Dfn +8, Dmg +6.

Bludgeon: Int +1, Atk +7, Dfn +5, Dmg +2.

Short bow: Int 1, Atk +6, Dfn +3, Dmg +6.

Thrown knife: Int 0, Atk +4, Dfn +3, Dmg +2.

*Axes are good for ship combat, as are smaller shields. If he knows he's fighting in a less enclosed

space, he'll use a bigger, round shield. This adds +1 to his Defense.

Soak: +5 without equipment. Wears heavy leather for ship battles (+2 Protection). He has metal scale for sieges and similar pitched battles (+7 Protection).

Body Levels: 0 (1-6), -1 (7-12), -3 (13-18), -5 (19-24), Incapacitated (25+).

Personality Traits: Loyal +3.

Reputations: Fierce +2, Bloodthirsty +1.

Sir Horace, The Convenient Knight

MAGI ARE NOT permitted to own land in England, because all English land is held under a feudal oath of service, and magi may not bend the knee to overlords. To prevent difficulty arising, the magi of this covenant have a tame family of nobles, the de Commoduses. This name was initially a joke among the magi (it means "the convenient") but one of their noblemen used it officially at court and so it has stuck. The family has existed for fifty years, but the magi here have planted evidence giving them a longer historical pedigree in various places. The current knight, Horace de Commodus, is not, biologically speaking, the nephew of the previous landholder, but that's the story the outside world knows.

SIR HORACE WAS a younger son who went on crusade, partly out of piety and partially out of a desire to grow rich or famous enough to get a role in court. He

Plot Hooks

- One of the covenant's retired soldiers has vanished from his cottage. Padriac wants to know where he's gone, and why.
- Padriac's nephew has died in battle. Vengeance is not technically required, but if you have a hammer, a lot of things look like a nail...

- Padriac's uncle was a turb captain, and lost a magical axe in battle. He lost an arm at the same time, so he was never really shamed by the loss. When Padriac hears a rumor of its location, however, he wants to get a small group together and interrogate the inhabitants of a smuggler's den on the Cornish coast, seeking the axe's owner.

fell from a scaling ladder during a siege and shattered his spine. He was shipped home, and spent his time rotting away, under the care of a monastery in which one of his older brothers was an abbot. The magi of the covenant found him here, and offered him the role of the young de Commodus, offering him back the use of his legs in exchange for his service, and for severing ties from his birth family. He has been in the role less than a year.

HORACE IS NOT the turb captain, because he cannot speak the local language. Learning it is something of a priority for him, because that he cannot understand what his underlings are saying is an obvious hole in the pretense that he's the heir of the previous lord. Once he absorbs the local dialect, he might take up the role. He makes himself useful in other ways. For example he speaks the French usual among the English nobility, and has passable Latin, so he can sent to sort out problems with the border princes and churchmen in coastal Wales. He's also the warrior in the covenant with the most formal training, which makes him useful when combat is expected.

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

Size: 0, **Age** 40, **Confidence** 1 (3).

Virtues and Flaws: Improved Characteristics, Knight, Luck*, Warrior, Compulsion**, Dark Secret***.

* Horace is not aware he has this. For example, he didn't die falling

from a scaling ladder, instead he broke his back. He didn't live out his days in a hostel, instead he was given the role of a landed noble by magi. It's never occurred to him that he's a lucky man. He sees the many scrapes he's survived as poor luck, not as fatal accidents he's somehow avoided.

** Wants a Higher Purpose. If he ever finds one, switch out the Flaw.

*** Horace does not have the Landed Noble Virtue, because it describes a person who has control of various resources, and in the case of the covenant lands, that control is exercised by the magi, through Selene, suing him as a mouthpiece. The core rules say all Landed Nobles need to take one can have a Lost Love or Close Family Ties or Enemies in a family vendetta. Horace has taken an Oath to King Henry III. It is not listed here because the troupe has agreed that this particular string will never be pulled, so that Horace can have Dark Secret instead.

Abilities: Athletics 2 (marching), Awareness 2 (people), Bargain 3 (nobles), Brawl 3 (during fights with weapons), Carouse 2 (nobles), Cornish 2 (grogs), Charm 3 (nobles), Dominion Lore 2 (crusaders), Etiquette 6 (nobles), French 5 (nobles), Great Weapon 7 (sword), Hunt 3 (boars), Intrigue 4 (lying about self), Latin 4 (magi), Leadership 3 (grogs), Ride 3 (in combat), Survival 1 (desert).

Combat (includes bonus for specialization)

Double handed sword: Int +3,

Atk +13, Dfn +11, Dmg +10.

Gauntlet: Int +1, Atk +4, Dfn +6, Dmg +3.

Lance (dismounted): Int +4, Atk +11, Dfn +10, Dmg +8.

Soak: +1 without armor. Has a suit of chainmail (+8 Protection).

Personality Traits: Looking for a mission in life +3: switch this out if he finds one.

Reputations: Boringly pious +3 (cultivated deliberately to limit interaction with other nobles).

Plot Hooks

- It's handy to have an heir set up for the convenient knight: who do you pick and why?
- The secret might be out: someone from Horace's past has recognized him. Can this person be silenced, or bought into the charade?
- Horace has to go to court, to meet the King's new agent in Devon. How can he make the best possible show, while, at the same time, subtly suggesting he be left alone to "his" island.

Guillame the Librarian

GUILLAME'S PATH into Hermetic service was circuitous. He was, initially, a student, and made money for his studies as a copyist. His talents were such, however, that he soon became involved in forging documents. One of his clients paid for him to be murdered, so that his documents could never be sworn against in court. The murderer, however, tipped

Guillame off. He sought the help of another client, who he knew travelled a lot, to flee France. The client was Democritus, the redcap from this covenant, who had been using Guillame to forge documents relating to the de Commodus family (see *Sir Horace* p.28). After a few seasons acting as the covenant's in-house forger, creating all kinds of little pieces of verisimilitude for the de Commoduses, he was asked to take over the care and mending of the books. He was courting the covenant's autocrat at the time, so he was more than happy to hang around.

GUILLAME'S THE LEAST scholarly of the librarians in the Order, many of whom are either trained in covenants or have some connection to the scriptoria of the Church. That being said, he's quite a skilled librarian now that he's been at it for decades. He is teaching one of his daughters the trade. Her name is Avon, and she can often be seen delivering books to magi, or haggling with merchants in the coastal towns for the hides needed for parchment-making. She's also in charge of the

covenant's geese, whose feathers are used in quill-making.

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

Size: 0, Age 43, Confidence 1 (3).

Virtues and Flaws: Cautious with Scribing, Educated, Light Touch, Ability Block (Martial Abilities), Close family ties, Dark secret*.

* is a notorious criminal whose previous clients want him dead.

Abilities: Area Lore 2 (towns of the Welsh coast), Awareness 4 (forgery), Bargain 3 (with criminals), Canon and Civil Lore 1 (copying books), Carouse 2 (students), Cornish 3 (servants), Concentration 3 (texts), Dominion Lore 1 (libraries), Faerie Lore 2 (faerie stories), Folk Ken 3 (local peasantry), French 5 (nobility), Guile 3 (forgeries), Infernal Lore 1 (demons that harm books), Intrigue 3 (court documents), Latin 6 (church), Legerdemain 2 (hiding documents), Magic Lore 1 (runes), Magic Theory 1 (tractatus), Profession: librarian 7 (Hermetic), Ride 1 (clinging on for dear life),

Stealth 3 (silent movement), Teaching 1 (scribing).

Personality Traits: Happy Cynic +2, Curious +1.

Reputations: Honest +3.

Tobias the Merchant

TOBIAS IS THE CHIEF merchant of the town. He's arguably the most influential man in the little meeting of heads of households which serves to thrash out local issues. He doesn't work for the covenant exactly, but he often finds it profitable to make himself convenient to the magi. In exchange they provide him with money and offer cheap goods to sell in the coastal towns. They are also teaching his children to read, without having to send them to some distant Church school.

TOBIAS'S BOAT isn't a great piece of military hardware: it can be sailed by three people, and can carry about 20 tons of cargo. That's enough for him to ferry magi about, and for him to buy up the surplus of the local catches, and take it to Wales. He currently has three boats like this, the other two captained by his nephews, and the magi always pay him well if one gets destroyed. He also has a dock and warehouse in Bristol.

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

Size: 0, Age 40, Confidence 1 (3).

Virtues and Flaws: Merchant*, Ways of the Sea, Well-travelled, Favors (other merchants), Over-sensitive (wasting money).

Plot Hooks

- A stranger sneaks onto the island, to attempt to kill Guillame. After he's caught, the people who send him are more careful and clever. How can they be tracked down?
- One of his children is kidnapped, and he needs to break out his old skills to track them down.

He brings other characters along as muscle and assets.

- One of the librarian's forgeries has allowed a prominent family to claim some land, but it is being assessed by the Church. Guillame is a far better forger now than he was when he made the initial effort, and wants to replace the older forgery with a better one. Sadly, it's currently in a monastic library...

* This Minor Social Status Virtue is described more fully in *City and Guild*, but reflects Tobias's small fleet of ships, their crews, and his warehouse.

Abilities: Area Lore: Bristol Channel Ports 3 (merchants), Athletics 3 (climbing), Awareness 3 (at sea), Bargain 3 (with women), Bow (short) 3, Brawl 2 (improvised weapons), Carouse 2 (with sailors), Charm 3 (women), Chirurgy 2 (sailing injuries), Faerie Lore 2 (sea), Folk Ken (local community) 3, Great Weapon 3 (axe), Guile 1 (spotting lies), Leadership 4 (sailors), Cornish 5 (sea folk), Latin 4 (magi), Profession: merchant 7 (sources), Survival 2 (Bristol

Channel), Swim 3 (ocean), Thrown 2 (javelin).

Combat (includes bonus for specialization)

Bludgeon: Int 0, Atk +5, Dfn +3, Dmg +2.

Bow: Int -1, Atk +7, Dfn +4, Dmg +6.

Double handed axe:* Int +1, Atk +0, Dfn +4, Dmg +11.

Thrown javelin: Int 0, Atk +5, Dfn +3, Dmg +5.

* Uses this to intimidate, but is only of moderate skill.

Soak: 0 without armor. Has a suit of leather partial armor (+2 Protection).

Personality Traits: Sees money as personal security +3.

Reputations: Will chisel you for every fair penny +2.

Plot Hooks

- A ship vanishes. Where did it go and can the crew be saved?
- A merchant that Tobias owes favors to calls in his marker. It may not be expensive, but it will likely be embarrassing.
- Tobias hears rumors of a trade opportunity in a new town. Can he set up the links he needs to trade, or is this a trap set by the covenant's enemies?

Storyguide's notes for this section

These companions are fairly archetypal, so they can either be used as is, modified, or replaced. Many are described as older, so companions in their twenties might be the children of these characters. They also make great experienced characters for new players to try the system on, before retiring them to play, for example, their children. Many have spare Flaw and Virtue slots, so they could be customized as player characters. Don't buy Virtues first: always buy Flaws first. You don't need to fill up your Flaw slots so you get all the Virtues you can have.

The characters are also of similar age because it demonstrat-

es one of the easiest ways to cheat the character design process. If all of the characters have roughly the same age, instead of adding up the experience points, you can instead just take the raw scores from one character and rearrange them for the next, adding or subtracting 15 XP per year of age difference, with 50 XP lost or gained based on certain Virtues.

I like the +2/+2/+1 configuration for NPC characteristics. It lets you signal where they have strengths, and for them to be good enough at their core task that magi acting sensible should want to hire them. At the same time, it means if a player really wants their character to be the cleverest, or fleetest, you've left space for the to do that without purchasing Virtues.

I know the line style is for short Personality Traits and Reputations, but I prefer long ones, which can be called into scene rather like Aspects in the Fate Roleplaying game. It stops you having "Brave +3" on everyone. Similarly, I think a specialization of Ride (hanging on for dear life) is better than Ride (avoiding falls).

I presume that characters who are professionally employed by the Order can use their Professional skill to do a wide variety of things. For example if the autocrat is buying supplies for the covenant, that's Profession: Autocrat not Bargain, in her case. Similarly she doesn't need to waste a lot of points on penny-packet skills for Order Lore or Covenant (Organizational) Lore.

Resources

THE COVENANT HAS fairly typical resources.

Library

THE COVENANT'S library contains the following materials.

Summae

4 ARTS SUMMAE Level 15, Quality 16: 124 build points.



On the Repair of Damage to the Muscles, Organs and Other Fibers of the Body



The Pleasures of Ignition in Confined Spaces: A Memoir



The Nature of Vision

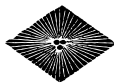


Metals As Means of Expression of Ideas

11 ARTS SUMMAE Level 9, Quality 19: 308 build points.



On the Generative Nature of Things



Criamon's Discussions of Perception, in Plain Latin, with Helpful Illustrations, Volume 1



Change Is Oft For The Better



Things Dropped From a Height Often Make Delightful Sound



Authority: Its Mystical Nature and Use



Flesh, Fish and Fowl



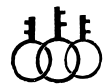
Wind is No Joking Matter



Commentary on The Patient Art of Aquam



The Trees of the Forest



The Mind, Stark In Its Nakedness



A Higher and Deeper and Wider Meaning

5 ABILITY SUMMAE Level 6, Quality 15: 165 build points (Artes Liberales, Dominion Lore, Faerie Lore, Infernal Lore, Magic Theory).

- *The Basic Structures of the World, and of Civilization*
- *Rendering Unto God What Is At Least Arguably Caesar's*
- *British Goblins*
- *I Met A Man With Red Hands and He Said To Me These Things*
- *The Early Writings of Bonisagus, A Selection*

Casting Tablets*

280 LEVELS OF SPELLS costing 112 build points.

- *The Cloudless Sky Returned* PeAu30, p.128
- *Chirurgeon's Healing Touch* CrCo20, p.129



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- *The Severed Limb Made Whole* CrCo25, p.129
 - *The Inexorable Search* InCo20, p. 131
 - *Seven League Stride* ReCo30, p.135
 - *Aura of Ennobled Presence* MuIm10, p.145
 - *The Shrouded Glen* ReMe40, p.152
 - *Sense The Lingering Magic* InVi30, p.158
 - *Demon's Eternal Oblivion* PeVi30, p. 160
 - *Aegis of the Hearth* ReVi30, p.161
 - *Gather The Essence of the Beast* ReVi15, p.162
- * Casting tablets appear in Covenants.

Laboratory Texts for Spells

1,000 SPELL LEVELS costing 200 build points.

- *Soothe the Pains of the Beast* CrAn20, p.117
- *Weaver's Trap of Webs* CrAn35, p. 117
- *The Wizard's Mount* CrAn35, p. 117
- *Opening the Tome of the Animal's Mind* InAn25, p.118
- *Doublet of Impenetrable Silk* MuAn15, p.118
- *Ward Against the Beasts of Legend* ReAn10, p.120
- *Lungs of the Fish* MuAq(Au)20, p. 122
- *Circling Winds of Protection* CrAu(Re)20, p.125
- *Eyes of the Bat* InAu25, p.125

- *Talon of the Winds* InAu20, p.127
- *Chirurgeon's Healing Touch* CrCo20, p.129
- *The Severed Limb Made Whole* CrCo25, p.129
- *Whispers Through the Black Gate* InCo(Me)15, p.130
- *Disguise of the New Visage* MuCo15, p.131
- *Invocation of Weariness* PeCo20, p. 133
- *Seven League Stride* ReCo30, p.135
- *The Leap of Homecoming* ReCo35, p.135
- *Thaumaturgical Transformation of Plants to Iron* MuHe20, p.137
- *Ward Against Wood* ReHe25, p. 139
- *The Treacherous Spear* ReHe25, p. 139
- *Arc of Fiery Ribbons* CrIlg25, p.140
- *Ball of Abyssal Flame* CrIlg35, p. 140
- *Words of the Flickering Flame* InIlg35, p.141
- *Conjuration of the Indubitable Cold* PeIlg25, p.142
- *Ward Against Heat and Flames* ReIlg25, p.143
- *Discern Images of Truth and Falsehood* InIm30, p.144
- *Disguise of the Transformed Image* MuIm15, p.146
- *Veil of Invisibility* PeIm20, p.146
- *Silence of the Smothered Sound* PeIm20, p.146
- *Vision of the Haunting Spirits* MuMe(Im)40, p.150

- *Blessing of Childlike Bliss* PeMe25, p.151
- *Aura of Rightful Authority* ReMe20, p.151
- *Scent of Peaceful Slumber* ReMe20, p.151
- *The Incantation of Summoning the Dead* ReMe35, p.152
- *The Shrouded Glen* ReMe40, p.152
- *Edge of the Razor* MuTe20, p.154
- *Obliteration of the Metallic Barrier* PeTe20, p.155
- *The Earth Split Asunder* ReTe30, p. 156
- *Scales of Magical Weight* MuVi5, p. 158
- *Sense the Nature of Vis* MuVi5, p. 158
- *Aegis of the Hearth* ReVi30, p.161
- *Gather the Essence of the Beast* ReVi15, p.162

Spell level total 1,000.

Storuguide's notes for this section

The library is good for foundational study, but poor for higher study in many areas. This is to force magi to travel to other covenants to access their books. The spells are a sort of mixed bunch, mostly mid- to high level. There are holes in the collection, for example there's not a lot of Herbam, but these are there to get the characters to explore trade with other covenants.

Plot Hooks

- Visiting other covenants for book trading.
- Seeking supplies for creating mystically resonant books.
- A magus who needs to learn one of these spells offers a favor in exchange for study time. What do the magi want her to do?

Enchanted Items

100 LEVELS. 40 build points.

• Democritus's Glove

THIS GLOVER CASTS the spell *Gather The Essence of the Beast* (p.162), which allows the vis from an object to be concentrated into a smaller part of that object, to be severed for easier transportation.

Effect: ReVi15: R: Touch, D: Momentary, T: Individual (as spell). 15 levels.

• Disks of Light

INITIALLY DESIGNED AS fireless light sources, to allow magi to work more safely in their laboratories, these magic items are now sometimes taken by the magi when they travel. In form, each is a thin disk of bronze, like a coin. Before enchantment, each was pierced, so that it could be hung on a chain. The chain used is not enchanted, and can be replaced by a thin belt, to be worn about the waist, or lanyard, to be worn on the wrist or about the neck.

WHEN THE WORD "lumen" is spoken, light pours from the disk.

This illuminates an area about ten paces deep as if it were in bright sunlight. If worn, the body of the character blocks the light from one side of the disk... Characters can darken the disk by command: it can however be slipped into a leather pouch. A character whose eyes are dark-adjusted, suddenly startled with one of these lights may be blinded for a round (-3 on rolls). Trapping an enemy in this way should be treated as a combat maneuver.

THE PLAYER CHARACTERS have access to two of these disks (one for each of the missing magi).

Effect: Relg15: R: Personal, D: Sun, T: Individual (Base 5, +2 Sun). Two items = 30 levels.

• Ring of Lost Time

THIS RING ALLOWS the wearer to erase five minutes of the target's memory, removing a particular event. The character's memory for that period is a blank, but if prompted by enough clues and questions, they may recover the memory with an Intelligence stress roll. The target for this roll is generally 9, but is lower for vital memories, and higher for trivial ones.

Effect: ReIm20: R: Voice, D: Momentary, T: Individual (based on *Loss of But a Moment's Memory*, p.151, but with Voice range). 20 levels.

• Scrying Mirror

THIS MIRROR IS a sheet of highly polished silver, surrounded by an oak frame. It allows the magi to view and hear a location or person to whom they have an

Arcane Connection. Misuse of this magic-al item may lead to charges under the Code of Hermes.

Effect: InIm25: R: Arcane, D: Concentration, T: Room (as *Summoning the Distant Image*, p.145). 25 levels.

• The Wristband For The Injured

THIS IS A LEATHER wristband which allows the user to bind closed the wounds of the injured, so that they do not suffer aggravation from the actions required to return home.

Effect: CrCo10: R: Touch, D: Sun, T: Individual (as *Bind Wound* ArM5, p.129). 10 levels.

Storyguide's notes for this section

This is basic adventuring gear which allows the characters to correct some problems, and that can be used in creative ways. A classic scrying mirror is included, to allow the player characters to scout locations and find missing expeditioners. It also tempts them to break the Code.

Plot Hooks

- A faerie knight has been using a disk like those the covenant has. Is it a duplicate? How did the faerie discover the existence of the disks?
- The mirror begins to show (false) visions of the future. Do the player characters get fooled? What's causing this?

Vis and Money

THE COVENANT has a moderate store of both vis and silver.

Vis Sources

THE COVENANT HARVESTS one pawn of Ignem per season from a Roman mirror that was found on the site, and is stored in the Council Chamber. The mirror is laid on the ground, and when the sun strikes it, at dawn on certain days, the sun in the mirror becomes a small, difficult to handle, ball of self-perpetuating flame.

THE COVENANT MAY claim 6 pawns of Vim vis from the ice gardens of a merfolk tribe, who ceded them to the covenant in exchange for aid in a war many years ago. This is generally consumed in the casting of the annual Aegis.

TEN PAWNS OF VIS, of random flavor, wash up on the shores of the island each year. The flotsam of wrecked ships is carefully examined, as the vis is often in the form of mundane, weather-beaten artifacts. Tying vis into objects, which have been present at times of great emotional turmoil, is a faerie trait. Faeries might be sending this vis deliberately, but who is responsible, or what they think they are getting in exchange for their decades of gifts, is unclear.

FOR EACH discovered pawn, roll a simple die, and count off the names of the Arts, starting at Creo. For each subsequent pawn, start the count at the art directly after the last pawn discovered. So, if the last pawn was Animal, a roll of 1 would give a pawn of Aquam, and then the next pawn would have Aquam as the zero point for its roll.

(20 pawns per year: 100 build points.)

Vis Stocks

50 PAWNS in store. 10 build points.

Cr 2, In 2, Mu 1, Pe 0, Re 3, An 3, Aq 3, Au 3, Co 6, He 3, Ig 15, Im 2, Me 2, Te 0, Vi 5.

Money

100 POUNDS (10 build points), mostly in silver coins, tin or bronze ingots, and jewelry. This is about equal to one year's income, or one year's expenditure.

Storyguide's notes for this section

The vis sources chosen are deliberately relatively poor, and undependable. This forces the characters to explore, to find new sources, to trade with other magi, and to use vis prudently. The characters always have enough vis for their Aegis. The source of the flotsam vis may form a story. Similarly, the characters don't have enough money to be uncharmed by treasure.

Plot Hooks

- Gathering vis is the great treasure hunting plot in *Ars Magica*.



David '14 after David C. Sutherland III

Surrounding Lands

THE BRISTOL CHANNEL is bordered by Somerset and Devon to the South, and Wales to the North.

Rulers of the Surrounding Lands

ALL OF THE SURROUNDING lands are controlled by Normans. The Normans invaded England in 1066, a mere 156 years ago, and still speak their own language, which is a variety of French. The conquest of Wales is far from complete. The Prince of Wales, arguably a vassal of the English crown, arguably not at all, controls the northwest of Wales. The South and East of Wales are controlled by the Marcher Lords, and by lesser Welsh nobles who have accepted vassalage. A March Lord is a Norman nobleman given extra rights to enable him to hold the border against the Welsh. They may raise armies, garrison castles, and mint money, all usually royal privileges. The Marchers are the most powerful vassals of the king, and if the Welsh can be kept quiet, they have enormous power during English civil wars. For example, the great lord who chartered the royal course through the recent French invasion is the Earl Marshall, whose son now controls Pembrokeshire.

Bristol

THE CITY OF BRISTOL is one of the richest in England. Its wealth is fueled by trade. Ships go from here to France, Spain and Iceland,

mostly trading wool. The people of Bristol also have the right to live in and trade with The Pale, which is basically the part of Ireland subdued by the English. Some crafters from Bristol profit immensely from economic development in Ireland, while others roll in coin when Ireland plunges into war. Bristol's the place magi living in the Channel can purchase the sorts of things that needs to come from the Continent. It's also a good place of scratch up mercenary crews, when needed.

THE CASTLE OF BRISTOL is one of the strongest in the region, which is odd because it's not holding back Welshmen. It was built to subdue the region during the origin-al conquest, and then was one of the centers of Empress Matilda's power during the Anarchy a century ago. When she captured her rival, King Stephen, Matilda imprisoned him here. She also kept her son here for safety. The son, who became Henry II, favored Bristol Castle as one of his boy-hood homes, and he rebuilt it in stone, updating it with European architectural ideas. If your history follows real history, Eleanor of Brittany will be moved here in 1224, because she cannot be allowed to marry.

HENRY'S GREAT LOVE for the town can be seen in the charters he repeatedly ratified for it, granting rights to the burgesses (townsfolk). Aside for the usual rights desired by townsmen (that they may not have their lands outside the town taken, that they may not have their children taken as hostages for debts by their lords, that they might marry as they choose) he also gives them some truly extraordinary rights. They can only be tried in the town for their crimes, even if they are performed elsewhere, and even if they are caught elsewhere, provided the crimes do not involve land they hold outside the walls. Merchants from Bristol (or Bristow, as he calls it) are free from every tariff, toll and tax in the full run of Henry's lands (specifically including Wales and Normandy) and anyone who takes a toll, tariff or other tax from a Bristow burgess owes the king ten pounds.

THE PEOPLE OF BRISTOL also have exclusive rights to certain trades in their town. If you want to sell leather, corn (grain) or wool in Bristol, it must be to a local: sales to "strangers" are not allowed. As time goes on, other goods fall in this group, so that in real history, a charter given in 1252 adds "or other goods" after these original three, and claims the privilege has existed since the time of King John. This means that strangers can't just come to Bristol and use it as a marketplace: they need to sell to a local, who takes a middleman's cut of the final price. Only locals may not operate wine shops in Bristol, except "from a ship", and this is later expanded to

Storuguide's notes for this section

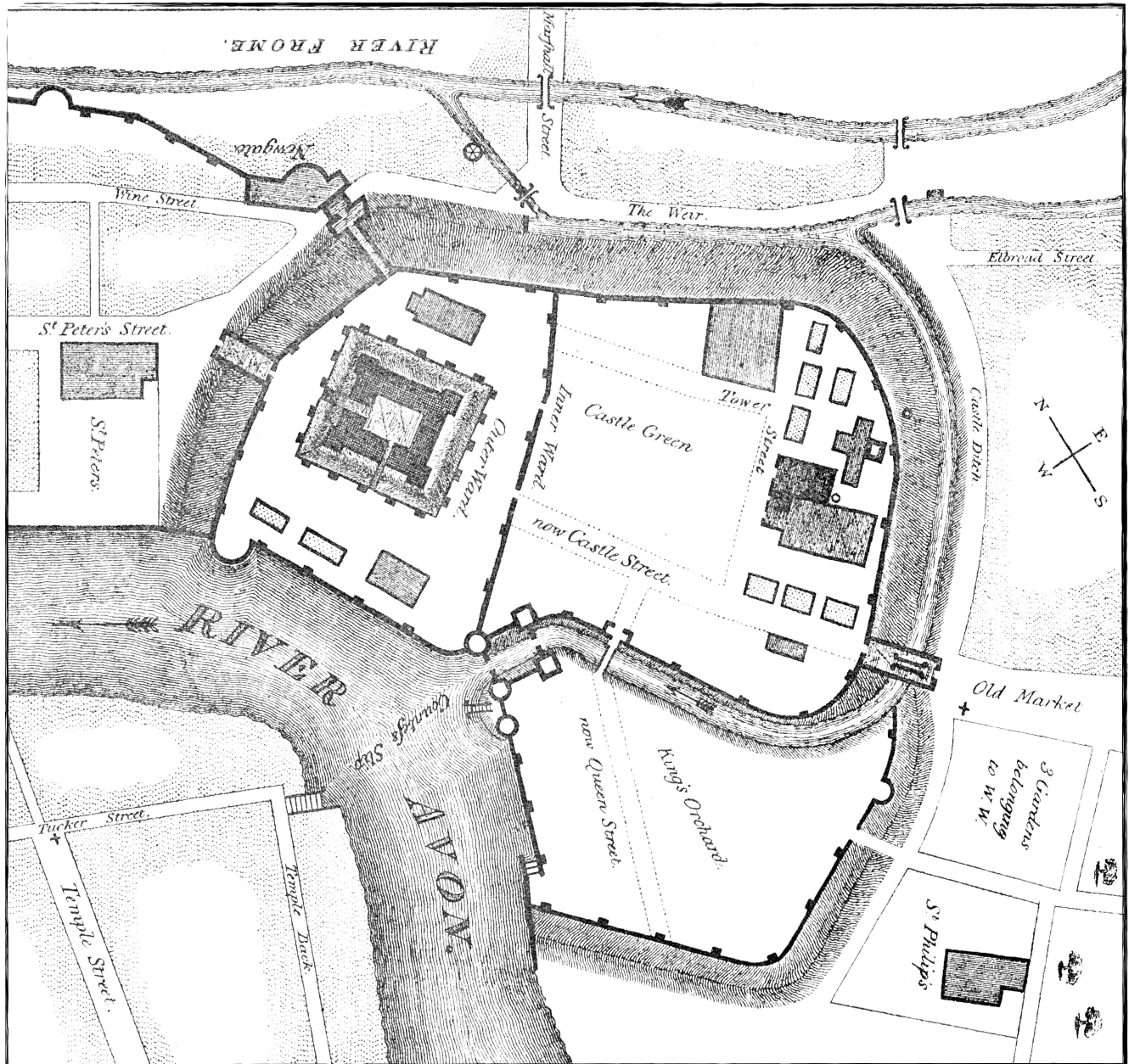
Eleanor of Brittany is described in more detail in *Tales of Mythic Europe*.

tavern-keeping. Sales of any other goods are permitted, but a non-Bristolian may only have a shop for a maximum of forty days, and later this is extended to not being permitted to tarry for more than forty days for the purpose of selling goods. As characters progress over time, the bounds of Bristol get larger, and the traditional rights get broader.

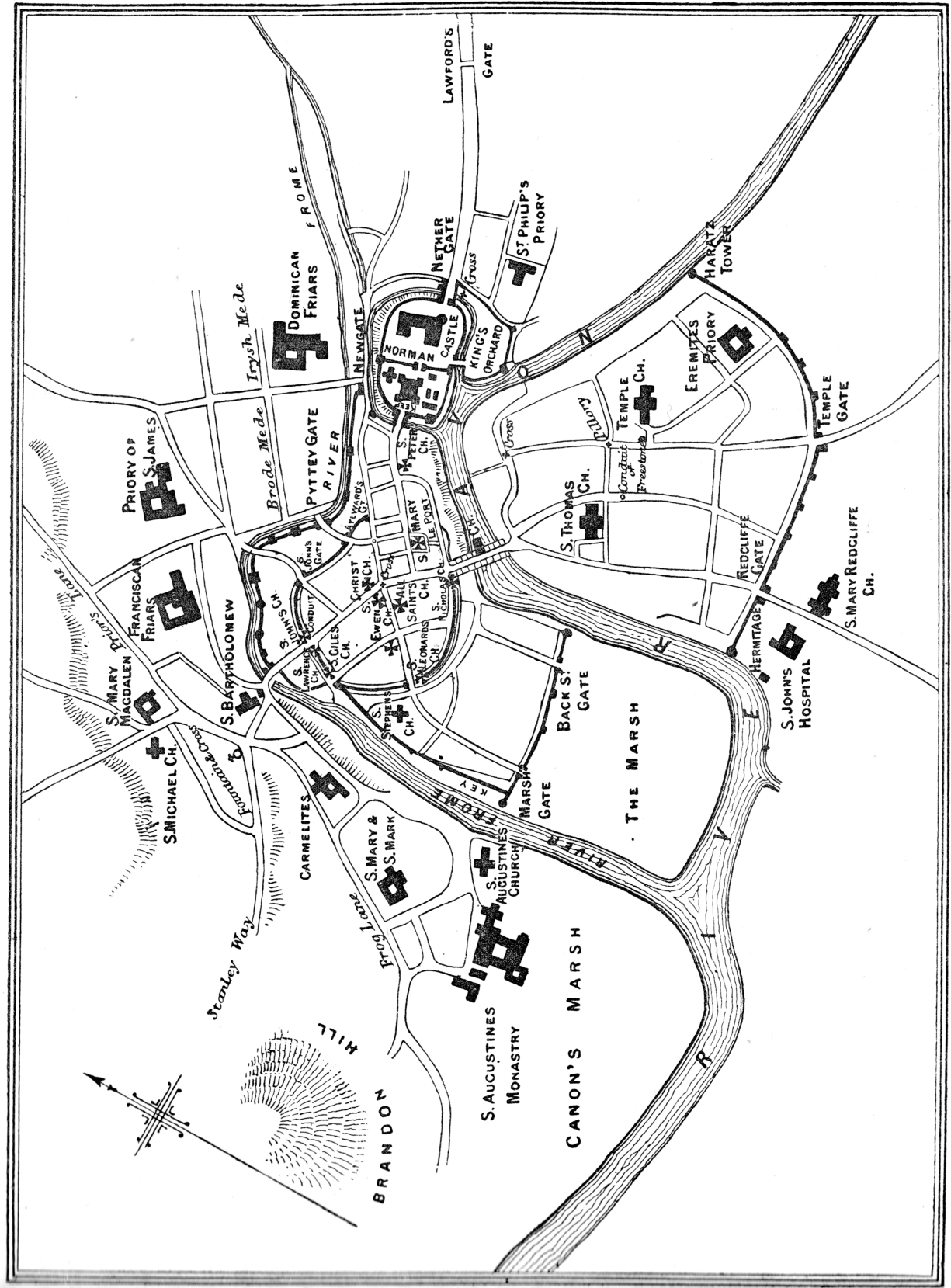
Maps and Plot Hooks

The maps below come from Wikicommons, and are from JF Nicholls and John Taylor, *Bristol Past and Present* which is available through Internet Archive. I've chosen to keep them to their

original size so as not to lose detail if you'd like to print in out, blown up, to use as planning maps for stories. I must say, I like the internal moat, dividing the wards of the castle. Notice how the city walls assume the river is impassable in the South? Seems a bit odd to me. I'd suggest there's a story there. The one bridge



Map of Bristol in the 15th Century



that crosses this area has a chapel on it, so it has a Dominion aura. Presumably that keeps away whatever is in the water?

- Seriously, what's in the water?
- Bristol trade requires a local agent. If the covenant needs to replace theirs, how can they find one?
- A redcap has been arrested after murdering someone with magic, and he's been imprisoned in the castle. What can be done?

Clare (Cardiff and Glamorgan)

CARDIFF IS THE LARGEST of the Norman settlements on the southern Welsh coast. There have been settlements where Cardiff is since pre-Roman times, due the city's place on the River Taft. Until the Norman invasion, it was the capital of a small kingdom called Glamorgan. It was divided into manors after the Conquest. The current castle is about two centuries old, built in the ruins of the Roman fort. It was established by the Norman invaders to pacify this area. Settlers have swarmed southern Wales, so English speakers (under rulers who speak French) rather than Welshmen predominate here. The ruler is Gilbert deClare, as Earl of Gloucester, but he's also Earl of Hereford which is richer and closer to London, so we may assume he has a servant running the city most of the time.

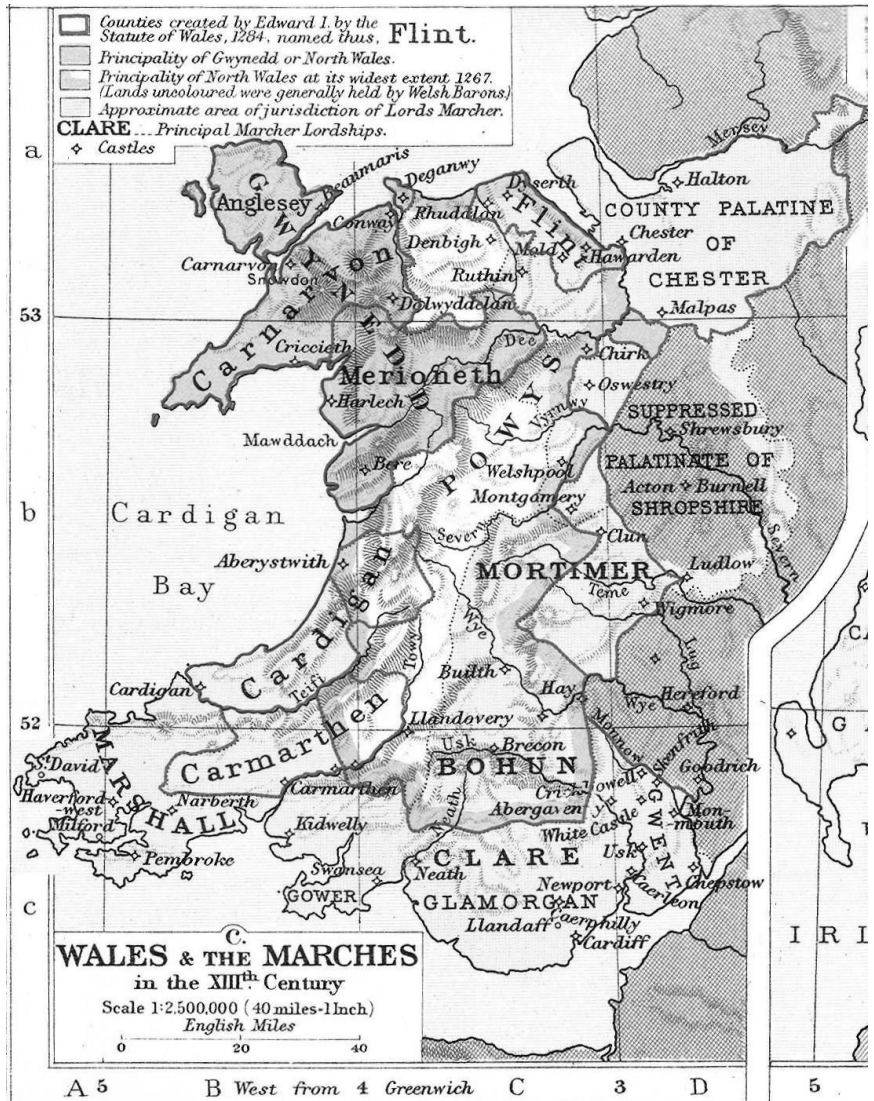
<http://www.heritage-history.com/maps/philips/phil036c.jpg> has a map for this area.

THERE ARE OTHER LITTLE marcher lordships at Abergavanny, Caerleon (Usk), Strigul (Cheapstow), White Castle, Monmouth and so on, but basically the area is run by the Clare family until you hit the remnants of Gwent or pass that to the Forest of Dean to the East (which is filled with faeries, regiones, and possibly the Grail King's castle)

and Gower to the West, which is far less mystical.

Cornwall

CORNWALL IS CONTROLLED directly by the Crown. If your game history follows real history, the king gives the County of Cornwall to his brother as a sixteenth birthday present, along with the office of High Sheriff of Cornwall. The High Sheriff acts as the reeve (representative) for the shires in Cornwall, collecting



the king's taxes and keeping some for himself. Appointment to the role is annual, and the role turns over rapidly: in the years leading up to 1220, few men have been re-appointed successively for more than five years, and most do the job for a single year. The current holder, William Lunet, is a cypher of history, so just do whatever you like with him. He disappears into the mists of real history in 1221.

IT SEEMS LIKELY THAT these men actually do little of the practical work of collecting the taxes. It may be that many are nobles who never leave court, and are given the office solely so they can command its income. The tital sheriffs likely have local man who does the work regardless of who his nominal overlord is. This man would make a useful ally or interesting enemy.

CORNWALL'S MINERS LIVE under an odd set of laws, most recently codified under the current king's father, King John. They hark back to ancient rights granted centuries ago, which basically let the miners dig anywhere, and make them exempt from the courts of nobles. King John also created an office of High Sheriff of the Stannerie, who has the power to call a parliament of the representatives of the four mining areas, and deal with their legal issues.

Devon

THE COUNTY TOWN of Devon (or Devonshire, use whichever you like) is Exeter, and in some ways it also acts as the main town for Cornwall. The bishop for one is the overlord of the other, for

example. In a saga focused on the Bristol Channel, Exter is a bit far away for most uses. If you need to buy something, you can probably find it in the towns on the Welsh south coast. Still, Exter's out there, and it has all of the plot hooks of a county town. Devon's population is mostly on the southern coast. Dartmoor is the largest piece of wasteland (unused land) in Britain, and is full of faeries. Exmoor is far smaller, but for groups interested in the Bristol Channel, it's how the Devon side of the Channel begins.

EXMOOR IS ONE OF the royal forests. A "forest" doesn't necessarily have trees in it: it means land that's exclusively for royal use. The capital of the forest is a village called Withypool, and the king's controllers of the forest are interchangeably called "foresters" and sometimes called "wardens". Until 1217, William of Wrotham was the Warden here, as well as being the Warden of the king's tin mines, and the keeper of the English fleet in the Cornish and Devon ports. Who replaced him isn't clear in the historical record. As noted elsewhere, whoever this is, he's probably served by a family who do the actual work. William of Wrotham was far too busy with developing Portsmouth and building warships to actually supervise deer culls.

LUNDY ISLAND IS SORT OF technically in Devon. The previous king gave it to the Templars. They don't seem to have done much with it. Then again, the Templars are an odd lot. Who knows what they wanted the island for?

Gower

GOWER IS A MINOR lordship, held by John de Braoase, for the cost of a single knight's-fee. Its centre is the town of Swansea. John is 22, and was raised in secret, apparently in Gower, because his family had fallen from royal favor and were imprisoned. He was captured by the king's forces in 1214 and was released in 1218. He holds Gower and Bramber (in Sussex) from his uncle, who inherited the family's lands because no-one knew John existed. He's married to a Welsh princess.

Somerset

THE AREA THIS PAGE calls Somerset is firmly English, and is control-led from the county town of Illchester. Illchester has many churches, but is effectively controlled by a powerful nunnery. It's not growing economically, and if your history follows the real, then soon Somerton will eclipse it and the country seat will move there.

THE AREA IS DIVIDED into hundreds of fiefs and much of it is controlled by the Crown. This is the sort of area that provides a vast number of little nobles for the king's adventures, and also provides a stew of combatants during civil war. During the Anarchy one local family rose to the point of being called the Earls of Somerset, but no-one currently uses that title. Reynold Mohun, the lineal descendant of that Earl still controls a heap of territory, however, and has his seat at Dunster Castle. In real history, sometime around the game period Reynold

marries well and commutes his vassals' duty to maintain the castle into a single cash payment. He uses the money to rework the castle's lower ward in stone. If the king was strong in this area, that would be a problem, but he's not, and so this gives Reynold a lot of prestige in the area.

SOMERSET IS ODD, because there are no Winter-themed faeries here, ever. This is discussed further in *Mythic Locations* in the chapter on *The Poisoned Earth*.

Folklore

THE FOLKLORE OF this area provides many story hooks for a troupe.

The Giants and the River

LONG AGO THERE WERE two gigantic brothers who both desired the beautiful Avona. She set them a challenge to win her hand: the one who could drain the great lake South of where Bristol now stands would be her husband. Goram, the lazy brother, created a stone chair to rest in, then dug some of his channel, but took a rest and fell asleep. His more energetic sibling, who had the profoundly unlikely name of Vincent, finished the channel of the Avon River. Goram, waking, was filled with grief for the loss of Avona and threw himself into the Severn Channel. The island of Steep Holm is the top of his head, and the island of Flat Holm is his shoulder. These islands are about five miles apart, which gives a sense of Goram's size.

THE GIANTS AND river spirits were presumably Magical spirits of vast power, and Castleholm's island may have its aura because it is part of the body of an antediluvian giant. Where his brother, and his brother's wife, now are is unclear. If you were wanting to stat them up, there are rules for kosmokators (antediluvian giants of creation) in *Realms of Power: Magic* (page 109).

Local Saints

THE ISLANDS OF Steep Holm and Flat Holm used to be used as the hermitages of two monks. The most famous of these is Saint Gildas, who went on to become Abbot of Glastonbury. The other was Saint Cadoc, who became one of the guardians of the Holy Grail after all that Arthur business was over.

Sabrina

THE LATIN NAME FOR the River Severn is Sabrina, and a water nymph of that name has been the embodiment of the waterway since ancient times. She has two sisters (who inhabit the rivers Ystwith and Wye) and she can meet them on Mount Plynlimon from which they all spring.

SABRINA HATES the English, and hated the Saxons, and was not terribly keen on the Romans for a century or so, which is why they worked so hard to pay her off. Her sister, the Wye, takes a life every year. The Severn doesn't seem to eat people: indeed, there are a lot of people with the surname Severn because the hermits at Blackstone every so often find

children floating on the river and after rescuing them, name them for the river. These children may be People of the Lake or Drowned Men or something like that (see *Realms of Power: Magic*). Nightingales cannot cross this river. Sabrina hates them and kills them as they cross.

SABRINA APPEARS TO BE a nymph, but there's a chance she's not a faerie. She was originally a human being, who was put to death by drowning, so it is possible she's a genius locus. She was the daughter of the mistress of King Corineus. When he put aside his wife for his mistress, the Queen raised an army, deposed her husband and had his mistress and bastard drowned. She regretted killing the daughter, who was, after all, not responsible for the

“
*She, guiltless damsel, flying the mad pursuit
 Of her enraged stepdame Guendolen,
 Commended her fair innocence to the flood
 That stayed her flight with his
 crossflowing course.
 The water-nymphs, that in the
 bottom played,
 Held up their pearly wrists, and took
 her in,
 Bearing her straight to aged Nereus' hall,
 Who, piteous of her woes, reared her
 lank head,
 And gave her to his daughters to imbathe
 In nectared lavers strewed with asphodel,
 And through the porch and inlet of
 every sense
 Dropped in ambrosial oils, till she revived,
 And underwent a quick immortal change,
 Made Goddess of the river...*
 ”

Milton, (post-1220)

Source:
<http://www.whitedragon.org.uk/articles/sabrina.htm>

affair, and so declared her the goddess of the river.

NEREUS WAS ONE of the titans, and the father of the naiads. He was the God of the Sea before the Titanomachy and the rise of Poseidon. More about him later in the Hermetic history section.

Hermetic History

THIS AREA HAS a special role in the history of Hermetic magic, although it has been completely forgotten. It was the refuge of a maga named Doris, who taught Bonisagus water magic. Why she did not become a Founder is unclear. It may be that she died before the first Tribunal, like Berenice (the teacher of the Founder Jerbiton) or it could be that her descendants were wiped out by The Spider.

DORIS WAS A priestess of Nodens, the Roman sea god of this area, whose sacred site was at Lydney. She suffered the flaw in her magic which makes some Flambeau magi able to study only in volcanoes, and some Herman magi only able to study in the middle of the Black Forest. She lived in this area because of the Severn Bore, an unusual phenomenon where a wave sweeps up the Severn River. This, along with the massive tides in this estuary, provided her vis, and also the opportunity to study Aquam magic.

DORIS'S MYSTICAL tradition retreated from Lydney to the isle of Bari when Christianity came to the area. No living magus knows this. Her sacred site has not been

uncovered, and contains rituals which allow magi to follow the Mystery Path of the Priests of Nodens.

• The Path of Nodens •

PLAYERS WITH THE Virtues or Flaws already listed should negotiate substitutes with the Troupe.

Novice of the Cult of Nodens

THE INITIATE IS ceremonially drowned during the rising of a spring tide. Their mind travels to Faerie, through the ruins of an undersea kingdom, to find the Temple of Nodens. After overcoming a great guardian, representative of ignorance, the character is given the location of the cult centre at Lydney, which is needed for a later initiation.

[Major Magical Focus (seawater): Target 21 = Mystagogue (Presence + Cult Lore) of at least 6 + Major Ordeal (Study Requirement) (9) + Sympathetic Rite (+3) + Quest (3).]

Errant of the Cult of Nodens

THE CHARACTER MUST travel by sea to Lydney, facing terrible weather and other hazards as a test of faith, before final ceremonies at the ancient shrine of Nodens.

[Ways of the Oceans: Target 21 = Mystagogue (Presence + Cult Lore) of at least (6) + First Initiation After a Major Ordeal (9) + Special Place and Time (3) + Quest (3).]

Build points: 1,000 + 100 for being short two labs (assumes 4 PC magi) = 1,100.

Boons: Curtain Walls and Towers (+3), Ruined Covenant (+3), Criminals (+1), Strong community (+1).

Hooks: Castle (-3), Superiors (-3), Ungoverned (-1), Wooden (-1).

Free Choices: Island, Sailors.

• Library:

- 4 Arts Summae Level 15, Quality 16: 124 build points (Corpus, Ignem, Imaginem, Terram.)

- 11 Arts Summae Level 9, Quality 19: 308 build points (all Arts not listed above.)

- 5 Ability Summae Level 6, Quality 15: 165 build points.

- **Casting Tablets:** 280 levels of spells. 112 build points.

- **Lab Texts:** 1,000 levels of spells. 200 build points.

- **Enchanted Items:** 100 levels. 40 build points.

- **Vis Sources:** 20 pawns per year, for three sources. 100 build points.

- **Vis Stocks:** 50 pawns in store. 10 build points.

- **Stored money:** 100 pounds. 10 build points.

- **9 NPC grogs, 18 NPC servants, 5 specialists:** (autocrat, knight, librarian, merchant, turb captain, highest score 7). 35 build points.

Total spent:
1,100 build points.

Knight of the Sea

THE CHARACTER GAINS the ability to take the shape of a triton. This prevents drowning and allows them to swim at the same speed as a person can run. Skin-changing takes a round, and requires a sacred necklace created during this ritual. This can be replaced as per the skinchanger virtue. [Skinchanger (triton): Target 15 = Mystagogue (Presence + Cult Lore) of at least (6) + Second Initiation After a Major Ordeal (6) + Quest in Faerie or Sympathetic rituals (3)]



David '14 after David C. Sutherland III

quest involves taking triton form and searching the depths of the ocean for clues to the location of the Throne of Nodens. They then must fight their way to his house, during which process they always lose a limb. This is always re-attached, but the new limb is silver in color. Since the priestesses can cover the limb in clothes, and gloves or shoes, it does not earn the Disfigured Flaw. Male Brides of Nodens are possible, but they tend to call themselves Servants of Nodens instead. [Entrancement: Target 21 = Mystagogue (Presence + Cult Lore) of at least (9) + Third Initiation After a Major Ordeal (3) + Minor Ordeal (Dutybound) (3) + Quest (3) + Sacrifice (3) (all close emotional bonds to anyone outside the cult)]

Bride of Nodens

THE BRIDES OF NODENS are the high priestesses of the cult. Their



http://d-maps.com/carte.php?num_car=16422&lang=en

Covenant Record Sheet

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Covenant Name: *Sabrina's Rest*

Tribunal: *Stonehenge*

Storyguide:

Setting: *on a small island in the Bristol Channel*

Saga:

Year founded:

Current Year:

Aura Type:

Aura Level:

Regio Levels:

Living Conditions Modifier (Magi):

Living Conditions Modifier (Mundanes):

Season: *Summer*

Aegis of the Hearth:

Reputation

Type

Score

Build Points

Build Points Total: *1,100*

Starting Points

Current Points

Notes

Library

124 + 308 + 165 + 112

summae + 280 spell levels casting tabs

Lab Texts

200

1,000 spell levels

Vis

100 (3 sources) + 10 (stock)

20 pawns per year + 50 pawns in store

Enchanted Items

40

100 levels

Specialists

35

5 specialists (highest score 7)

Laboratories

cov is short 2 labs, assumes 4 PC magi (100 bp bonus)

Money

10

100 pounds stored money

Boons & Hooks

Name

Notes

Name

Notes

Major Boons

Curtain Walls and Towers (+3)

Ruined Covenant (+3)

Minor Boons

Criminals (+1)

Strong Community (+1)

Free Choices

Island

Sailors

Minor Hooks

Un governed (-1)

Wooden (-1)

Major Hooks

Castle (-3)

Superiors (-3)

Covenant Record Sheet

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Inhabitants

Type of Governance:

Base Loyalty Points (Due to Magi):

Current Loyalty Points:

Prevailing Loyalty Score:

Situational Modifiers for...

Living Conditions:

Equipment:

Money:

Specialists:

Magi

Magi	Year Born	Titles / Responsibilities	Gift Type	Notes	Loyalty	Points
Fidelus of Bonisagus (Head of the Council)		Corpus Magic, Healer				p.10
Asteria of Verditius		Creates magical items out of bronze				p.15
Antigone of Criamon		Illusions, strange spirits and weird symbolism				p.23
Iolanthe of Flambeau -- vanished --		Poet-knight of her House, Hoplite for Quaesitores				p.8
Democritus of Mercere -- vanished --		A curse forced him to never leave the road				p.8

Companions

Companions	Year Born	Job Description / Abilities	Notes	Loyalty	Points
Selene the Autocrat		Autocrat			p.27
Padriac the Turb Captain		Turb Captain			p.27
Sir Horace, The Convenient Knight		The Convenient Knight			p.28
Guillame the Librarian		Librarian			p.29
Tobias the Merchant		Merchant			p.30

Specialists

Specialists	Year Born	Job Description / Abilities	Notes	Loyalty	Points

Covenfolk

Covenfolk	Year Born	Job Description / Abilities	Notes	Loyalty	Points

Horses & Livestock

Horses & Livestock	Year Born	Quantity	Notes	Points

Covenant Record Sheet

page 3 of 4

Lands & Possessions	Location	Area / Dimensions / Floors	Inhabitants	Notes
---------------------	----------	----------------------------	-------------	-------

Magi are not permitted to own land in England, because all English land is held under a feudal oath of service, and magi may not bend the knee to overlords.

Magic Items	Creator	Year	Effect	Arts	Level	R/D/T	Uses	Description
-------------	---------	------	--------	------	-------	-------	------	-------------

- The Chirurgeon's Gewgaw (as *Physician's Eye*) In Co 4 Touch/Mom/Ind p.11
- Silence the Heckler's Dissent ReCo 2 Voice/Mom/Ind p.11
(as *Curse of the Unruly Tongue*)
- Democritus's Glove (as *Gather The Essence of the Beast*) ReVi 15 Touch/Mom/Ind p.34
- Disks of Light (x2) ReIg 15 Personal/Sun/Ind p.34
- Ring of Lost Time (based on *Loss of But a Moment's Memory* but with Voice range) PeMe 20 Voice/Mom/Ind p.34
- Scrying Mirror (as *Summoning the Distant Image*) InIm 25 Arcane/Conc/Room p.34
- The Wristband For the Injured (as *Bind Wound*) CrCo 10 Touch/Sun/Ind p.34

Mundane Items	Quantity	Description / Notes
---------------	----------	---------------------

Weapons & Armor	Cost	Points per Item	Quantity	Notes	Points
-----------------	------	-----------------	----------	-------	--------

Covenant Record Sheet

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Wealth

Total Income: Expenditure (Before Cost Savings): Cost Savings: Total Expenditure:
 Points of Inhabitants: Points of Laboratories: Points of Weapons & Armor:

Sources of Income

Description	Type	Current Income	Notes

Yearly Expenditure

Rule Summary	Cost Saving Limit	Expenditure	Notes
Buildings	1 pound per 10 pts. Inhabitants	50% per craft	
Consumables	2 pounds per 10 pts. Inhabitants	20% per craft	
Inflation	increases yearly		
Laboratories	1 pound per 10 points Laboratories	20% per craft	
Provisions	5 pounds per 10 points Inhabitants	50% + 20% per craft	
Titles	debts and taxes		
Wages	2 points per 10 pts. Inhabitants		
Weapons and Armor	1 pound per 320 points Weapons and Armor	50% per craft	
Writing Materials	1 pound per Magus and book specialist	50% per craft	

Cost Savings

Rule Summary	Name / Quantity	Saving	Notes
Laborers	1 pound per person		
Craftsmen (common)	1 + (Ability / 2) pounds per season		
Craftsmen (rare)	Ability pounds per season		
Magic Items	1 pound per magnitude		

Calendar

Date	Council Meeting	Date	Vis Collection	Date	Other Yearly Event
Winter					
Spring					
Summer					
Autumn					



Two columns of horizontal lines for writing, each containing 25 lines.



An Amateur Supplement

A Vanilla Covenant

An Introductory Covenant for New Troupes – Tome 1

Premise:
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Consequence:
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An *Ars Magica* saga is not complete without a detailed and personalized covenant for the characters to live within, and covenants for those Magi to battle against. Each tome of *A Vanilla Covenant* (this is tome 1, more to come if you need them and encourage us to write them!) provides detailed settings and story for a complete covenant, including local history, magical flavor, story hooks, resident Magi. Each tome also provides advice for how to integrate this covenant in your sagas. Use this covenant as ready to play settings in your saga, or as the basis for generating a unique covenant of your own. These tomes are a collaboration of dedicated *Ars Magica* community fans who seek to provide the sample covenants to anyone who wishes to know more about how best to prepare a covenant for play, or wishes to skip straight into the game using the settings provided.

by Timothy Ferguson

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