

Nigrasaxa

An Introductory Mini-Saga for Ars Magica™

A free ready-to-play saga including introductory characters
and explanatory notes for first-time Storyguides.

This adventure is a conversion of the original *Nigrasaxa* adventure to the current fifth edition rules. The original adventure for Ars Magica Fourth Edition is available for free at http://www.atlas-games.com/pdf_storage/nigrasaxa.pdf



Players: 6

Duration: 3 Sessions

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Original 4th edition version by David Chart; conversion to 5th ed. by Mario Streffler

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Welcome to Nigrasaxa, a three-part mini-saga that provides an extended introduction to **Ars Magica**. Originally written for the Fourth Edition, it was converted to be usable with **Ars Magica** Fifth Edition. Nigrasaxa works in tandem with the *Promises, Promises* Jump Start Kit to teach new players the basics of the game. Although *Nigrasaxa* does not continue the story presented in *Promises, Promises*, it assumes the level of familiarity with **Ars Magica** that *Promises, Promises* provides.

You'll probably want to purchase a copy of **Ars Magica** Fifth Edition before playing *Nigrasaxa*. Although you might be able to get along without one (as you might have when playing *Promises, Promises*) it will be harder going here. You'll have more fun if you can refer to the rulebook during play.

If you're not planning to be the storyguide for *Nigrasaxa*, you should stop reading now. You'll only spoil your fun.

As *Nigrasaxa's* storyguide, the first thing you should do is read through *Nigrasaxa* in its entirety, including all of the handouts and all of the player characters. You might want to start by reading the description of the covenant of Nigrasaxa on page 28. It's located at the end of this scenario because it's intended to be copied and given out with the other player handouts, but it's must-read information for you, too.

Next, you should look through the **Ars Magica** rulebook. You certainly don't need to be able to recite it from memory, but you should know where things are. Make sure you take a good look at the Introduction (page 4) and Hermetic Magic (page 75) chapters. You should also have a good grasp on the rules presented in *Promises, Promises*. After that, you're ready to go!

Overview

The events of this mini-saga take place at the covenant of Nigrasaxa and in the surrounding area. Nigrasaxa is located in Suffolk, in the Stonehenge Tribunal. That particular location is not materially important, though. If you want this mini-saga to tie into a developing saga in some other location, you should be able to adapt this material very easily. The player characters are relatively recent arrivals at the covenant, which was founded by a wizard named Maximianus who remains its leader.

This booklet has three main parts. The first, "One Small Favor," involves the characters in the search for the missing daughter of a local lord. This adventure introduces the players to the medieval setting of **Ars Magica**: the nobility, the church, commoners, and the fay. It provides many opportunities for the use of spontaneous magic.

The interlude between the first and second parts gives the characters a chance to use the development rules, which are a major part of **Ars Magica**.

The second part, "Maximianus' Final Twilight," takes place entirely within the covenant. It introduces the characters to the organization of a covenant and the various roles played by non-magi within it. It also introduces the concept of Wizard's Twilight, (which the players have already experienced if they have played in *Promises, Promises*) and provides more opportunities to use magic.

The interlude between the second and third parts provides another opportunity to use the development rules, and also to meet a Redcap and find out about the Order's message network.

The third part, "The Tribunal," introduces the players to Hermetic politics.

I: One Small Favor

Summary

Our story starts in early the summer of 1221 AD when a local lord comes to the covenant to ask for its help in finding his daughter, who has gone missing. Maximianus (the covenant's leader – see the hand-out on page 28) orders all the player magi to go and help him, telling them they need to know their neighbors. The lord takes the characters back to his manor, and explains the problem.

As the characters head for the place where the girl was last seen, they must pass through a village. The local parish priest has an exaggerated fear of magic, and is trying to stir the villagers up against the covenant. The villagers are scared of the magi, who must negotiate their way out of any difficulties that arise.

The characters arrive at a hole in the ground that the girl was seen entering. They must use magic to investigate it, and find an arcane connection to the girl, although she is no longer there. Tracing this connection, they can discover that she is now in a nearby faerie forest.

Upon entering the forest, the magi find themselves trapped in a maze of trees and attacked by straw men. After defeating the straw men, the characters can find a way through the maze.

At the center of the maze there is a faerie glade, and the lord's child is playing with some small fair folk. The characters most likely talk to the faeries and learn they took the child because they thought that she was unwanted. The child herself likes it in the

glade, and doesn't really want to go back home. The characters must convince the fay that the child is wanted, at which point the faeries will allow them to take her back to her family.

At Nigrasaxa

The Library

The story starts with all the characters gathered in the library of Nigrasaxa. There are dozens of books stacked in cupboards all around. The characters are all here to consult different ones; it is pure chance that has brought them together. Have all the players describe their characters and then introduce themselves, in character.

Although the characters' personalities are defined to some extent on their character sheets and by their house membership, there is plenty of room for player creativity in this area. Encourage your players to fabricate additional information. You may want to ask questions to spur the players to think more about their characters' personalities and motivations.

When the introductions are over, the characters are interrupted by Henry Winker, a boy who runs messages round the covenant. He is pleased to find them all in one place, as it saves him some effort, and he tells them that Maximianus wants to see them all in the Great Hall, where he is meeting with a local lord. If necessary, explain to the players that it would be a poor choice to leave them waiting.

Henry Winker

Henry is fourteen years old and has been at the covenant all his life, as his mother works in the kitchens. He has sandy hair and green eyes, and a twitch that makes him wink his left eye – this is the source of his epithet. His main job is the carrying of messages through the large covenant, and, as such, he is the member of staff that the characters know best. He also has the privilege of entering any area of the covenant to deliver a message.

Henry Winker

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

Size: -1

Age: 14 (14)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Covenfolk; Gossip, Long-Winded; Busybody, Small Frame

Personality Traits: Reliable +2, Eager +1

Reputations: None

Combat: *Fist:* Init +3, Atk +1, Dfn +5, Dam +0

Soak: 0

Fatigue levels: OK, 0, -1, -3, -5, Unc.

Wound Penalties: -1 (1–4), -3 (5–8), -5 (9–12), Incapacitated (13–16)

Abilities: English 5, Athletics 3, Awareness 4, Brawling 2, Carouse 1, Nigrasaxa Lore 4, Latin 3

Equipment: Normal Clothes

Encumbrance: 0

He knows nothing about Lord Robert, beyond the fact that he is the lord of the nearest manor to the covenant, and has just

turned up at the covenant. He knows nothing at all about why he is here.

Henry will be around for the whole minisaga, and knows more about the covenant than the characters do. If he is treated fairly politely in this story, he will probably be friendly later on. His Secret Hiding Place (see his Virtues) is a real secret room in the residence tower. Maximianus knows about it, if he thinks, but he can't remember exactly where it is, and certainly won't spontaneously think of it – it's been twenty years since he designed the tower.

Lord Robert

As the characters enter the Great Hall of Nigrasaxa, Maximianus is just finishing a discussion with a man whom the characters do not recognize, but whom Maximianus introduces as Lord Robert almost as soon as the characters enter the room.

Maximianus is a powerful magus, but his statistics should not become important in this story. If they do, assume that he has a casting total of 35 in all Technique/Form combinations and knows many formulaic spells, including all the ones listed for Vim in the rulebook, and as well a number of other Vim spells, derived from the guidelines. If the player magi try to use magic on Lord Robert, he uses his magic to stop them.

Despite his power, Maximianus does not look terribly impressive. He is about five feet five inches tall and rather overweight. He is balding, and although he keeps his hair and beard trimmed short, they fail to look dignified. He looks old, possibly around sixty, although he is far older than that. He wears robes of deep purple, embroidered in silver with mystical symbols. They carry a faint odor of the laboratory with them at all times.

Once Maximianus has introduced Lord Robert to the player characters, he asks him to explain why he has come. Lord Robert explains that Mathilda, his youngest daughter, went missing yesterday. She is only eight years old, and thus not able to look after herself. She was out playing with her nurse when she fell down a hole. The nurse immediately came back to the manor to get help, but although it took them only minutes to get back to the hole, the girl was gone when they arrived. A search of the surrounding area revealed no clues at all, and so he came to the covenant, hoping magic could help.

When he has finished his story, the players may ask questions. They should be courteous, and Maximianus will remind them of this if necessary. They should also not use magic, at all, and Maximianus stops them angrily if they try to. Robert does not know much beyond what he has said. See below for any other relevant information that they could learn.

When the characters have finished asking questions, Maximianus tells them to go along with Lord Robert and find his daughter. He says that it is about time the magi got to know their neighbors, and that it sounds like an easy enough task. The characters don't really have any choice in the matter, although they do have time to pick up a few things if they want to take anything with them.

Lord Robert

Lord Robert is very impressive-looking, although he seems intimidated by Maximianus. He is almost six feet tall, and solidly built without an ounce of fat. He is clean shaven, and his hair, which is black with some flecks of silver, is chopped short.

Lord Robert

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

Size: +1

Age: 42 (42)

Decrepitude: 0

Warping Score: 0 (0)

Virtues and Flaws: Landed Noble, Enduring Constitution, Inspirational, Large, Tough, Dependent (Mathilda), Favors (to Maximianus and Nigrasaxa, minor only), Lycanthrope

Personality Traits: Respects magi +2, Just +2, Proud +1

Reputations: Good lord 1, with his vassals

Combat:	Init	Atk	Dfn	Dam
<i>Fist:</i>	+0	+4	+3	+2
<i>Fist*:</i>	-2	+4	+4	+4
<i>Sword:</i>	+2	+11	+10	+8
<i>Sword*:</i>	+0	+11	+10	+8
<i>Spear*:</i>	+3	+10	+7	+9

Soak: +4 (+10*)

Fatigue levels: OK, 0, -1, -3, -5, Unc.

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

Abilities: English 5, Athletics 3, Awareness 3, Brawl 3, Church Lore 1, England Lore 1, Etiquette 2, Folk Ken 4, Great Weapon 6, Guile 4, Hunt 3, Intrigue 2, Leadership 3, Ride 4, Single Weapon 6, Suffolk Lore 4

Equipment: When armored, he wears half chain mail, and carries a kite shield, longsword, and lance. When escorting the magi, he is wearing the sword and carrying his shield.

Encumbrance: 0 (-2*)

He is wearing a green tunic and brown hose, with a fine cloak of deep blue over

the top. He is in his early forties (forty two, in fact), and looks like it. When Maximianus founded this covenant, he was a young man, and Maximianus helped him ensure his inheritance. In the process, he got some idea of how powerful the magus is, and this, together with the fact that Maximianus looks no older today than he did then, ensures that he has a great deal of respect for all magi.

He is still a lord, however, and will not take kindly to discourtesy. Magi who are rude to him will find him less cooperative in future, unless they compensate by finding his daughter. He is lord of three villages, and thus moderately powerful (a Landed Knight, as per the Virtue). He keeps his association with the magi quiet as far as possible, although it is not really secret.

His wife died giving birth to Mathilda, and he has four other surviving children. His elder son is a knight serving with a local noble, while the younger is fostered with another knight a few dozen miles away. His eldest daughter is married to a knight from Yorkshire, and the middle one has been placed in a nunnery. Mathilda is the only one who still lives with him.

Lord Robert has a dark secret of which even he is unaware. This will probably remain completely irrelevant to this minisaga, and certainly should not affect the recovery of his daughter. Lord Robert is a werewolf, and has no control over or knowledge of his changes. In the past, he has killed cattle and even attacked a few people. Lord Robert has led hunts for the marauding beast, which have never been successful for obvious reasons. He has thought about asking the magi for help, but hasn't yet made it a priority. So far, all he's done is help compensate the victims of the attacks financially. This has helped his reputation, but not solved the problem.

This situation would be an excellent candidate for further development if you want to continue playing in Nigrasaxa and its surroundings.

Equipping and Leaving

The magi may gather any mundane equipment they wish before leaving the covenant. Many of them will want spell foci. Make sure that the players realize that they can cast spells without the focus at the casting total listed on their character sheets. Allow mundane foci and one gem, but do not allow people to have bits of magical creatures.

At The Manor

The journey to Lord Robert's manor takes about two hours. He rides, although the magi cannot, as their Gift makes horses edgy. If they get too close to Lord Robert's horse it shies away and he asks them to keep their distance until they have returned to his manor. Robert is escorted by three men-at-arms, two of whom are on foot. These soldiers are reluctant to talk to the magi — the Gift again — but have only good things to say about Lord Robert. He pays them well and on time.

The manor house is a two-story structure: the ground floor is stone, with wood above. It is surrounded by a wooden palisade fence, but isn't really fortified. After stabling his horse, Lord Robert tells the magi roughly where the hole is, but encourages the characters to talk to the nurse, who was with Mathilda when she disappeared, and William, who led the first search party.

Hilda is the child's nurse. She is a young peasant woman, in her late twenties,

who wet-nursed the baby and then took on the task of looking after the child. She is pretty, with long, blonde hair, but not overly bright. She is terrified of the magi, and stammers out fast answers to any questions. If the questions are phrased to suggest an answer, she agrees with whatever the magi want to hear. Otherwise, she simply answers 'yes' to everything.

If the magi try to calm her down by talking to her, have them roll Pre + Folk Ken against a difficulty of 9. Remember that having the Gift imposes a -3 penalty on such rolls, but allow a bonus if the player comes up with a particularly good line. If they try to use magic, remind them that they should at least use quiet words and subtle gestures to avoid causing a stir (see page 83 of the fifth edition rulebook). Also, subtract two from their spellcasting totals for the local Dominion aura.

If they calm her down, they can get a more accurate version of events. The child was playing, chasing a butterfly, when the ground opened up and she fell, screaming, into the hole. Hilda ran to the edge, but, although she could hear the girl crying, she couldn't see anything. She immediately ran back to the manor and fetched William, the master of hounds, and some other servants. When they got back a few minutes later, the hole was quiet, and there were no signs of anyone being taken out or leaving. She doesn't know anything beyond that, and certainly can't think of anyone who would want to kidnap the child.

The characters can also talk to William, who confirms the latter part of Hilda's story. He is a man in his late twenties, rather ugly but fairly confident when talking to the magi. He thinks Hilda is probably telling the truth, as she has always been honest as far as he knows.

If the characters talk to Robert again, he

vouches for the character of his servants, and confirms he has no enemies who would be interested in kidnapping his youngest daughter. He also subtly suggests that the characters should be off looking for the girl rather than pestering him, as it is getting late.

The characters may undertake further investigation at the manor, but there is nothing else of relevance to be learned here, and Robert begins following them around, asking gradually more pointed questions about their activities. He will not order them about or be actively rude, since he is somewhat afraid of them, but they should get the impression that his goodwill is rapidly wearing out.

The Village

When the characters leave the manor, they find that their route to the hole takes them through the local village. This is a small collection of cottages in various states of repair, each set in its own garden plot. The village as a whole is dominated by the church, a stone structure with a wooden tower. All the cottages are wood framed, with wattle-and-daub walls and thatched roofs. As the magi approach, have them all make Per + Awareness rolls. Those who get 9 or above realize there are more people around than they would expect. Peasant farmers would normally be out in the fields at this time.

As the characters pass through the village, or if they try to go around it, people start to gather near them. They stay at a distance, occasionally whispering to each other, while children run off to fetch their parents. By the time the characters pass near the church they are surrounded. The parish priest (described below) then comes

out of the church, dressed in his full vestments, and begins to denounce them.

The villagers act like a mob at all times. The most persuasive speaker will sway them, but they are afraid of the magi and so are unlikely to attack. If the magi use magic in an obvious way, they become more frightened, but also more negatively inclined. “Obvious” use of magic covers any spells with obvious effects (*Arc of Fiery Ribbons*, for example), or any magic cast with words or gestures the people notice. Normal words and gestures will always be noticed, but quiet words and subtle gestures could slip by unnoticed if the crowd is distracted.

The characters should be reminded that fighting their way through the peasants counts as interfering with mundanes, and is against the Code of Hermes (see *Promises*, *Promises* or page 13 of the fifth edition rulebook). It would also greatly annoy Lord Robert, and so should be avoided if at all possible. The use of subtle magic, mainly *Mentem* and *Imáginem*, to influence the crowd’s perceptions, should be encouraged, especially if it is inventive, but the magi should also be encouraged to talk to the priest.

The main goal is not to convince the priest that the magi are all good Christians, as they do not have enough time. Rather, they should come up with good reasons why they should be allowed to continue with their investigations. Simply suggesting that they could prove they are not in league with the devil by recovering the girl would probably work, assuming the magi are sensible in their general demeanor. The purpose of this encounter is for the player characters to talk to a hostile member of the church, not to have them lynched by a mob of peasants. Bear in mind that, as the villagers are afraid of the magi, they will be

glad of any good reason they can be given not to fight them. They want to save their souls, but they also want to stay alive.

Father Geoffrey

Father Geoffrey is the parish priest. He is young and new to the parish, and fired with religious enthusiasm. He is in his early thirties (ordination as a priest was not permitted before thirty), and tonsured, so that the center of his scalp is shaved. He appears wearing his full vestments, richly embroidered robes that reach to the ground. Although fine, they are showing signs of age, with gaps and loose threads in the embroidered designs.

He is convinced there are many people in Christendom who have signed pacts with the devil, and that they are the greatest threat to the people. He would probably be searching for such folk in the village if the magi of the covenant weren’t such easy targets. He is convinced that the magi are diabolical, and that they have the girl. He even suspects that Lord Robert has made a deal with either the devil or his minions, the magi, and that the girl was payment for something. He won’t say this aloud unless pushed, however, because he is afraid of what Lord Robert might do to him. He believes that his faith will protect him from the magic of the devilish magi.

He might be right, as well. He is standing in the church, which has a Dominion aura of 6, which must be subtracted from all spellcasting rolls that target him while he is standing there. He also has a Magic Resistance of 20, although this does not come from his faith. (Once a spell is successfully cast at him, the casting total + the casting magus’s Penetration score is compared to his Magic Resistance. If this total does not exceed it, the spell fizzles.) This combi-

nation will make it hard for the characters to directly affect the priest's mind, so they will have to take more subtle approaches.

The magi are unlikely to convince Father Geoffrey that they are not in league with the devil. However, he has little in the way of evidence, and if they can argue their case well enough, he concedes ground, grudgingly, as he realizes he cannot bring the rest of the village with him in his beliefs. Although he continues looking for evidence, that has no effect on the course of this story.

The Hole

Mathilda was playing in a clearing on the edge of a woodland. In the late evening it is shady and rather dark, but it is obvious that it would be a pleasant location during the day. The hole down which she fell is still an obvious feature of the scene. It is also rather small: only just large enough for a child, and far too small for any of the magi.

The characters should be alone at this point. Point out to them that this means they can use magic without worrying about the consequences from superstitious villagers, and encourage them to use formulaic and spontaneous magic as much as possible. Be generous if any of them botch. Keep the results amusing rather than dangerous. There is no supernatural aura here, so they have no aura-related spellcasting penalties, and need only roll a single botch die. Point out to them (if they don't figure it out for themselves) that the best way to find a missing person is with the spell *The Inexorable Search*, but that they will need an arcane connection to cast it successfully, and that they should, therefore, be looking for one. Items of clothing might do, but

hairs or blood would be even better.

If the characters examine the clearing, whether by mundane or magical means, they find nothing of interest. The nurse and child were here, as was the search party, but there is no indication of what happened to Mathilda. Further, there is no sign of any arcane connection.

When they examine the hole, they discover that its sides are solid rock. It seems quite deep, and it is very dark, so they cannot see much within it. *Creo Ignem* creates light, and level 10 makes enough light to fully illuminate the cave behind the entrance. The small entrance still restricts the characters' view, however.

Terram magic is the easiest way to enlarge the hole. *Rego*, *Perdo*, and *Muto* Terram can all be used, at different levels of effect. *PeTe* 10 will widen the hole enough to allow a magus to pass through, while *Mu/ReTe* 15 would be needed, and the characters would have to dig the altered stuff out of the way if *Muto* was used by itself.

When the hole is enlarged, the magi can see that the floor of the cavern is about twenty feet down. The best way down is to use magic. *Corpus* magic allows a character to float down, and *Herbam* will allow the creation of a rope.

A search of the cave reveals no obvious exits, and no sign of Mathilda. *Intéllego* Terram confirms that the cave has no other points of entrance or exit. The important thing now is to look for arcane connections. Suggest that *Intéllego Corpus* would be a good way of doing this if the players do not think of it. *InCo* 10 or above will find a hair which can serve as an arcane connection to Mathilda.

If any character thinks to use *Intéllego Vim* in the cave, he discovers fairly powerful magic was used in it a day ago. To learn

this at all, the caster will need a spell level of 10. Higher levels give more precision in timing.

The characters are unlikely to discover the actual course of events, but they may be lucky or clever, so it is given here to allow the storyguide to decide what they learn. The hole was created by faeries, right under Mathilda. After the nurse left, they appeared to the child, healed her, and took her back to the faerie forest along a faerie road. She is there now.

By the time the characters complete their investigations here, it will be getting dark. They will also, most likely, need a map so that they can perform the spell *The Inexorable Search* and find the girl. Suggest that it would be sensible to return to the covenant at this point and set out to find the girl in the morning. When they return, Maximianus refuses to help them, saying that they seem to have things under control. He sends them off again the next day.

The Maze

The Inexorable Search locates Mathilda, right in the middle of a local faerie forest. Morlen knows a bit about this forest (though these are not the faeries with whom he must debate for a season each year, as described in his Obligation Flaw). It is not home to very powerful faeries, and they are generally reasonable, willing to talk about things and see them from a human point of view. They have never been the sort of fay who kidnap children, which makes the current events somewhat puzzling.

The characters will be unable to do anything unless they go to the forest, and this should be obvious to them. It is only a few

hours' journey from the covenant, so there is no real problem in getting there. Let the magi make any reasonable preparations they wish, including loading themselves down with anti-faerie charms. Morlen is aware that things like cold iron are only slightly effective against most faeries, but tend to annoy all of them, and may wish to suggest that the other magi be a bit more tactful.

The journey to the forest is uneventful, taking the characters across farmland and through a stretch of mundane woodland. Morlen notices immediately when they enter the faerie forest, and the others will notice soon thereafter. The forest has a faerie aura of 2, so all the magi get +1 to casting totals, but must roll an additional two botch dice if they botch.

The faerie forest is very dry, as if after several weeks without rain in summer. The trees are still in leaf, but there is a brittle feeling about everything, and it is obviously highly flammable. This is strange, since the weather has been rather rainy for that last month. Further, despite the dryness, there is a great abundance of undergrowth and creepers. In fact, there is a clear path between the trees, but this is hemmed in on either side by walls of vegetation.

This path forms part of a maze. Do not bother with a map; the maze shifts as the characters pass through it. Let them map it, and even let the players do so, but the map will be no use. It will be helpful if they still have an arcane connection to Mathilda, as this can tell them which way to go. If they didn't explicitly say they were bringing it, let each character make an Intelligence roll. If any character gets 6+, he remembered to pocket the arcane connection. If no one does, let them come up with alternative strategies. If these don't work, they will eventually be collected by faeries from

the clearing and led there. This appearance of incompetence will hurt their case if they try to use their presence as evidence that the girl is wanted by her family.

The only way to get through the maze is to use magic to break through the walls. Physical force might work, but none of the magi are strong enough. If they have an arcane connection to Mathilda, or come up with a good alternative strategy, they can find the direction in which they need to be heading, and make paths that go that way. *Intéllego Corpus 10*, with the arcane connection, gives them a direction to the girl. They can get through the walls in a number of ways. *Rego* or *Perdo Herbam* is the most obvious option, and level 10 will suffice to make a hole large enough for the characters to pass through. Using *Creo Ignem* to burn through is a bad idea, as it would probably set the whole forest on fire. Quite apart from the damage this would do to the characters, it would really annoy the faeries. If no one thinks of this on his own, Morlen thinks of it, so you should tell the his player. If they go ahead anyway, they will need to use *Rego* or *Perdo Ignem* to damp down the fires after they've been set, or risk being caught up in a firestorm. If that happens, the faeries rescue them, put out the fires, and dump them outside the forest with asses' ears. They will then have to explain to Lord Robert just what has happened to his daughter.

The Straw Men

The maze has defenders: faerie straw men, who will attack the magi. Each straw man is made of a bundle of long pieces of straw, bound together, with roughly indicated arms, legs, and heads. They do not wear any clothes or carry any items.

The characters might hear the straw men

shadowing them (call for *Per + Awareness* rolls), and may even catch glimpses of them, but they shouldn't be attacked until they are paranoid or stuck. Once they have figured out how to get to Mathilda, the straw men should attack. If the characters are stuck, have the straw men break through the maze wall from the correct direction to attack them, hopefully giving them a hint. There should be one straw man for every character.

The magi do not have the necessary abilities to fight back physically, so do not run this as a standard combat. Have the magi roll *Dex + Skill* for anything that they can justify to you, and have the straw men roll and add 6. If the magi win, they dodge, while the straw men do one *Body* level of damage every time they hit.

Each straw man has a *Faerie Might* of 20 (this provides a *Magic Resistance* of 20), and thus a good chance to resist any magic. This does not apply against *Ignem*, however, and even a *CrIg* spell of level 5 is enough to ignite one of them. Burning straw men flail about for three rounds before expiring, and each round, this flailing may ignite a maze all on a roll of 6+ on a simple die, unless magical steps are taken to prevent this. *PeHe* and *ReHe* spells of level 10 can also destroy them, if such attacks get past their magic resistance. Attacks with physical objects do very little damage. Blunt implements are completely ineffective, and sharp ones simply cut them into two smaller straw men.

In the fight, encourage description and strategy. Let the straw men be fooled by tricks: if the magi come up with a good plan to have a burning straw man ignite his fellows, for example, let it work. Conversely, make the players think. If they just stand to cast spells, have a straw man hit them so they have to make concentration

rolls. Make them devise a strategy to get clear casting time.

The Clearing

Mathilda is in the faerie clearing at the center of the forest. When the characters break through the last wall of the maze, she will be the first thing they see. She is running around on a small hill, giggling, playing tag with a group of small fay, some of whom have wings, some don't. All of them have some animal feature: rabbits' ears, cloven hooves, wool, and so forth. She seems happy, and does not appear to be a prisoner.

They will, however, immediately be approached by a larger faerie, Demissel, who is described below. He wants to know why the magi are here, although he is not hostile. If the magi explain, he says Mathilda wasn't wanted where she was, and she is happy here.

The magi may take several approaches. They could try to fight their way through. If they suggest this, point out that there are several other fay lounging around the clearing, eating and playing games. They are outnumbered at least three to one, and it is likely that most of the faeries have some form of magical ability. Morlen thinks they would probably lose if they tried to fight. If they fight anyway, the fay bind them with plants and spider webs and dump them outside the wood. They will spend an unpleasant couple of days bound there before Eleanor Swarder, sent by Maximianus, lets them out. They will also have no chance of getting Mathilda back, and will have to explain this to Lord Robert.

Some form of negotiation is a more promising approach. They could offer to trade something for Mathilda's return.

Morlen knows that faeries tend to like creative offerings, and magical ones would be gladly received. An imaginative performance with spontaneous magic might be acceptable, or a promise of some future magical or artistic service. Let the players lead the negotiating, and have the faeries try to get as much as they can. However, do not make them so unyielding that the players are tempted to give up. Rolls may be required if the characters are trying to convince the faeries that they are skilled. Demonstrations of spontaneous magic, or rolls of Com + Skill for mundane abilities, would be appropriate. The characters could also have planned in advance and brought some artistic item with them. There will be some available at the covenant and Lord Robert's manor, if the characters can convince the Lord or Maximianus to let them take them.

The best approach, however, is to argue that Mathilda is wanted, and that the faeries have thus offended the local Lord by taking her. If the characters can convince the fay of this, then they will let them take Mathilda away. If they really push it, they might be able to convince the faeries they ought to make reparations. The fay offer two pawns of *Imáginem vis* per year in compensation, which the magi would be able to keep for themselves. If they insist on something useful to Lord Robert, the faeries promise to look after his crops for the next seven years, ensuring they don't fail.

The best evidence the characters have that Mathilda is wanted is their own presence. Her father cared enough to send six magi looking for her. If the characters have done well on their way through the forest, this strengthens their case, as they appear to be six competent magi.

Mathilda soon realizes she is being talked

about, and comes over to join the negotiations. Initially, she is reluctant to leave, and screams and yells, begging to stay. The characters will find it easier to convince the fay to let her go if they can convince her that she wants to go. Demonstrations of appealing magic, persuasive words, or flat-out mind control will all work.

Demissel

Demissel is over seven feet tall, extremely thin, and clothed in a pale green robe that hangs loosely off him. His hair is dark green, and reaches almost to the ground. He tends to talk in long, rambling sentences, and is most interested in the consequences of actions and events. This means he will be open to arguments about how Mathilda's family will miss her, and even, perhaps, seek revenge.

Wrapping Up

Leaving the forest, with or without Mathilda, is easy; a straight path leads from the clearing to the outside. Once outside, the characters will have to explain what has happened to various people. If they have successfully retrieved Mathilda, Lord Robert is very grateful, and the villagers will wonder even more about their suspicions, now that it is obvious that the magi weren't responsible for the abduction. If the characters fail to retrieve her, people will be generally more suspicious, but this is unlikely to have any effect within the scope of this story.

Lastly, you should award the characters with an experience point or two for their efforts in rescuing Mathilda. Refer to "Advancement – Adventure" on page 163 of the fifth edition rulebook as a guideline. The players, of course, will want to know how they can spend these. Refer to the "Using Experience Points" and "Advancement – Adventure" sections on page 163 for answers to these questions.

First Interlude

When the characters have returned to the covenant, things quiet down for two seasons, giving them the chance to do some research, and giving the players the opportunity to try out the laboratory and study rules.

You will have to guide the players through the rules, as they are relatively complex. Make sure that you understand them properly, first. You'll want to have read through the "Basic Laboratory Activities" (page 94) and "Experience and Advancement" (page 163) sections of the fifth edition rulebook.

Tell the players about three options: studying Arts from vis (page 165), studying Arts from the library (page 165), and inventing spells (page 95). Make sure you pass out information on Nigrasaxa's library and vis stores (pages TODO of this minisaga). Make sure that they understand the different kinds of books in Nigrasaxa's library, and what vis they have. If a player wants to have his magus study a mundane Knowledge from one of the texts, that is fine. You should discourage the play-

ers from having their characters make enchanted items, however – the rules for this are complex, and the process usually takes many seasons.

When everyone has decided what to do, help them follow the appropriate procedures for calculating the relevant statistics and revising their scores. Check their calculations to make sure they are including everything. Remember that any lab activity grants Exposure experience as well (page 163 of the fifth edition rulebook). You should remind Thamik's player to record the vis he gains as a result of his Secret Vis Source.

If the players want to explore the surrounding region, discourage them, reminding them that magi are scholars, and so most prefer to spend their time in research. If necessary, tell them that you have nothing prepared, and would prefer them to stay in the covenant for the moment.

When they have completed two seasons of study, move on to the next chapter. Note that, unless you have particularly long gaming sessions, you are unlikely to get on to the second chapter in the first session.

II: Maximianus' Final Twilight

In this story, the leader of the covenant goes into Final Twilight, and the characters have the chance to find out more about how their covenant functions. It should also introduce them to Final Twilight and the Red-cap network, as well as giving them further opportunities to practice their magic. As in "One Small Favor", the following summary is intended purely to help you orient yourself. The players may well go off in a completely different direction.

Summary

Henry Winker finds all the magi in the library, and announces that Maximianus has exploded! After a while, they calm him down and find out what has really happened. They go to see the manifestation of Maximianus in the passage, and meet William on the way. He tries to take control, but obviously has no idea what he is doing. Eventually, the magi manage to assert their authority.

They investigate the manifestation and finally discover a way to get past it. This allows them to enter the private tower of the covenant, where they are chased by screaming bolts of flame. They find Eleanor Sworder, trapped and particularly harried, and get her free. As they search the rest of the tower, they find Frederick, who has barricaded himself in and will not move, and Aline, who thinks that the bolts are messengers from God, and keeps trying to catch them.

When they return to the public tower,

they discover that Adrian has been preaching that this is the start of God's vengeance on the magi, and that the covenfolk should burn them to save their own souls. They finally manage to calm him down. When they go to investigate Maximianus's laboratory, they discover that it has a magical ward on it and they cannot enter.

Beginnings

Henry

Once more, all the player magi are gathered, by chance, in the library. Henry Winker, the same messenger as in the first story, comes rushing in, out of breath, and announces,

"Maximianus has exploded!"

Henry is panicked and a little out of breath, and will want the magi to come with him right away. They may do so, or they can try to calm him down. Magical means will be most effective here, but if the magi promise to come along as soon as he explains what is going on, he gives them a very fast account.

Unfortunately, he doesn't know much. He knows that the image of Maximianus has appeared in the lower corridor (see below), but he doesn't know why, nor does he know about the image in the upper corridor. He does know that no one can get past the image, and that about half the covenfolk are in the private tower. He also knows that William of Thanet is trying to organize things in the Great Hall.

The magi can go wherever they want, and Henry tags along, feeding them information about the covenant, unless they strongly urge him to go away. If the players look like they are thinking about doing this, remind them that he knows his way around the covenant better than they do, and knows all the inhabitants, while they only know William and Eleanor Sworder. If they follow him, he takes them to the Great Hall.

William

William of Thanet, the autocrat (that is, the individual who looks after the mundane day-to-day needs of the covenant), has gathered all those covenfolk who were in the public tower in the Great Hall. At first, everyone is shocked and slightly panicked, and William provides necessary support. If the magi go directly to the Hall, he is just finishing a roll call when they arrive, writing the names of those covenfolk in the private tower on a wax tablet.

William (who has no magical abilities) has been at the covenant ever since it was founded, and has run the daily operations very efficiently. He has very little respect for the player magi, feeling that they cannot properly organize themselves, let alone the covenant, and that he should be in charge in this hour of crisis. Unfortunately, he doesn't have the faintest idea of how to deal with the manifestations resulting from Maximianus's Twilight, and the player magi must overrule him if they are to get anything useful done.

The following account covers William's planned course of action. The characters will arrive at some point during it, most likely, and from that point on William is likely to find it harder to continue with his plans.

Once the roll-call is finished, he asks all the covenfolk to tell him what they have seen, and what they know. This is not very much, and Adrian, one of the guards, states his opinion that this is the beginning of God's vengeance on the magi. William rejects the suggestion out of hand, and nothing more comes of it at this point.

William of Thanet

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

Size: 0

Age: 52 (52)

Decrepitude:

Warping Score: 0 (0)

Virtues and Flaws: Virtues and Flaws: Covenfolk, Educated, Gossip, Puissant Leadership, Dutybound, Overconfident, Fear (the Sea)

Personality Traits: Bossy +3, Overconfident +3, Obsessed with Details +2

Reputations: Competent 2, with covenfolk

Combat: *Fist:* Init -1, Atk +0, Dfn -1, Dam -1

Soak: -1

Fatigue levels: OK, 0, -1, -3, -5, Unc.

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

Abilities: Abilities: English 5, Artes Liberales 3, Awareness 4, Bargain 4, Concentration 3, Etiquette 5, Folk Ken 6, Intrigue 4, Latin 5, Leadership 6+2, Nigrasaxa Lore 6, Profession: Scribe 5, Suffolk Lore 4

Equipment: Normal clothes

Encumbrance: 0

William of Thanet William is in his early fifties, and has been autocrat of the covenant since its foundation twenty years ago. He was born on Thanet, an island off the Kentish coast, but moved inland after he nearly drowned in a boating accident. He was intelligent and educated, and got a job as a clerk with a minor lordling. His master was neither wise nor competent, and about twenty years ago he fired William, putting the blame onto him.

Maximianus was looking for an autocrat for his new covenant, and, since he could tell through magic that William was merely a scapegoat, he was happy to take the young clerk on. This proved to be a wise choice, as, without the burden of a foolish lord, William was a highly capable administrator. Over the years, Maximianus has left all the mundane aspects of running the covenant to his autocrat.

William is a little overweight, as he takes advantage of his position to indulge his taste for game and wine (although never beyond the bounds of propriety). His hair is thinning and gray now, but his voice is still strong and he runs the covenant as well as ever. He has gained a somewhat exaggerated opinion of his abilities, since Maximianus helped the covenant through a couple of crises with magic, but forgot to tell William what he had done. As a result, William thinks that the covenant's survival is entirely due to his administrative brilliance. He is very good, so the delusion is not, usually, obvious.

William then sends the women and children out of the covenant, to ensure their safety, and leads the men to the lower passage. He sends a couple of guards, but they cannot pass the image of Maximianus. If the magi are around, he tells them to go through, but not to risk doing anything that could provoke Maximianus further. If they are not present, he takes the men to start knocking a hole in the wall of the private tower.

This will take a long time, but if it is completed the screaming bolts of fire will be able to stream out and attack all the covenfolk. The magi are likely to want to divert the plan at some point, but William is strongly against it. He argues that he has successfully run this covenant since long before they arrived, and he knows best what should be done. The covenfolk also, on the whole, have more respect for William than for the magi, whom they regard as scary and aloof figures who know little about the real world.

The magi can just shout William down, or even use magic, but this will not do their reputation with the covenfolk any good. It is much better if they argue that the problems are magical, and thus need to be left to them, while William deals with the practical problems. However, since there are many ways the players could handle this situation, you will have to improvise.

The Corridors

The two corridors between the towers are almost exactly the same. The upper one is used only by magi, the lower by the covenfolk, although the magi certainly may use the lower if they wish. At the moment, both corridors are blocked by images of Maximianus.

These images are identical. Whatever

one does, the other also does, and anything that affects one also affects the other. They appear perfectly solid and opaque. Each image appears to be Maximianus, dressed as normal, surrounded by tongues of flame in all the colors of the rainbow. The image seems to be looking straight into the eyes of any character who looks at it, even if several do so at the same time.

The flames spread out from the body to fill the corridor, so that it is not possible to see what is happening on the other side. They also block all sound, and form a magical barrier to any attempt to use *Intéllego* magic on the space beyond. They do not radiate heat, however.

If anyone approaches the image more closely than three paces, the flames lash out towards him. Anyone who is not expecting this steps back by instinct. If a character is prepared, he may make an *Int* + *Concentration* roll of 9+ to keep going forward. In that case, the flames throw him back with a *Rego Corpus* effect. This effect has a penetration of 40, which means that *Herrit* could well resist it and continue moving forward. Other magi may also resist it if they roll well.

If *Herrit* does make it to the other side by himself, point out that he is isolated, and encourage the player to help work out a way to get the other characters through. If he insists on exploring, chase him back with bolts of flame (see below). He also notices that the image appears to be looking at him, even when he is on the other side.

Intéllego magic can be used on the image itself. It is highly magical, and it is an image (*Imáginem*) rather than a solid object. The only way to get past, without facing the *Rego Corpus* effect, is to manipulate the image. *Perdo Imáginem* 25 would destroy it altogether, but the characters are

unlikely to manage that. *Muto* or *Rego Imáginem* 15, if used imaginatively, allows the characters to make a passage through, although this only lasts for as long as the caster concentrates (or for a duration of *Diameter*). *Ignem* and *Corpus* magic are completely ineffective, as the image is really neither a body nor a flame.

The images disappear by themselves at the next sunrise, but if the magi do nothing constructive in that length of time, they will lose most of the confidence of the covenantfolk.

The Private Tower

The private tower of the covenant contains the *sancta* of all the magi and the quarters for the covenantfolk. There are no doors to the outside, all entrance and egress being via the public tower. Each floor is divided into many rooms, with the magi getting a half a floor each towards the top. Maximianus took the whole of the top floor as his *sanctum*.

The covenantfolk on this side are, therefore, trapped by the images. This would be bad enough, but the tower is also filled with bolts of flame. These fly through the corridors and into the rooms, screaming loudly as they do so. They do not burn nonliving things, but do +5 damage every time they strike someone living.

The bolts appear in small groups. Roll a simple die every few minutes of game time. On a roll of one to five, that many bolts appear, heading for the characters. On a roll of 6+, there are none around at the moment. The bolts seem to have some awareness, although they are certainly not intelligent. They will change course to try to hit the characters, and then continue on their way through the covenant.

If the characters simply try to dodge the bolts, have them roll Qik + Brawling against a difficulty equal to twice the number of bolts. If they succeed, they are fine, but if they fail one of the bolts has hit them, for +5 damage. These bolts are real fire, and so they can be affected by Ignem magic. Perdo Ignem 10 destroys one bolt, while PeIg 15 destroys a whole group. Rego Ignem 5 deflects one bolt from one character, with no need for another die roll, and ReIg 10 deflects a whole group from one character, while ReIg 15 keeps all the characters safe from a whole group of bolts.

Even if the characters destroy lots of bolts, this has no obvious effect on their numbers, as they are continually being produced.

There are about a dozen covenfolk scattered around this tower. The magi can find them most easily by calling out. They are keen to leave, and the protection the magi can offer is very attractive. If they simply search, it will take them much longer. Roll for bolts five times between each discovery. If they call, you need only roll half a dozen times before most of the covenfolk come to them.

The covenfolk fall into two groups: the guards and the servants. All of them are rather in awe of the magi, but the guards are more confident. They know the magi rely on them for protection to a certain extent. If the magi talk to the covenfolk, it will be the guards who answer, unless one of the servants was specifically addressed. Note that the guards in this tower were off duty, and so are not wearing armor. They are, however, noticeably bigger and tougher-looking than the servants.

When they have led the first group out, it would be a good idea to check William's list to see who is still missing. If they didn't search the tower thoroughly, then Eleanor

Sworder, Aline, and Frederick are still missing.

Eleanor

Eleanor Swarder

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

Size: 0

Age: 32 (32)

Decrepitude:

Warping Score: 0 (0)

Virtues and Flaws: Enduring Constitution, Strong Willed, Piusant Leadership, Fear (being touched, common), Disfigured, Oversensitive (unchivalrous behavior)

Personality Traits: Chivalrous +3, Determined +2

Reputations: Fair 2, among the grogs

Combat: Init Atk Dfn Dam

Fist: -2 +3 +3 -1

Fist:* -4 +3 +4 +1

Sword: +0 +10 +10 +5

Sword:* -2 +10 +10 +5

Spear:* -1 +8 +6 +6

Soak: +0 (+*)

Fatigue levels: OK, 0, -1, -3, -5, Unc.

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

Abilities: Athletics 3, Awareness 3, Brawling 3, Etiquette 2, Folk Ken 3, Leadership 5, Great Weapon 5, Nigrasaxa Lore 3, Ride 3, Single Weapon 6, English 5

Equipment: longsword, kite shield, spear/lance, steel scale hauberk (not worn)

Encumbrance: 2 (4*)

Eleanor Sworder As soon as she could walk, Eleanor wanted to be a knight. She listened to the tales of chivalry and pestered her parents with questions as to why she couldn't. The parish priest eventually decided she was possessed by the devil, and tried to exorcise her. While this wasn't a brutal affair, it wasn't particularly pleasant, and Eleanor decided to keep her ambitions to herself.

A few years later she heard about Nigrasaxa, and the rumors that one of their guards was a woman. She left home that night and arrived at the covenant a few days later. She was accepted into the grog turb and learned to fight. She was not particularly talented at this, but she was good at leading and organizing the grogs. Maximianus noticed this, and five years ago he promoted her to grog captain.

Eleanor still wants to be a knight, and she has been developing the necessary skills. A few of the grogs resent the fact that a woman is in charge, and that she cannot fight as well as some of them. However, most of them recognize that she is a good leader and shout the dissidents down.

Eleanor would be average looking, were it not for the nasty scar on her left cheek. There are a number of stories circulating round the covenant: that she got it from a dragon, a giant eagle, the sword of a Knight Templar, or that it was a training injury. Actually, it is a scar from a demon claw. She killed the demon, but she still has nightmares. The scar is her disfigurement, and it doesn't impede her in leading the

grog. If anything, it gives her a slight edge.

For some reason, the fires are picking on Eleanor. (This is probably due to Maximianus's attitude toward her, although it could indicate particular favor as much as particular dislike. Twilight effects rarely make good sense. It doesn't matter for this scenario, and you can choose whichever fits your purposes if you continue playing in Nigrasaxa.) She is in the main grog barracks on the third floor, dodging bolts and deflecting them with her shield. She has been hit a few times, and she cannot get past the bolts to leave.

Freeing her is relatively easy with the use of magic. ReIg 15 will suffice to get the bolts out of her way, although the caster will have to maintain this until the characters leave the private tower, as the bolts follow them.

Eleanor is grateful and impressed at being rescued, and if the magi are still having trouble dealing with William's plans to knock a hole in the wall she talks him out of it.

Aline

Aline is one of the covenfolk. Rather simple-minded, she has decided that the bolts of fire are angels, and that if she can catch them, they will bestow a message from God upon her. Fortunately for her she has a high Stamina and is tough, so she has been able to handle the minor burns she has received so far. She hasn't received a message from God yet, though.

The magi could drag her out kicking and screaming, but it is much better if they can persuade her to come. They could try to persuade her that the bolts of fire are not

messengers from God. The best way to do this is to explain their real origin, or at least some other origin. Since she has caught a few and has learned nothing, she will be willing to listen to alternative explanations.

Frederick

Frederick has barricaded himself into a room. The door is shut, and has furniture piled against it. He will not open it. The bolts of fire cannot get through, so he is safe as long as he stays inside. The magi will probably need to use Intéllego Corpus to find him, although a simple inference from the fact that the door is barred in some way would do.

The magi will have to convince Frederick that they can protect him from the bolts of fire. This will not be easy, as he is new to the covenant and not terribly familiar with the power of magic. The easiest way, therefore, is to demonstrate magic to him. ReHe 15 will open the door despite his barricade, and other showy magic could then convince him of the power of the magi.

Maximianus' Sanctum

The characters will probably want to investigate Maximianus's sanctum. This is the source of the bolts of fire; they are constantly passing in and out of the door (this is the only door in the tower that they can pass through). Because of the profusion of fire here, all characters at the sanctum entrance must make Qik + Brawling rolls of 10+ every round (there are five bolts each round), unless they magically ward themselves against the bolts.

The door is closed, and protected by a Rego Corpus ward with penetration 60, which will not go away at sunrise. The

characters will not be able to enter Maximianus's lab at this point.

Wrapping Up

The magi will probably return to the public tower to assure the covenfolk that everything is resolved. There, they face one last problem.

Adrian

Adrian, one of the covenant's general staff, has long harbored doubts about the magi and their relationship to God. The burning apparition of Maximianus decided him. They are corrupt, and the image is a sign from God. The magi must all be burned, or the covenfolk will be held responsible.

While the magi have been in the other tower he has been talking to the other covenfolk, trying to bring them around to his point of view. William is having none of it, but his authority has been diminished by the crisis. He manages to stop an immediate lynch mob from forming, and, if the magi return during their exploration of the tower, he keeps the covenfolk under control, although the magi should get a sense that all is not well.

As a result, when the magi do finally return, they have the opportunity to talk to the covenfolk, rather than having to fight. Adrian is fully convinced and will leave the covenant unless he is killed. Other members of staff can be won back to the magi by persuasive argument. The behavior of the magi while dealing with the crisis will strongly influence the reactions here.

You should avoid a mass attack on the magi. Enough covenfolk know that they would die if they tried. Adrian may throw himself at them if things go particularly

badly, but they will not face serious physical danger. However, if the magi deal badly with the covenfolk (who are, after all, scared), large numbers of them might walk out, refusing to serve the evil wizards any longer. If they do, make the next couple of seasons difficult, pointing out the growing problems, but don't let anything get to crisis point, unless you want to run an adventure where the magi search for more grogs.

If the magi rescued any of the characters who were particularly trapped, those characters speak in favor of the magi. Aline will assert that she thought the bolts were from God, but they weren't, and Eleanor and Frederick will vouch for the magi. This should be enough to retain nearly all the staff.

Aftermath

The characters will probably succeed in rescuing the covenfolk, and the manifestations

go away at sunrise. They will have to deal with the loss of Maximianus, which means deciding how the covenant should now be run, and talking to William and Eleanor about the practical arrangements. Let the players roleplay this out, improvising details as needed, for as long as it is fun. Of course, if large numbers of the covenfolk left, this will be more difficult. In this case, William and Eleanor complain constantly about staff shortages.

The characters will now have some sort of reputation with the covenfolk. Try to play this up in their interactions with them. If they handled things well and tactfully, they probably have good reputations. Efficient but ruthless work gains them respect mingled with fear. Complete no-hopers will be viewed with pity by William and Eleanor, who probably help them out of respect for Maximianus's memory, unless they were insulted during the events.

Second Interlude

After Maximianus's Twilight, the characters get another season of research. This should be handled just like it was in the First Interlude.

At the end of this season, a Redcap arrives at the covenant, bearing the announcement of the next tribunal, to be held at the end of the following season at the covenant of Blackthorn. There is little news of the rest of the tribunal, although you might want to mention some of the more public issues that will be raised at tribunal. The Redcap mentions that questions are being raised about their dealings with faeries and the local nobility.

For more information about Redcaps, refer to "House Mercere" on page 12 of the fifth edition rulebook. For more information about who will be present at the tribunal and what might be discussed, refer to the descriptions of those who will be attending on page 26.

After the Redcap's visit, the characters have another season of research.

The characters will also have to decide

who will represent them at the tribunal. Get them to send two representatives. The other players will play non-player characters (see "The Tribunal" on page 24).

For more information on tribunals, both as geographical areas and as gatherings of wizards, refer to page 14 of the fifth edition rulebook.

Perceval, the Redcap Perceval is an unGifted Redcap in his late forties. He is tall and thin, and wears his cap at all times, refusing to take it off even indoors. He has been delivering messages to the covenant for several years, and is known to all the magi. He asks about Maximianus, and if he is told of his Final Twilight he expresses sympathy and offers to take the news to the other covenants in advance of the tribunal.

He knows a lot about how tribunals work, and offers to explain to the magi, since this will be the first time they have to represent their covenant. This gives you a good excuse to help the players plan for the final part of the Jump Start Kit.

III: The Tribunal

Staging

This final portion of *Nigrasaxa* is best staged as a free-form roleplaying event. Don't worry about the particulars of the characters' arrival at Blackthorn covenant, or any of the mundane concerns of the meeting. Just concentrate on the interaction between the magi.

Remember that only two characters from the players' covenant are invited – the others will have to stay behind. That doesn't mean that the players whose characters are not chosen will be left out. They'll be taking the roles of the emissaries from four other covenants: Blackthorn, Voluntas, Ungulus, and Schola Pythagoranis. Character notes for these characters are provided on handouts on the next page. Just cut them out and hand them out. Statistics are not provided for these characters, and they should not be needed. Combat and spellcasting will not be tolerated by the officials of the tribunal meeting.

Getting Started

When everyone is ready to start, let them begin negotiating and talking with one another informally. The actual tribunal meeting has not yet started at this point. This time simulates the discussions that the magi are having beforehand. Allow this to go on until the players seem to have exhausted the possibilities for pre-meeting interaction.

It is a good idea to play this portion of

the game in a fairly large room (or series of rooms) so the players can have private conversations. This is particularly important if the covenants try to set up plots against each other.

The Meeting

Next, summon everyone together for the formal portion of the meeting. You will play the roles of the Praeco (the eldest magus in the tribunal and leader of the proceedings) and presiding Quaesitor (the chief legal authority of the proceedings), which means that you have in-character control of the proceedings as well as authority as storyguide. The Praeco is Josephus of House Tremere, a member of Blackthorn. He must at least appear to be impartial, but is politically allied with Blackthorn, and his decisions may reflect that. The name and background of the quaesitor is unimportant. Fabricate a name and background if any player really wants to know.

In the formal tribunal meeting, each magus present may put forward any number of topics he wishes to discuss and vote upon. Once all topics have been put forth, the Praeco oversees debate and voting on these topics in any order he chooses. You should allow votes on just about any motion. Once the meeting has started, the characters will not be able to have private conversations. Anything they want to say must be addressed to everyone present.

When a vote takes place, each magus

may cast a number of votes equal to the number of sigils he carries. Each magus in the Order has one sigil, and generally, magi who will not be attending a tribunal hand their sigils over to magi who will be attending. Each non-attending magus from Nigrasaxa should decide which attending magus he will give his sigil to. The magi from other covenants each control of a number of sigils that is listed on their handout sheets.

One of your main jobs during “The Tribunal” will be to answer out-of-character questions about the game background. You can refer to the rulebook as necessary, (the Mythic Europe chapter will be especially helpful) but don’t let it bog you down. Make up any background information you’re not sure about, especially about the various covenants, or tell the players

that they can make it up, as long as they check it with you. Your main goal is to make the meeting exciting.

Moving On

We hope that once you have played this mini-saga you will want to keep on playing *Ars Magica*. The pre-generated characters provided here are significantly more powerful than starting magi, so you may wish to start a new saga with your own characters. Even if you do, there is nothing to stop you using the covenant of Nigrasaxa as your home base. It could easily be moved to anywhere in Europe without changing many details. Even if you don’t like the covenant as described, you might still want to use some elements, such as the library.

Edward of Schola Pythagoranis

You are a member of House Jerbiton, and the representative of the covenant of Schola Pythagoranis. Your covenant is in Cambridge, housed in several buildings scattered through the town. You control four sigils.

You are aware of Nigrasaxa's encounter with the fay. Consult the storyguide about your precise attitude (since it depends on what actually transpired).

Since the last tribunal, your covenant has been fighting with Voluntas over the right to search for vis in a highly magical wood in Lincolnshire. This has consumed substantial resources, and has been inconclusive. You want the tribunal to assign all exploration rights to your covenant, so that you can take action against Voluntas if they interfere.

Nigrasaxa has a copy of the spell Hermes Portal in its covenant library. You would very much like to be allowed to copy it, and would be willing to trade votes for the privilege. Your covenant has a good source of Imáginem vis, which you would also be willing to offer in trade, up to 10 pawns now, or up to two pawns per year, for vis of any Technique.

Flavius of Ungulus

You are a member of House Ex Miscellanea, and a member of Ungulus. Your covenant is on the coast in the Lake District, housed in a single huge tower. You control five sigils.

You are aware of Nigrasaxa's encounter with the fay: consult the Storyguide as to your precise attitude (as it depends on what they actually did).

In recent years, Blackthorn has been mounting a subtle campaign to destabilize your covenant. Most recently, they have been using subtle magic to harm your cattle. It took you a while to notice, as they did nothing flashy, just reducing the amount of milk the cows gave and increasing the frequency and severity of disease. After you discovered that magic was involved, you analyzed the sigils of the spells and determined that Blackthorn's magi were responsible, including Goliard, their representative at this Tribunal. Unfortunately, the traces of the spells have all long since faded, so you have no evidence beyond your word. You will have to get the votes of other covenants on your side.

You desperately want some Animál vis. If Nigrasaxa talks to you about your support, you will bring it up. You would like to trade votes for vis on a one-for-one basis, but you will take a lower rate if that's all you can get. You might also be willing to trade your support in their motion for their support in yours.

Goliard of Blackthorn

You are a follower of Tremere, and a member of Blackthorn. You hold all six of their sigils at this Tribunal. Your covenant is sited in South Wales, in a complex of caves.

You want to see Nigrasaxa censured for their actions against the faeries, and for dealing with the mundanes. Ideally, you want to take their *Creo vis* source from them and have it assigned to Blackthorn. If you cannot manage that, you at least want them to be prohibited from exploiting it, aiming to get it assigned to Blackthorn at the next Tribunal. You are open to bribery with their *Creo vis* source, but nothing else will convince you to vote for Nigrasaxa.

Your covenant has been trying to destabilize the covenant of Ungulus recently by cursing their cattle. You have kept the magic subtle, decreasing milk given and increasing the frequency of disease rather than striking all the animals dead. You think the precautions have been fairly successful, and that Ungulus has no firm evidence of your covenant's involvement. (You were personally involved in this on occasion.) You have denied all involvement, but it is inevitable that Ungulus will raise it at the

Julia of Voluntas

You are a member of House Jerbiton, and the representative of the covenant of Voluntas. Your covenant is in the Yorkshire Moors, housed in a sturdy manor house. You control five sigils.

You are aware of Nigrasaxa's encounter with the fay. Consult the storyguide about your precise attitude (since it depends on what actually transpired).

Since the last Tribunal, your covenant has been fighting with Schola Pythagoranis over the right to search for vis in a highly magical wood in Lincolnshire. This has consumed substantial resources, and has been inconclusive. You want the tribunal to assign all exploration rights to your covenant, so that you can take action against Schola if they interfere.

Nigrasaxa has a superb *Liber Quaestionum* on Vim in its library, *The Pulse of Magic*. You are willing to trade your votes in their support for the opportunity to copy this book, and you may suggest it if they approach you. You will also trade support for support.

Your library is superb, and you are willing to give the magi of Nigrasaxa up to two seasons each of study in it, in return for their support in your case or for other favors. You might be willing to let them copy for a total of two seasons, if they have something good to offer.

The Covenant of Nigrasaxa

Nigrasaxa

Your covenant is a fairly young one, founded a mere twenty years ago, in 1201, by Maximianus of House Bonisagus. He is much older than any of you, and rules the covenant. The library is of average quality, there are some small supplies of vis, and the covenant is in a magic aura with a value of 3.

The covenant buildings consist of two towers, magically conjured of shining black rock from which the covenant takes its name. These towers are linked by two bridges, one usable by all covenfolk and the other, the higher, restricted to magi. Only one tower has a door to the outside; the second tower must be entered from the first. The first tower contains the common areas of the covenant: the kitchens, the great hall, the library, and the council chambers. The second contains the living quarters for the staff and the sancta of the magi. The towers are rather larger than the covenant needs, and are sparsely furnished. They are structurally sound, however.

The mundane operation of the covenant is something of a mystery to you. There is an autocrat, William of Thanet, and he organizes the servants, reporting to Maximianus. The captain of the guard, Eleanor Sworder, organizes the grogs, the covenant guards and also reports to Maximianus.

The covenant is located in Suffolk, in the Stonehenge Tribunal. You have only recently arrived, and know very little about it or the surrounding area.

The Library

Arcane Texts

Health and True Function of the Human Form by Maximianus of Bonisagus (summa on Corpus, level 15, quality 15)

The Passage of the Waves by Henricus of Mercere (summa on Aquam, level 10, quality 18)

Change and Renewal and Decay by Gervallon of Criamon (summa on Muto, level 12, quality 16)

Beginnings by Odoacar of Merinita (tractatus on Creo, quality 11)

Healing by Maximianus of Bonisagus (tractatus on Creo, quality 12)

Control by Pertinax of Tremere (tractatus on Rego, quality 11)

Mastery and Majesty by Pertinax of Tremere (tractatus on Rego, qual. 11)

Threshold of Resurrection by Hagar of Ex Miscellanea (tract. on Corpus, qual. 14)

Bone and Sinew by Maximianus of Bonisagus (tractatus on Corpus, qual. 12)

The Digestion of Food by Maximianus of Bonisagus (tractatus on Corpus, qual. 12)

The Four Humors by Maximianus of Bonisagus (tractatus on Corpus, qual. 12)

Warriors' Deliverance by Maximianus of Bonisagus (tractatus on Corpus, qual. 13)

Full Health and Vitality by Maximianus of Bonisagus (tractatus on Corpus, qual. 12)

The Lame Leap by Maximianus of Bonisagus (tractatus on Corpus, qual. 12)

Watching Over by Maximianus of Bonisagus (tractatus on Corpus, qual. 12)

Purging the Infection by Maximianus of

Bonisagus (tractatus on Corpus, qual. 12)
Closing the Wounds by Maximianus of Bonisagus (tractatus on Corpus, qual. 12)
Questions and Justice by Tullius the Quaesitor (tractatus on Mentem, qual. 11)
Authority and Humility by Deuderach of Tremere (tractatus on Mentem, qual. 11)
On Standing Firm by Dhuoda of Bjornaer (tractatus on Terram, quality 10)
The Pulse of Magic by Junius of Tytalus (tractatus on Vim, quality 14)

Mundane Texts

Health and Healing by Maximianus of Bonisagus (summa on Medicine, level 6, quality 11)
On the Order by Deusdeditur of Bonisagus (summa on Hermes Lore, level 4, qual. 16)
The Gate of Learning by Alberic of Lyons (tractatus on Artes Liberales, quality 11)
The Code Interpreted vol. I by Tullius the Quaesitor (tractatus on Hermetic Law, quality 11)
The Code Interpreted vol. II by Tullius the Quaesitor (tractatus on Hermetic Law, quality 11)
On the Limits of Magic by Maximianus of Bonisagus (tractatus on Magic Theory, quality 11)
The Hermetic Arts by Scriptor of Bonisagus (tractatus on Magic Theory, qual. 11)
The Balance of Humors vol. I by Maximianus of Bonisagus (tractatus on Medicine, quality 11)
The Balance of Humors vol. II by Maximianus of Bonisagus (tractatus on Medicine, quality 11)
On the Eye by Maximianus of Bonisagus (tractatus on Medicine, quality 11)
On Bleeding by Maximianus of Bonisagus (tractatus on Medicine, quality 11)
On Congestion of the Lungs by Maximianus of Bonisagus (tractatus on Medicine, quality 11)

anus of Bonisagus (tractatus on Medicine, quality 11)
On the Stars and Humors by Maximianus of Bonisagus (tract. on Medicine, qual. 11)
A Warning Against the Works of Hell by Brother Humilitas of Caen (tractatus on Occult Lore, quality 10)

Spells

Parching Wind (PeAq20)
Curse of the Desert (PeAq25)
Calling the Odious Drought (PeAq50)
Bind Wound (CrCo10)
Charm Against Putrefaction (CrCo10)
Gentle Touch of t. Purified Body (CrCo20)
The Chirurgeon's Healing Touch (CrCo20)
Restoration of the Defiled Body (CrCo25)
The Severed Limb Made Whole (CrCo25)
Incant. of the Body Made Whole (CrCo40)
Gentle Caress of Aesclepius (CrCo30)
(Base 25, R: Touch, D: Mom, T: Circ, Rit.)
The Shadow of Life Renewed (CrCo75)
Physician's Eye (InCo5)
Revealed Flaws of Mortal Flesh (InCo10)
The Inexorable Search (InCo20)
Tracing t. Trail of Death's Stench (InCo20)
Sight of the True Form (InCo30)
Disguise of the New Visage (MuCo15)
Gift of the Bear's Fortitude (MuCo25)
Dust to Dust (PeCo15)
Rise of the Feathery Body (ReCo10)
Gift of the Frog's Legs (ReCo15)
Endurance of the Berserkers (ReCo15)
The Gift of Vigor (ReCo20)
The Leap of Homecoming (ReCo35)
Haunt of the Living Ghost (Cr(In)Im35)
Summoning the Distant Image (InIm25)
Illusion of the Shifted Image (ReIm10)
The Captive Voice (ReIm25)
Confusion of the Insane Vibr. (ReIm30)
Image from the Wizard Torn (ReIm30)

Gift of Reason (CrMe35)
Frosty Breath of the Spoken Lie (InMe20)
Posing the Silent Question (InMe20)
Thoughts Within Babble (InMe25)
Peering into the Mortal Mind (InMe30)
Emotion of Reversed Intentions (MuMe15)
 (Base 4, R: Eye +1, D: Sun +2, T: Ind)
Aura of Rightful Authority (ReMe20)
Hands of the Grasping Earth (ReTe15)
Hermes' Portal (ReTe75)
Sense of the Lingering Magic (InVi30)
Sight of the Active Magics (InVi40)
Wizards' Communion (MuVi20)
Demon's Eternal Oblivion (PeVi30)
Demon's Eternal Oblivion (PeVi50)
Unravelling the Fabric of Corpus (PeVi10)
Unravelling the Fabric of Corpus (PeVi25)
Unravelling the Fabric of Corpus (PeVi40)
Unravelling the Fabric of Corpus (PeVi60)
Unravelling the Fabric of Mentem (PeVi10)
Unravelling the Fabric of Mentem (PeVi25)
Unravelling the Fabric of Mentem (PeVi40)
Wind of Mundane Silence (PeVi20)
Wind of Mundane Silence (PeVi40)
Sever the Connection (PeVi20)
Aegis of the Hearth (ReVi20)
Aegis of the Hearth (ReVi30)

Vis

Stores

Animál: 20 pawns
 Corpus: 4 pawns
 Creo: 12 pawns
 Intéllego: 7 pawns
 Vim: 12 pawns

This is the total amount of vis in the covenant. Any distribution must be agreed upon by the magi running the covenant. 6 pawns of Vim vis will be needed at the end of the year to cast *Aegis of the Hearth*.

Sources

Animál: 5 pawns/year
 Corpus: 2 pawns/year
 Creo: 3 pawns/year

This year's harvests have been included in the totals listed under "Stores", above.

Maximianus

Maximianus of Bonisagus, the founder of the covenant, is a widely respected master of Corpus magic. He has written numerous important texts, most of which are in the library at Nigrasaxa, and was a typical theoretical Bonisagus. Over the last couple of decades, however, he has shown much more interest in the politics of the Order. He came to Stonehenge and founded a covenant specifically to break the cycle of invalid tribunals, and has recruited young magi to strengthen it. He is ancient, and thought to be on the verge of Final Twilight, but widely respected.

Ariel of Flambeau

You are a member of House Flambeau, and particularly skilled with fire magic. You are particularly good at creating and controlling fire, but changing and destroying it are also easy. The only thing that you are not very good at is finding things out about it. You also have some ability with human (or human-like) bodies, and with air. Your skills also mean that you have good Magic Resistance, and are good at affecting other magical creatures with your spells.

While most followers of Flambeau specialize in fire magic, some study spells of simple annihilation as a more subtle alternative. These aggressive and ferocious magi often cause trouble within the Order

and frequently anger mundanes. However, their fearlessness and love of destruction make them invaluable when the Order requires the application of martial force.

Caltis of Tremere

You are most powerful when dealing with stone and other materials drawn from the earth. You are also good at creating and destroying things in general, and you have some skill with the essence of magic itself. You have some mundane political ability, and you have good defenses against magical attack.

Members of House Tremere emphasize the importance of judgment, strategy, and detailed planning. They believe in the respect of superiors and in asserting authority over minions. Dignity is of the utmost concern. House Tremere is considered one of the more sensible and stable Houses, providing strength and courage when needed and refraining from action when peace better serves the Order.

Herrit of Tytalus

Your magic is strong when dealing with humans or human-like bodies, and you have a fair degree of skill with images and minds, as well. You also have excellent magic resistance. You are good at understanding people, and figuring them out (and you have magic to help you), but you are not very good at actually talking to them and convincing them to do what you want, although Aura of Rightful Authority helps.

The philosophy of Tytalus magi is to master all forms of conflict. They do not feel alive unless they are in a constant state of struggle, perpetually testing the

strengths and weaknesses of others. House Tytalus is almost the opposite of House Tremere. Where the Tremere believe in stability and respect for elders, Tytalus magi believe in constant change, and in challenging your elders repeatedly.

Morlen of Merinita

You are a member of House Merinita, and have a deep knowledge of faeries. If faeries are encountered, you should ask the storyguide whether you know anything relevant, because there is a good chance that you will. Your magic excels with images. This covers the creation of illusions and invisibility, as well as magically spying on distant locations. You have lesser talents with air and water, and are good at finding out things and changing them, no matter what they are.

House Merinita is focused on the world of faeries, and its members tend to be just as strange as the creatures they study. Merinita magi frequently remain isolated, having little to do with the rest of the Order, except to defend faeries from the assaults of other magi. Those of this House eschew the merely mortal, and seek answers within the mysterious world of Arcadia.

Siffed of Criamon

You are naturally very good at dealing with people. You understand them, and you can be very charming, and very deceitful, at need. As a member of House Criamon, your face is tattooed with arcane symbols. The second syllable of your name is the accented one: *sif-FED*. Your magic concentrates on the control and understanding of the mind. This sort of magic works best

when used subtly, so that no one realizes his companions are bewitched. Casting it on other magi is a gross breach of the Code of Hermes.

House Criamon is known for its obscure philosophy, its disdain for simple power, and its members' habit of marking their faces and bodies with arcane symbols. Followers of Criamon are an enigmatic and otherworldly group of magi, generally having little interest in the politics of the Order.

Thamik of Verditius

You are a member of House Verditius, which is renowned for the manufacture of

magical items. Your main abilities lie with wood, and you are highly skilled in its mundane and magical manipulation. You are also skilled with the essence of magic, a necessary condition for making magical items.

Magi of House Verditius have unsurpassed skill at creating enchanted items, making them invaluable to other magi and mundanes. Almost all have also inherited their founder's magical Flaw, making them unable to cast Formulaic spells without the aid of casting tools. Followers of Verditius are sometimes considered inferior to other magi because of this weakness.

Player: _____

Setting: Stonehenge Tribunal Current Year: 1221

Age: 38 Size: 0 Confidence: 1 / 3

Effects of Aging:

Effects of Warping:

Characteristics		Description	Score
Intelligence	Int	(_____)	3
Perception	Per	(_____)	2
Strength	Str	(_____)	1
Stamina	Sta	(_____)	1
Presence	Pre	(_____)	-2
Communication	Com	(_____)	-1
Dexterity	Dex	(<u>Clumsy</u> *)	0
Quickness	Qik	(_____)	0

The Gift
Hermetic Magus
Puissant Ignem: You add 3 to the value of this Art whenever you use it.
Affinity with Ignem: Your Study Totals for this Art are increased by one half, rounded up.
Minor Magical Focus: Creating Fire
Lightning Reflexes: Whenever you are surprised or startled, roll a stress die + Quickness. If you get a 3 or better, you respond reflexively. If attacking in response, you gain +9 to your Initiative Total.

Creative Block: You receive -3 on Lab Totals when you invent new spells or craft magic items, unless you are working from a lab text.

Clumsy: You are not very graceful and tend to drop things — you are at -3 in all related rolls. Furthermore, roll an extra botch die when taking actions related to Dexterity.

Short-lived Magic: Spells that should last a year, last a moon; those of a moon, only to the next sunrise or sundown; and those of a sun, merely Diameter. Diameter, Concentration, Ring, and Momentary spells are not affected.



Birth Name:		
Year Born:	1183	Gender:
Race/Nationality:	English	Religion:
Place of Origin:	Northumberland	Title/Profession:
Height:		Weight:
Hair:	Eyes:	Handedness:

[illegible]

Personality Traits

	Score
Brave	3
Wrathful	3
Thoughtful	-2

Reputations

	Type	Score
	()	
	()	
	()	
	()	
	()	

Combat

Armor Worn: Partial Leather Scale	Soak
Soak +14 against fire and cold	4
Combat Modifiers:	Armor Load
	3

Fatigue Levels

☒			Fresh
☐	0	2 min.	Winded
☐	-1	10 min.	Weary
☐	-3	30 min.	Tired
☐	-3	1 hr.	Dazed
☐	-5	2 hr.	Unconscious

Wounds

	Range	Number	Penalty	Notes
Light Wounds	1 -	☐ ☐ ☐ ☐ ☐	-1	
Medium Wounds	-	☐ ☐ ☐ ☐ ☐	-3	
Heavy Wounds	-	☐ ☐ ☐ ☐ ☐	-5	
Incapacitated	-	☐		
Dead	+	☐		

Weapons

	Abil	Qik	Weap	Enc	INIT	Dex	Abil	Wpn	ATK	Qik	Abil	Wpn	DFN	Str	Wpn	DAM	Load	Range
Dodging	0	0	+	0	+ -1 = -1	+	+	=	/	0	+	0	+	0	+	=	/	0
Knife	0	0	+	0	+ -1 = -1	0	+	0	+ 1 = 1	0	+	0	+	0	+	2 = 2	0	
			+	+	=	+	+	=		+	+	=		+	=			
			+	+	=	+	+	=		+	+	=		+	=			
			+	+	=	+	+	=		+	+	=		+	=			
			+	+	=	+	+	=		+	+	=		+	=			

Equipment

Load: 3 Burden: 2 Encumbrance: 1

Hermetic Information

House: Flambeau

Domus Magna: Castra Solis (Provençal)

Covenant: Nigrasaxa

Primus: Garus

Parens: Scintilla

Wizard's Sigil: A taste of ash

Covenant of Apprenticeship: Burnham

Magical Arts

Exp.	TECHNIQUE	SCORE	Vis	Exp.	FORM	SCORE	Vis	Exp.	FORM	SCORE	Vis
[55]	Creo	10		[]	Animal			[70]	Ignem	14+3	
[]	Intellego			[]	Aquam			[]	Imaginem		
[28]	Muto	7		[28]	Auram	7		[]	Mentem		
[36]	Perdo	8		[36]	Corpus	8		[]	Terram		
[55]	Rego	10		[]	Herbam			[]	Vim		

Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + die
Ritual: Technique + Form + Sta + Aura + Artes Lib. + Philos. + die
Spontaneous (Fatigue): (Technique + Form + Sta + Aura + stress die)/2
Spontaneous (No Fatigue): (Technique + Form + Sta + Aura)/5

Fast Casting Speed
(+ stress die)

0

+

5

=

5

QikFinesseTOTAL

Determining Effect
(+ die, vs. 15-magnitude)

2

+

3

=

5

PerAwarenessTOTAL

Base Targeting
(+ die)

2

+

5

=

7

PerFinesseTOTAL

Concentration
(+ die)

1

+

1

=

2

StaConcentrationTOTAL

Magic Resistance
(+ Form)

5

x5

=

25

ParmaTOTAL

Multiple Casting
(+ stress die - number of spells, vs 9)

3

+

5

=

8

IntFinesseTOTAL

Longevity Ritual

Lab Total: 28

Aging Roll Modifier:

1

+

6

+

+

=

7

Twilight Scars:

SocialMagicFaerieOtherTOTAL

Raw Vis

Art	Pawns	Physical Form

Familiar

Int/Cun:

Size:

Bronze Cord:

Silver Cord:

Gold Cord:

Per:

Might:

Str:

Soak:

Sta:

Fat:

Pre:

Init:

Com:

Atk:

Dex:

Dfn:

Qik:

Dam:

Bond Qualities & Abilities:

Spell: Charge of the Angry Winds

Technique: Creo Form: Auram

Level: 15 Bonus: +18 ArM5 page: 125

Range: Voice Duration: Conc. Target: Ind.

Exp: Mastery:

Notes: Dex + Size vs. 9+ or fall down and be blown along

Spell: The Wound that Weeps

Technique: Perdo Form: Corpus

Level: 15 Bonus: +17 ArM5 page: 133

Range: Voice Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: Causes a light wound that bleeds profusely

Spell: Invocation of Weariness

Technique: Perdo Form: Corpus

Level: 20 Bonus: +17 ArM5 page: 133

Range: Voice Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: Target loses a fatigue level

Spell: Gift of the Frog's Legs

Technique: Rego Form: Corpus

Level: 15 Bonus: +19 ArM5 page: 134

Range: Touch Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: Leap up to 15 ft. vertically/25 ft. horizontally

Spell: Lamp Without Flame

Technique: Creo Form: Ignem

Level: 10 Bonus: +28 ArM5 page: 140

Range: Touch Duration: Conc. Target: Ind.

Exp: Mastery:

Notes: Daylight in area 10 paces across

Spell: Blade of the Virulent Flame

Technique: Creo Form: Ignem

Level: 15 Bonus: +38* ArM5 page: 140

Range: Touch Duration: Diam. Target: Ind.

Exp: Mastery:

Notes: Doubles weapon dmg score (or +5). *MMF

Spell: Pilum of Fire

Technique: Creo Form: Ignem

Level: 20 Bonus: +38* ArM5 page: 140

Range: Voice Duration: Mom. Target: Ind.

Exp: 5 Mastery: 1 Fast-Casting

Notes: +15 dmg to one target. *MMF

Spell: Arc of Fiery Ribbons

Technique: Creo Form: Ignem

Level: 25 Bonus: +38* ArM5 page: 140

Range: Voice Duration: Mom. Target: Group

Exp: Mastery:

Notes: +10 dmg to everyone in 60 degree arc. *MMF

Spell: Prison of Flames

Technique: Muto Form: Ignem

Level: 20 Bonus: +25 ArM5 page: 142

Range: Voice Duration: Diam.* Target: Ind.

Exp: Mastery:

Notes: Turns a bonfire into a prison, +15 dmg to escape. *shc

Spell: Conjuraton of the Indubitable Cold

Technique: Perdo Form: Ignem

Level: 25 Bonus: +26 ArM5 page: 142

Range: Voice Duration: Mom. Target: Part

Exp: Mastery:

Notes: Living things within 10 paces lose one fatigue level

Spell: Ward Against Heat and Flames

Technique: Rego Form: Ignem

Level: 25 Bonus: +28 ArM5 page: 143

Range: Touch Duration: Diam.* Target: Ind.

Exp: Mastery:

Notes: +15 Soak against all fire-related damage. *short-lived i

Spell:

Technique: Form:

Level: Bonus: ArM5 page:

Range: Duration: Target:

Exp: Mastery:

Notes:

Player: _____

Saga: Nigrasaxa

Setting: Stonehenge Tribunal Current Year: 1221

House: Tremere

Age: 38 **Size:** 0 **Confidence:** 1 / 3

Decrepitude: 0

Effects of Aging:

Warping: 3 (30)

Effects of Warping:

Characteristics

Characteristics		Description	Score
Intelligence	Int	(_____)	3
Perception	Per	(_____)	0
Strength	Str	(_____)	1
Stamina	Sta	(_____)	2
Presence	Pre	(_____)	1
Communication	Com	(_____)	0
Dexterity	Dex	(_____)	-1
Quickness	Qik	(_____)	-2

Virtues:

- The Gift
- Hermetic Magus
- Minor Magical Focus (Certamen)
- Book Learner: When studying from books, increase their quality by three.
- Fast Caster: +3 to Initiative to cast spells in combat.
- Side-Effect: You gain a commanding presence when casting that translates into a temporary +1 Presence bonus for a short time after casting.
- Strong-Willed: You get +3 on any roll which may require strength of will.

Flaws:

- **Magic Addiction:** Whenever you use a stress die in spellcasting, you must make an Int + Concentration stress roll, against an Ease Factor of half the level of the spell. If you fail, as your next action you must either cast a Formulaic spell of at least the same level as the previous spell, or cast any spontaneous spell, expending Fatigue and not reserving levels for Penetration. Then roll again to control your addiction, with +3 bonus for every spell you cast after the first. If you botch, you continue casting spells until you fall unconscious
- **Oversensitive (to disrespect):** While others find it merely unpleasant, you consider it intolerable. If you are the



Birth Name: _____

Year Born: 1183 Gender: _____

Race/Nationality: English Religion: _____

Place of Origin: Hereford Title/Profession: Magus

Height: _____ Weight: _____

Hair:_____ Eyes:_____ Handedness:_____

Abilities

[illegible]

Personality Traits

	Score
Authoritarian	3
Brave	2
Respectful	3

Reputations

	Type	Score
	()	
	()	
	()	
	()	
	()	

Combat

Armor Worn: Soak + 12 against metal weapons

Soak

2

Combat Modifiers:

Armor Load

0

Fatigue Levels

☒			Fresh
☐	0	2 min.	Winded
☐	-1	10 min.	Weary
☐	-3	30 min.	Tired
☐	-3	1 hr.	Dazed
☐	-5	2 hr.	Unconscious

Wounds

	Range	Number	Penalty	Notes
Light Wounds	1 -	☐ ☐ ☐ ☐ ☐	-1	
Medium Wounds	-	☐ ☐ ☐ ☐ ☐	-3	
Heavy Wounds	-	☐ ☐ ☐ ☐ ☐	-5	
Incapacitated	-	☐		
Dead	+	☐		

Weapons

	Abil	Qik	Weap	Enc	INIT	Dex	Abil	Wpn	ATK	Qik	Abil	Wpn	DFN	Str	Wpn	DAM	Load	Range
Dodging	0	-2	+ 0	+ 0	= -2		+	+	= /	-2	+ 0	+ 0	= -2		+	= /	0	
Knife	0	-2	+ 0	+ 0	= -2	-1	+ 0	+ 1	= 0	-2	+ 0	+ 0	= -2	1	+ 2	= 3	0	
			+	+	=		+	+	=		+	+	=		+	=		
			+	+	=		+	+	=		+	+	=		+	=		
			+	+	=		+	+	=		+	+	=		+	=		
			+	+	=		+	+	=		+	+	=		+	=		

Equipment

Load: 0 Burden: 0 Encumbrance: 0

Hermetic Information

House: Tremere

Domus Magna: Coeris (Transylvania)

Covenant: Nigrasaxa

Primus: Poena

Parens: Goliard of Tremere

Wizard's Sigil: A feeling of sharpness or authority

Covenant of Apprenticeship: Blackthorn

Magical Arts

Exp.	TECHNIQUE	SCORE	Vis	Exp.	FORM	SCORE	Vis	Exp.	FORM	SCORE	Vis
[55]	Creo	10		[]	Animal			[]	Ignem		
[28]	Intellego	7		[]	Aquam			[]	Imaginem		
[36]	Muto	8		[]	Auram			[]	Mentem		
[55]	Perdo	10		[]	Corpus			[78]	Terram	12	
[36]	Rego	8		[]	Herbam			[28]	Vim	7	

Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + die
Ritual: Technique + Form + Sta + Aura + Artes Lib. + Philos. + die
Spontaneous (Fatigue): (Technique + Form + Sta + Aura + stress die)/2
Spontaneous (No Fatigue): (Technique + Form + Sta + Aura)/5

Fast Casting Speed

(+ stress die)

-2

+

4

=

2

QikFinesseTOTAL

Determining Effect

(+ die, vs. 15-magnitude)

0

+

0

=

0

PerAwarenessTOTAL

Base Targeting

(+ die)

0

+

4

=

4

PerFinesseTOTAL

Concentration

(+ die)

2

+

6

=

8

StaConcentrationTOTAL

Magic Resistance

(+ Form)

4

x5

=

20

ParmaTOTAL

Multiple Casting

(+ stress die - number of spells, vs 9)

3

+

4

=

7

IntFinesseTOTAL

Longevity Ritual

Lab Total: 20

Aging Roll Modifier:

1

+

4

+

=

5

Twilight Scars:

SocialMagicFaerieOtherTOTAL

Raw Vis

Art	Pawns	Physical Form

Familiar

Int/Cun:

Size:

Bronze Cord:

Silver Cord:

Gold Cord:

Per:

Might:

Str:

Soak:

Sta:

Fat:

Pre:

Init:

Com:

Atk:

Dex:

Dfn:

Qik:

Dam:

Bond Qualities & Abilities:

Spell: Seal the Earth

Technique: Creo Form: Terram

Level: 15 Bonus: +24 ArM5 page: 152

Range: Voice Duration: Sun Target: Group

Exp: Mastery:

Notes: Create dirt to fill a pit 6 paces wide, 3 paces deep.

Spell: Wall of Protecting Stone

Technique: Creo Form: Terram

Level: 25 Bonus: +24 ArM5 page: 153

Range: Voice Duration: Sun Target: Ind

Exp: Mastery:

Notes: Makes a wall of granite up to 25 x 4 x 1 paces.

Spell: Eyes of the Treacherous Terrain

Technique: Intellego Form: Terram

Level: 15 Bonus: +21 ArM5 page: 153

Range: Per Duration: Conc Target: Vision

Exp: Mastery:

Notes: You can tell if any natural terrain you see is treacherou

Spell: The Crystal Dart

Technique: Muto Form: Terram

Level: 10 Bonus: +22 ArM5 page: 154

Range: Voice Duration: Mom. Target: Ind.

Exp: 5 Mastery: 1 Fast-Casting

Notes: Creates a crystal dart that does +10 dmg, always hits.

Spell: Edge of the Razor

Technique: Muto Form: Terram

Level: 20 Bonus: +22 ArM5 page: 154

Range: Touch Duration: Sun Target: Ind.

Exp: Mastery:

Notes: Edged/pointed wpn gains +2 dmg, is resisted by MR.

Spell: Earth that Breaks No More

Technique: Muto Form: Terram

Level: 20 Bonus: +22 ArM5 page: 154

Range: Touch Duration: Sun Target: Part

Exp: Mastery:

Notes: Turns up to 100 cubic paces of packed dirt into stone.

Spell: Pit of the Gaping Earth

Technique: Perdo Form: Terram

Level: 15 Bonus: +24 ArM5 page: 155

Range: Voice Duration: Mom. Target: Part

Exp: Mastery:

Notes: Dirt in a circle 6 paces across recedes 9 ft into ground.

Spell: Stone to Falling Dust

Technique: Perdo Form: Terram

Level: 20 Bonus: +24 ArM5 page: 155

Range: Sight. Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: A solid "Individual"-size object turns into pile of dust.

Spell: Wielding the Invisible Sling

Technique: Rego Form: Terram

Level: 10 Bonus: +22 ArM5 page: 155

Range: Voice Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: Hurl object at target in range. A stone does +5 dmg.

Spell: The Unseen Porter

Technique: Rego Form: Terram

Level: 10 Bonus: +22 ArM5 page: 165

Range: Voice Duration: Conc. Target: Ind.

Exp: Mastery:

Notes: Carries an inanimate object like a person with str +5.

Spell: Hands of the Grasping Earth

Technique: Rego Form: Terram

Level: 15 Bonus: +22 ArM5 page: 156

Range: Voice Duration: Diam. Target: Part

Exp: Mastery:

Notes: Hands grasp target's ankles. Str. vs 15 to break free.

Spell: Watching Ward

Technique: Rego Form: Vim

Level: 25 Bonus: +19 ArM5 page: 162

Range: Touch Duration: Spec. Target: Ind., Ritual

Exp: Mastery:

Notes: Puts another spell on a target on hold until triggered.

Player: _____

Setting: Stonehenge Tribunal Current Year: 1221

Age: 38 Size: 0 Confidence: 2 / 5

Effects of Aging:

Effects of Warping:

Characteristics		Description	Score
Intelligence	Int	(_____)	3
Perception	Per	(_____)	0
Strength	Str	(_____)	-1
Stamina	Sta	(_____)	1
Presence	Pre	(_____)	0
Communication	Com	(_____)	-2
Dexterity	Dex	(_____)	1
Quickness	Qik	(_____)	2

The Gift
Hermetic Magus
Self-Confident
Gentle Gift
Keen Vision: +3 to all rolls involving sight, not including attacks with missile weapons.
Quiet Magic: You can cast spells using only a soft voice at no penalty, and at only a -5 penalty if you do not speak at all.

- Flawed Parma Magica: Your Parma Magica provides only half the normal Magic Resistance against Ignem.
- Noncombatant: You have no interest in combat, nor do you have any ability with it. You might be unreasonably afraid of combat, or a complete pacifist, or prone to freezing and doing nothing.
- Tormenting Master: Your master does not believe you have successfully passed the apprentice's gauntlet. He periodically troubles you with political moves and indirect attacks.



Birth Name:		
Year Born:	1183	Gender:
Race/Nationality:	English	Religion:
Place of Origin:	Bristol	Title/Profession:
Height:		Magus
Hair:		Weight:
Eyes:		Handedness:

[illegible]

Personality Traits

	Score
Argumentative	3
Brave	2
Trusting	-2

Reputations

	Type	Score
	()	
	()	
	()	
	()	
	()	

Combat

Armor Worn:	Soak
	1
Combat Modifiers:	Armor Load
	0

Fatigue Levels

☒			Fresh
☐	0	2 min.	Winded
☐	-1	10 min.	Weary
☐	-3	30 min.	Tired
☐	-3	1 hr.	Dazed
☐	-5	2 hr.	Unconscious

Wounds

	Range	Number	Penalty	Notes
Light Wounds	1 -	☐ ☐ ☐ ☐ ☐	-1	
Medium Wounds	-	☐ ☐ ☐ ☐ ☐	-3	
Heavy Wounds	-	☐ ☐ ☐ ☐ ☐	-5	
Incapacitated	-	☐		
Dead	+	☐		

Weapons

	Abil	Qik	Weap	Enc	INIT	Dex	Abil	Wpn	ATK	Qik	Abil	Wpn	DFN	Str	Wpn	DAM	Load	Range
Dodging	0	2	+	0	+	0	2			2	+	0	+	0			0	
Knife	0	2	+	0	+	0	2	1	+	0	+	1	2	-1	+	2	1	0
			+		+			+	+		+	+		+				
			+		+			+	+		+	+		+				
			+		+			+	+		+	+		+				
			+		+			+	+		+	+		+				

Equipment

Load: 0 Burden: 0 Encumbrance: 0

Hermetic Information

House: Tytalus

Domus Magna: Fudarus (Normandy)

Covenant: Nigrasaxa

Primus: Buliste or Harpax

Parens: Golias of Tytalus

Wizard's Sigil: A dull head-ache

Covenant of Apprenticeship: Blackthorn

Magical Arts

Exp.	TECHNIQUE	SCORE	Vis	Exp.	FORM	SCORE	Vis	Exp.	FORM	SCORE	Vis
[36]	Creo	8		[]	Animal			[]	Ignem		
[55]	Intellego	10		[]	Aquam			[28]	Imaginem	7	
[]	Muto			[]	Auram			[28]	Mentem	7	
[36]	Perdo	8		[78]	Corpus	12		[]	Terram		
[55]	Rego	10		[]	Herbam			[]	Vim		

Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + die
Ritual: Technique + Form + Sta + Aura + Artes Lib. + Philos. + die
Spontaneous (Fatigue): (Technique + Form + Sta + Aura + stress die)/2
Spontaneous (No Fatigue): (Technique + Form + Sta + Aura)/5

Fast Casting Speed

(+ stress die)

2

+

0

=

2

QikFinesseTOTAL

Determining Effect

(+ die, vs. 15-magnitude)

0

+

0

=

0

PerAwarenessTOTAL

Base Targeting

(+ die)

0

+

0

=

0

PerFinesseTOTAL

Concentration

(+ die)

1

+

4

=

5

StaConcentrationTOTAL

Magic Resistance

(+ Form)

4

x5

=

20

ParmaTOTAL

Multiple Casting

(+ stress die - number of spells, vs 9)

3

+

0

=

3

IntFinesseTOTAL

Longevity Ritual

Lab Total: 30

Aging Roll Modifier:

1

+

6

+

+

=

7

Twilight Scars:

SocialMagicFaerieOtherTOTAL

Raw Vis

Art	Pawns	Physical Form

Familiar

Int/Cun:

Size:

Bronze Cord:

Silver Cord:

Gold Cord:

Per:

Might:

Str:

Soak:

Sta:

Fat:

Pre:

Init:

Com:

Atk:

Dex:

Dfn:

Qik:

Dam:

Bond Qualities & Abilities:

Spell: The Chirurgeon's Healing Touch

Technique: Creo Form: Corpus

Level: 20 Bonus: +21 ArM5 page: 129

Range: Touch Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: Ritual; heals a single Light Wound

Spell: The Inexorable Search

Technique: Intellego Form: Corpus

Level: 20 Bonus: +23 ArM5 page: 131

Range: Arc. Duration: Conc. Target: Ind.

Exp: Mastery:

Notes: Determines the location of a specific person.

Spell: The Whole from the Part

Technique: Intellego Form: Corpus

Level: 20 Bonus: +23 ArM5 page: HoH:TL p.72

Range: Touch Duration: Conc. Target: Ind.

Exp: Mastery:

Notes: Gives caster a mental image of subject's essential natu

Spell: Grip of the Choking Hand

Technique: Perdo Form: Corpus

Level: 25 Bonus: +21 ArM5 page: 133

Range: Voice Duration: Conc. Target: Ind.

Exp: Mastery:

Notes: Each round, the target loses a Fatigue level.

Spell: Rise of the Feathery Body

Technique: Rego Form: Corpus

Level: 10 Bonus: +23 ArM5 page: 134

Range: Touch Duration: Conc. Target: Ind.

Exp: Mastery:

Notes: Target rises as fast as smoke, carrying up to 50 pounds

Spell: Summoning the Distant Image

Technique: Intellego Form: Imaginem

Level: 25 Bonus: +18 ArM5 page: 145

Range: Arc. Duration: Conc. Target: Room

Exp: Mastery:

Notes: You see and hear what is happening in a distant place

Spell: Veil of Invisibility

Technique: Perdo Form: Imaginem

Level: 20 Bonus: +16 ArM5 page: 146

Range: Touch Duration: Sun Target: Ind.

Exp: Mastery:

Notes: Target is undetectable to normal sight, but casts shade

Spell: Wizard's Sidestep

Technique: Rego Form: Imaginem

Level: 10 Bonus: +18 ArM5 page: 147

Range: Per Duration: Sun Target: Ind.

Exp: Mastery:

Notes: First attacks auto miss, +9 to def. after image was hit

Spell: Posing the Silent Question

Technique: Intellego Form: Mentem

Level: 20 Bonus: +18 ArM5 page: 149

Range: Eye Duration: Mom. Target: Ind.

Exp: 5 Mastery: 1 Quiet Casting

Notes: Ask one silent question, then detect the answer.

Spell: Confusion of the Numbed Will

Technique: Rego Form: Mentem

Level: 15 Bonus: +18 ArM5 page: 151

Range: Eye Duration: Sun Target: Ind.

Exp: Mastery:

Notes: Target must make an Int stress roll vs. 9 to take action.

Spell: Aura of Rightful Authority

Technique: Rego Form: Mentem

Level: 20 Bonus: +18 ArM5 page: 151

Range: Eye Duration: Sun Target: Ind.

Exp: Mastery:

Notes: Target is strongly inclined to obey you, like a superior

Spell:

Technique: Form:

Level: Bonus: ArM5 page:

Range: Duration: Target:

Exp: Mastery:

Notes:

Player: _____

Setting: Stonehenge Tribunal Current Year: 1221

Age: 38 Size: 0 Confidence: 1 / 3

Effects of Aging:

Effects of Warping:

Characteristics		Description	Score
Intelligence	Int	(_____)	3
Perception	Per	(_____)	0
Strength	Str	(_____)	-2
Stamina	Sta	(_____)	1
Presence	Pre	(_____)	3
Communication	Com	(_____)	1
Dexterity	Dex	(_____)	-1
Quickness	Qik	(_____)	0

The Gift
Hermetic Magus
Faerie Magic
Free Study: +3 to rolls when studying from raw vis
Inventive Genius: +3 on Lab Totals to invent new spells
or craft magic items
Sidhe Blood: You are descended from one of the noble fay
who rule the lands of Summer and sunlight. Faeries are
more comfortable around you than around other humans,
and given time, may even forget the mortal blood in your
veins. You are resistant to aging, and get -1 to all aging
rolls.

Faerie Friend: You have an ally among the fay.
 Loose Magic: Your Study Total to master spells is halved.
 Poor Student: Subtract three from all Advancement Totals derived from teaching and books (min. 1).



Birth Name:		
Year Born:	1183	Gender:
Race/Nationality:	English	Religion:
Place of Origin:	Nottingham	Title/Profession:
Height:		Weight:
Hair:	Eyes:	Handedness:

[illegible]

Personality Traits

	Score
Vibrant	3
Honest	-2
Reliable	-3

Reputations

	Type	Score
	()	
	()	
	()	
	()	
	()	

Combat

Armor Worn:	Soak
Combat Modifiers:	Armor Load

Fatigue Levels

☒			Fresh
☐	0	2 min.	Winded
☐	-1	10 min.	Weary
☐	-3	30 min.	Tired
☐	-3	1 hr.	Dazed
☐	-5	2 hr.	Unconscious

Wounds

	Range	Number	Penalty	Notes
Light Wounds	1 -	☐ ☐ ☐ ☐ ☐	-1	
Medium Wounds	-	☐ ☐ ☐ ☐ ☐	-3	
Heavy Wounds	-	☐ ☐ ☐ ☐ ☐	-5	
Incapacitated	-	☐		
Dead	+	☐		

Weapons

Weapons	Abil	Qik	Weap	Enc	INIT	Dex	Abil	Wpn	ATK	Qik	Abil	Wpn	DFN	Str	Wpn	DAM	Load	Range		
Dodging	0	3	+	0	+	0	3			3	+	0	+	0		3	+	= /	0	
Knife	0	3	+	0	+	0	3	1	+	0	+	1	=	2	3	+	0	+	0	
			+		+				+	+			=		+	+		=		
			+		+				+	+			=		+	+		=		
			+		+				+	+			=		+	+		=		
			+		+				+	+			=		+	+		=		

Equipment

Load: 0 Burden: 0 Encumbrance: 0

Hermetic Information

House: Merinita

Domus Magna: Irencilla (Rhine)

Covenant: Nigrasaxa

Primus: Handri

Parens: Phessallia of Merinita

Wizard's Sigil: glitter and sparkle

Covenant of Apprenticeship: Voluntas

Magical Arts

Exp.	TECHNIQUE	SCORE	Vis	Exp.	FORM	SCORE	Vis	Exp.	FORM	SCORE	Vis
[28]	Creo	7		[]	Animal			[]	Ignem		
[55]	Intellego	10		[28]	Aquam	7		[78]	Imaginem	12	
[55]	Muto	10		[36]	Auram	8		[]	Mentem		
[36]	Perdo	8		[]	Corpus			[]	Terram		
[]	Rego			[]	Herbam			[]	Vim		

Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + die
Ritual: Technique + Form + Sta + Aura + Artes Lib. + Philos. + die
Spontaneous (Fatigue): (Technique + Form + Sta + Aura + stress die)/2
Spontaneous (No Fatigue): (Technique + Form + Sta + Aura)/5

Fast Casting Speed

(+ stress die)

0

+

5

=

5

Qik

Finesse

TOTAL

Determining Effect

(+ die, vs. 15-magnitude)

0

+

4

=

4

Per

Awareness

TOTAL

Base Targeting

(+ die)

0

+

5

=

5

Per

Finesse

TOTAL

Concentration

(+ die)

1

+

2

=

3

Sta

Concentration

TOTAL

Magic Resistance

(+ Form)

2

x5

=

10

Parma

TOTAL

Multiple Casting

(+ stress die - number of spells, vs 9)

3

+

5

=

8

Int

Finesse

TOTAL

Longevity Ritual

Lab Total: 18

Aging Roll Modifier:

1

+

4

+

+

=

5

Twilight Scars:

Social

Magic

Faerie

Other

TOTAL

Raw Vis

Art	Pawns	Physical Form

Familiar

Int/Cun:

Size:

Bronze Cord:

Silver Cord:

Gold Cord:

Per:

Might:

Str:

Soak:

Sta:

Fat:

Pre:

Init:

Com:

Atk:

Dex:

Dfn:

Qik:

Dam:

Bond Qualities & Abilities:

Spell: Touch of the Pearls

Technique: Intellego Form: Aquam

Level: 5 Bonus: +18 ArM5 page: 122

Range: Touch Duration: Conc. Target: Ind.

Exp: Mastery:

Notes: Tells whether a liquid you hold or touch is poisonous.

Spell: Breath of Winter

Technique: Rego Form: Aquam

Level: 15 Bonus: +8 ArM5 page: 124

Range: Touch Duration: Sun Target: Part

Exp: Mastery:

Notes: Turns circle of water up to five paces across into snow

Spell: Jupiter's Resounding Blow

Technique: Creo Form: Auram

Level: 10 Bonus: +16 ArM5 page: 125

Range: Voice Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: Any underneath must make Sta roll of 9+ or be deafen

Spell: Broom of the Winds

Technique: Creo Form: Auram

Level: 15 Bonus: +16 ArM5 page: 125

Range: Voice Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: Target must make a Size stress roll of 9+ to remain sta

Spell: Whispering Winds

Technique: Intellego Form: Auram

Level: 15 Bonus: +19 ArM5 page: 127

Range: Sight Duration: Conc. Target: Ind.

Exp: 5 Mastery: 1 Quiet Casting

Notes: Hear words spoken by any group within line of sight

Spell: Phantasmal Animal

Technique: Creo Form: Imaginem

Level: 20 Bonus: +20 ArM5 page: 144

Range: Voice Duration: Diam. Target: Ind.

Exp: Mastery:

Notes: Creates an image of any animal/beast up to pony size.

Spell: The Ear for Distant Voices

Technique: Intellego Form: Imaginem

Level: 20 Bonus: +23 ArM5 page: 145

Range: Arc. Duration: Conc. Target: Room

Exp: Mastery:

Notes: Hear what is happening in the place you designate.

Spell: Discern the Images of Truth and Falsehood

Technique: Intellego Form: Imaginem

Level: 30 Bonus: +23 ArM5 page: 144

Range: Per. Duration: Conc. Target: Vision

Exp: Mastery:

Notes: Tell if an image has been created or altered magically

Spell: Disguise of the Transformed Image

Technique: Muto Form: Imaginem

Level: 15 Bonus: +23 ArM5 page: 146

Range: Touch Duration: Sun Target: Ind.

Exp: Mastery:

Notes: Makes someone look, sound, feel, and smell different

Spell: Image Phantom

Technique: Muto Form: Imaginem

Level: 20 Bonus: +23 ArM5 page: 146

Range: Touch Duration: Sun Target: Ind.

Exp: Mastery:

Notes: One thing appears as if it were something else.

Spell: Silence of the Smothered Sound

Technique: Perdo Form: Imaginem

Level: 20 Bonus: +21 ArM5 page: 146

Range: Voice Duration: Sun Target: Ind.

Exp: Mastery:

Notes: Makes one being/object incapable of producing sound

Spell: Veil of Invisibility

Technique: Perdo Form: Imaginem

Level: 20 Bonus: +21 ArM5 page: 146

Range: Touch Duration: Sun Target: Ind.

Exp: Mastery:

Notes: Target becomes invisible, but still casts a shadow.

Player: _____

Saga: Nigrasaxa

Setting: Stonehenge Tribunal Current Year: 1221

House: Criamon

Age: 38 Size: 0 Confidence: 1 / 3

Decrepitude: 0

Effects of Aging:

Warping: 3 (30)

Effects of Warping:

Characteristics

Characteristics		Description	Score
Intelligence	Int	(_____)	3
Perception	Per	(_____)	1
Strength	Str	(_____)	0
Stamina	Sta	(_____)	0
Presence	Pre	(_____)	1
Communication	Com	(_____)	2
Dexterity	Dex	(_____)	-2
Quickness	Qik	(_____)	-1

Virtues:

- The Gift
- Hermetic Magus
- The Enigma
- Gentle Gift
- Cyclic Magic (pos., day): you receive a +3 bonus to all spell rolls during the day
- Piercing Gaze: Those with ulterior motives, uneasy consciences, or lying tongues must make rolls against an appropriate Personality Trait or Guile to remain calm. Furthermore, you gain a +3 to rolls involving intimidation.

Flaws:

- Cyclic Magic (neg.,night): You have a -3 penalty to all Lab Totals and Casting Totals during night.
- Incomprehensible: Anyone who learns from you or from a book you have written must halve their Study Total.
- Lame: Your base speed is a mere one mile per hour, and anyone can outrun you. You suffer a -6 penalty on rolls involving moving quickly or with agility, -3 on Dodge, and -1 on other combat scores.
- Warped Magic: Plants nearby bloom.
- Weird Magic: Roll one extra botch die on stressed spell casting rolls. Botches from this die should be strange or bizarre rather than dangerous.



Birth Name: _____

Year Born: 1183 Gender:

Race/Nationality: English Religion: _____

Place of Origin: Cheshire Title/Profession: Magus

Height: _____ Weight: _____

Hair:_____ Eyes:_____ Handedness:_____

Abilities

[illegible]

Personality Traits

	Score
Enthusiastic	3
Friendly	2
Practical	-3

Reputations

	Type	Score
	()	
	()	
	()	
	()	
	()	

Combat

Armor Worn:

Soak

0

Combat Modifiers:

Armor Load

Fatigue Levels

☒			Fresh
☐	0	2 min.	Winded
☐	-1	10 min.	Weary
☐	-3	30 min.	Tired
☐	-3	1 hr.	Dazed
☐	-5	2 hr.	Unconscious

Wounds

	Range	Number	Penalty	Notes
Light Wounds	1 -	☐ ☐ ☐ ☐ ☐	-1	
Medium Wounds	-	☐ ☐ ☐ ☐ ☐	-3	
Heavy Wounds	-	☐ ☐ ☐ ☐ ☐	-5	
Incapacitated	-	☐		
Dead	+	☐		

Weapons

	Abil	Qik	Weap	Enc	INIT	Dex	Abil	Wpn	ATK	Qik	Abil	Wpn	DFN	Str	Wpn	DAM	Load	Range	
Dodging	0	-1	+	0	+	0	=	-1		-1	+	0	+	0	=	-1	+	=	0
			+		+		=				+		+		=				
			+		+		=				+		+		=				
			+		+		=				+		+		=				
			+		+		=				+		+		=				
			+		+		=				+		+		=				

Equipment

Load: 0

Burden: 0

Encumbrance: 0

Hermetic Information

House: Criamon

Domus Magna: Cave of Twisting Shadows (Greater Alps)

Covenant: Nigrasaxa

Primus: Muscaria

Parens: Gerfallon of Criamon

Wizard's Sigil: the smell of incense

Covenant of Apprenticeship: Semitae

Magical Arts

Exp.	TECHNIQUE	SCORE	Vis	Exp.	FORM	SCORE	Vis	Exp.	FORM	SCORE	Vis
[28]	Creo	7		[]	Animal			[]	Ignem		
[55]	Intellego	10		[]	Aquam			[36]	Imaginem	8	
[55]	Muto	10		[]	Auram			[78]	Mentem	12	
[28]	Perdo	7		[]	Corpus			[]	Terram		
[36]	Rego	8		[]	Herbam			[]	Vim		

Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + die
Ritual: Technique + Form + Sta + Aura + Artes Lib. + Philos. + die
Spontaneous (Fatigue): (Technique + Form + Sta + Aura + stress die)/2
Spontaneous (No Fatigue): (Technique + Form + Sta + Aura)/5

Fast Casting Speed

(+ stress die)

-1

+

0

=

-1

Qik

Finesse

TOTAL

Determining Effect

(+ die, vs. 15-magnitude)

1

+

2

=

3

Per

Awareness

TOTAL

Base Targeting

(+ die)

1

+

0

=

1

Per

Finesse

TOTAL

Concentration

(+ die)

0

+

4

=

4

Sta

Concentration

TOTAL

Magic Resistance

(+ Form)

2

x5

=

10

Parma

TOTAL

Multiple Casting

(+ stress die - number of spells, vs 9)

3

+

0

=

3

Int

Finesse

TOTAL

Longevity Ritual

Lab Total: 17

Aging Roll Modifier:

1

+

4

+

=

5

Twilight Scars:

Social

Magic

Faerie

Other

TOTAL

Raw Vis

Art	Pawns	Physical Form

Familiar

Int/Cun:

Size:

Bronze Cord:

Silver Cord:

Gold Cord:

Per:

Might:

Str:

Soak:

Sta:

Fat:

Pre:

Init:

Com:

Atk:

Dex:

Dfn:

Qik:

Dam:

Bond Qualities & Abilities:

Spell: Phantasm of the Talking Head

Technique: Creo Form: Imaginem

Level: 10 Bonus: +15 ArM5 page: 144

Range: Voice Duration: Diam. Target: Ind.

Exp: Mastery:

Notes: Creates an illusory face on a wall or other flat object.

Spell: Disguise of the Transformed Image

Technique: Muto Form: Imaginem

Level: 15 Bonus: +18 ArM5 page:

Range: Touch Duration: Sun Target: Ind.

Exp: Mastery:

Notes: Makes someone look, sound, feel, and smell different

Spell: Panic of the Trembling Heart

Technique: Creo Form: Mentem

Level: 15 Bonus: +19 ArM5 page: 148

Range: Eye Duration: Sun Target: Ind.

Exp: Mastery:

Notes: Creates an overpowering fear of a specific thing.

Spell: Rising Ire

Technique: Creo Form: Mentem

Level: 15 Bonus: +19 ArM5 page: 148

Range: Eye Duration: Sun Target: Ind.

Exp: Mastery:

Notes: Makes the target furious at someone/something.

Spell: Memory of the Distant Dream

Technique: Creo Form: Mentem

Level: 20 Bonus: +19 ArM5 page: 148

Range: Eye Duration: Sun Target: Ind.

Exp: Mastery:

Notes: Insert a full and complete memory into a person's mind

Spell: Perception of the Conflicting Motives

Technique: Intellego Form: Mentem

Level: 15 Bonus: +22 ArM5 page: 149

Range: Eye Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: You detect the conflicting motives behind one target's

Spell: Peering into the Mortal Mind

Technique: Intellego Form: Mentem

Level: 30 Bonus: +22 ArM5 page: 149

Range: Eye Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: Thoroughly understand the contents of target's mind.

Spell: Trust of Childlike Faith

Technique: Perdo Form: Mentem

Level: 10 Bonus: +19 ArM5 page: 150

Range: Eye Duration: Diam. Target: Ind.

Exp: Mastery:

Notes: The target believes any passable lie (Int vs. 6+ to resist

Spell: Blessing of Childlike Bliss

Technique: Perdo Form: Mentem

Level: 25 Bonus: +19 ArM5 page: 151

Range: Eye Duration: Sun Target: Ind.

Exp: Mastery:

Notes: Reduces an adult mind to a child's level.

Spell: The Call to Slumber

Technique: Rego Form: Mentem

Level: 10 Bonus: +20 ArM5 page: 151

Range: Voice Duration: Mom. Target: Ind.

Exp: 5 Mastery: 1 Multiple Casting

Notes: Target becomes sleepy and falls asleep within a few s

Spell: Snap of Awakening

Technique: Rego Form: Mentem

Level: 10 Bonus: +20 ArM5 page: 151

Range: Voice Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: Instantly awake the target from sleep to alertness.

Spell: Scent of Peaceful Slumber

Technique: Rego Form: Mentem

Level: 20 Bonus: +20 ArM5 page: 152

Range: Voice Duration: Mom. Target: Room

Exp: Mastery:

Notes: Everyone in the room falls asleep over a few seconds.

Player: _____

Setting: Stonehenge Tribunal Current Year: 1221

Age: 38 Size: 1 Confidence: 1 / 3

Effects of Aging:

Effects of Warping:

Characteristics		Description	Score
Intelligence	Int	(_____)	3
Perception	Per	(_____)	1
Strength	Str	(_____)	0
Stamina	Sta	(_____)	1
Presence	Pre	(_____)	-2
Communication	Com	(_____)	-1
Dexterity	Dex	(_____)	2
Quickness	Qik	(_____)	0

- The Gift
- Hermetic Magus
- Verditius Magic
- Inventive Genius: You receive +3 on Lab Totals when you invent new spells, craft magic items, and make potions.
- Puissant Craft: add 2 to your Craft value whenever you use it
- Secret Vis Source: You have a personal supply of Herbm vis that you alone can use. You gain one pawn of vis per season.
- Special Circumstances (forest): You are able to perform

- Clumsy Magic: Any aiming roll is subject to disastrous failure: an aiming roll of 0 is automatically a botch. You receive a -3 penalty to any rolls involving Finesse.
- Deep Sleeper: You can sleep through loud noises and generally only wake up when shaken, or when good and ready. Even then you suffer -3 on your rolls for half an hour after awakening.
- Difficult Spontaneous Magic: You cannot cast spontaneous spells without exerting yourself.
- Weakness: You have a soft spot for fine woodcrafted items. In the face of this, all else is unimportant: promises are forgotten, duties neglected, and common sense cast to



Birth Name:		
Year Born:	1183	Gender:
Race/Nationality:	English	Religion:
Place of Origin:		Title/Profession:
Height:		Weight:
Hair:	Eyes:	Handedness:

[illegible]

Personality Traits

Score

Disciplined

3

Perfectionist

3

Spontaneous

-2

Reputations

Type

Score

()

()

()

()

()

Combat

Armor Worn:

Soak

1

Combat Modifiers:

Armor Load

Fatigue Levels

☒

Fresh

☐

0

2 min.

Winded

☐

-1

10 min.

Weary

☐

-3

30 min.

Tired

☐

-3

1 hr.

Dazed

☐

-5

2 hr.

Unconscious

Wounds

Range

Number

Penalty

Notes

Light Wounds

1 -

☐

☐

☐

☐

☐

-1

Medium Wounds

-

☐

☐

☐

☐

☐

-3

Heavy Wounds

-

☐

☐

☐

☐

☐

-5

Incapacitated

-

☐

Dead

+

☐

Weapons

Abil

Qik

Weap

Enc

INIT

Dex

Abil

Wpn

ATK

Qik

Abil

Wpn

DFN

Str

Wpn

DAM

Load

Range

Dodging

0

0 + 0 + 0 = 0

+ + = /

0 + 0 + 0 = 0

+ = /

0

Knife

0

0 + 0 + 0 = 0

2 + 0 + 1 = 3

0 + 0 + 0 = 0

0 + 2 = 2

0

+ + =

+ + =

+ + =

+ =

+ + =

+ + =

+ + =

+ =

+ + =

+ + =

+ + =

+ =

+ + =

+ + =

+ + =

+ =

Equipment

Load:

0

Burden:

0

Encumbrance:

0

Hermetic Information

House: Verditius

Domus Magna: Verdi (Roman)

Covenant: Ngrasaxa

Primus: Stouritus

Parens: Junius of Verditius

Wizard's Sigil: smell of resin

Covenant of Apprenticeship: Semitae

Magical Arts

Exp.	TECHNIQUE	SCORE	Vis	Exp.	FORM	SCORE	Vis	Exp.	FORM	SCORE	Vis
[28]	Creo	7		[]	Animal			[]	Ignem		
[36]	Intellego	8		[]	Aquam			[]	Imaginem		
[36]	Muto	8		[]	Auram			[]	Mentem		
[21]	Perdo	6		[]	Corpus			[]	Terram		
[55]	Rego	10		[78]	Herbam	12		[55]	Vim	10	

Base Casting Totals

Formulaic: Technique + Form + Sta + Aura + die
Ritual: Technique + Form + Sta + Aura + Artes Lib. + Philos. + die
Spontaneous (Fatigue): (Technique + Form + Sta + Aura + stress die)/2
Spontaneous (No Fatigue): (Technique + Form + Sta + Aura)/5

Fast Casting Speed
(+ stress die)

0

+

0

=

0

QikFinesseTOTAL

Determining Effect
(+ die, vs. 15-magnitude)

1

+

0

=

1

PerAwarenessTOTAL

Base Targeting
(+ die)

1

+

0

=

1

PerFinesseTOTAL

Concentration
(+ die)

1

+

4

=

5

StaConcentrationTOTAL

Magic Resistance
(+ Form)

2

x5

=

10

ParmaTOTAL

Multiple Casting
(+ stress die - number of spells, vs 9)

3

+

0

=

3

IntFinesseTOTAL

Longevity Ritual

Lab Total: 18

Aging Roll Modifier:

1

+

4

+

+

=

5

SocialMagicFaerieOtherTOTAL

Twilight Scars:

Raw Vis

Art	Pawns	Physical Form

Familiar

Int/Cun:

Size:

Bronze Cord:

Silver Cord:

Gold Cord:

Per:

Might:

Str:

Soak:

Sta:

Fat:

Pre:

Init:

Com:

Atk:

Dex:

Dfn:

Qik:

Dam:

Bond Qualities & Abilities:

Spell: Trap of the Entwining Vines

Technique: Creo Form: Herbam

Level: 15 Bonus: +20 ArM5 page: 135

Range: Voice Duration: Sun Target: Group

Exp: Mastery:

Notes: Vines cover a circle 2 paces across and reach 6 feet hig

Spell: Wall of Thorns

Technique: Creo Form: Herbam

Level: 20 Bonus: +20 ArM5 page: 135

Range: Voice Duration: Sun Target: Group

Exp: Mastery:

Notes: Creates a wall of thorny bushes up to 20 paces long.

Spell: Intuition of the Forest

Technique: Intellego Form: Herbam

Level: 10 Bonus: +21 ArM5 page: 136

Range: Touch Duration: Sun Target: Group

Exp: Mastery:

Notes: +3 to all nature-oriented rolls (not spells) in a forest.

Spell: Shriek of the Impending Shafts

Technique: Intellego Form: Herbam

Level: 15 Bonus: +21 ArM5 page: 136

Range: Per. Duration: Sun Target: Hearing

Exp: Mastery:

Notes: +9 to defense vs wooden weapons; auto-dodge missile

Spell: Converse with Plant and Tree

Technique: Intellego Form: Herbam

Level: 25 Bonus: +21 ArM5 page: 136

Range: Touch Duration: Conc. Target: Ind.

Exp: Mastery:

Notes: You can speak with a plant for one conversation.

Spell: Repel the Wooden Shafts

Technique: Rego Form: Herbam

Level: 10 Bonus: +23 ArM5 page: 138

Range: Voice Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: Deflects a single blow of any wooden weapon.

Spell: Tangle of Wood and Thorns

Technique: Rego Form: Herbam

Level: 15 Bonus: +23 ArM5 page: 138

Range: Voice Duration: Conc. Target: Ind.

Exp: Mastery:

Notes: Length of wood wraps around target.

Spell: Freeing the Striding Tree

Technique: Rego Form: Herbam

Level: 30 Bonus: +23 ArM5 page: 139

Range: Voice Duration: Conc. Target: Ind.

Exp: Mastery:

Notes: Tree can attack and walk half as fast as a human.

Spell: Gather the Essence of the Beast

Technique: Rego Form: Vim

Level: 15 Bonus: +21 ArM5 page: 162

Range: Touch Duration: Mom. Target: Ind.

Exp: Mastery:

Notes: Moves raw vis in a corpse into one part of that corpse

Spell: Maintaining the Demanding Spell

Technique: Rego Form: Vim

Level: 20 Bonus: +21 ArM5 page: 162

Range: Touch Duration: Diam. Target: Ind.

Exp: Mastery:

Notes: Maintains concentration on spell of equal level

Spell: Suppressing the Wizard's Handiwork

Technique: Rego Form: Vim

Level: 20 Bonus: +21 ArM5 page: 162

Range: Touch Duration: Conc Target: Ind.

Exp: Mastery:

Notes: Cancels one spell of equal level that you have cast.

Spell:

Technique: Form:

Level: Bonus: ArM5 page:

Range: Duration: Target:

Exp: Mastery:

Notes: