

Neil Taylor's

An Ill-Fated Meeting

This adventure is designed as a three-hour convention game introducing new players to *Ars Magica Fifth Edition* (though experienced players can enjoy it too). Character notes provide short rules summaries for players to read. It is worth discouraging players from starting by studying the full character sheets, instead encouraging them to refer to them as needed during play; the full character sheets are really there for the storyguide's benefit, when players want their characters to perform detailed tasks.

The characters are experienced magi (40 years past their Gauntlets), and are all members of Mystery Cults, which provides an opportunity to showcase some of the forthcoming book *The Mysteries Revised Edition*. Such characters ought to have magical devices, talismans, and familiars among them, but to avoid information overload these have been deliberately left out; likewise, only simple summaries of the new Mystery Virtues are used. The characters' cults include both some of those in *The Mysteries Revised Edition*, and some non-official cults, as examples of what can be done with the rules.

The story is deliberately loose and almost free form. The character notes concentrate on what they know about each other and their rivalries. However, complete character sheets are included (but, being complete, contain much more than the players require for this game, which you should point out in your introduction). The magi's spell lists contain many spells not relevant to the story, and many of the Virtues and Flaws do not come into play; however you might allow players to take away their character sheets to read later, in the hope this will draw them further into *Ars Magica*.

The story moves through a number of simple stages: **Discovery**, **Investigation**, **Evidence**, **Realization**, and **Showdown**. These are deliberately open-ended and fluid to allow the players to explore the *Ars Magica* game and setting through their characters, and to discover spells and spontaneous magic. Playtest groups have tackled the story in very different ways — there is no one path through this adventure. The Realization and Showdown phases generally need to be pushed (e.g., by the discovery of blatantly flawed evidence, and sightings of the Septus-demon) about half-an-hour before the end of the game slot. This allows time to bring the game to a close and discuss the ending and setting afterwards.

The situation suggests to the players that one of their characters is secretly the culprit of a murder, and pits them against each other to find a scapegoat; the handouts provided encourage this. As the evidence unfolds, contradictions emerge until the players have a chance to realize that their characters are being set-up, and the true story finally comes out.

Once the players are aware of the initial game situation and begin play, they should interact with each other, and be encouraged to explore spells and the magic system. The storyguide can then settle back to answering questions. As the game progresses, the storyguide needs to introduce Evidence cards, juggling this to sow seeds of (demonic) dissension. Since the players are expected to be new to *Ars Magica*, they may leap to assumptions based on what they are exposed to; rather than being rigid, it is better to improvise and keep the character interactions going smoothly.

This scenario works well with five or six magi. There are six characters; if

This *Ars Magica Fifth Edition* scenario is suitable for demonstrations and conventions, and includes all of the characters needed for play. A copy of the *Ars Magica Fifth Edition* sourcebook *The Mysteries Revised Edition* is recommended but not required. This scenario is made available to members of Atlas Games Special Ops demo team and others free of charge, but please do not reproduce or re-post it without permission. For further information, e-mail info@atlas-games.com.

Ars Magica



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you lack a sixth player, the characters are arranged so that you can leave out Stellata (strike out references to her in the players' notes) and still have a balance of rivalries and alliances.

Storyguide's Summary

The gathered magi are members of some of the more dubious Mystery Cults, and they all have much to hide. Septus, their host at a negotiation over a vis source, purports to be an honest negotiator, but he too delved into forgotten secrets. He has a text that teaches what appears to be a method of attaining eternal life by becoming an immortal spirit — superficially similar to the Mystery Virtue Living Ghost in *The Mysteries Revised Edition*. However, Septus' text is an Infernal deception and transforms the magus into a demon. Septus believes he will become a free-willed and powerful demon, but in truth he'll become a servitor, bound to obey an Infernal master, tormented and tormenting others.

Septus' text calls for several Ordeals and Sacrifices, but the final one requires the fledgling Septus-demon to cause one powerful magician to murder another, neither being tied to the Infernal themselves. Until that is done he is tied to haunt his death-site. To this end, he has inflated the vis conflict and summoned the magi to debate a resolution, while actually inflaming the arguments. With the sacrifice of his body, he now needs to drive the others to burn with passion, blame each other, and break into open conflict.

The adventure opens when Septus' self-sacrificed body is discovered. He had to break the wards around his bed before completing the sacrifice, lest he be warded in by his own spells! (This is one of the player magi's early discoveries.) The magi are called to break into Septus' sanctum, where they find the body. The obvious next step is a flurry of spells to investigate, looking for the murderer, method, weapon, etc., and for magical or Infernal activities. There is actually little to find in the sanctum other than what has been prepared for them.

Once the characters have investigated the sanctum, and the apparent circumstances are revealed, the obvious conclusion from their evidence is that someone murdered Septus, probably by summoning a demon to do the deed. Only someone with an Aegis token could do this, and only the six visiting magi have such tokens. The Quaesitors will have to be summoned to investigate the death of a magus; if they need to find the culprit they will be delighted to probe deeply into the minds of all suspects, revealing many Mystery Cult secrets. To avoid this, the magi must find the culprit, or, failing that, find a convincing scapegoat. Unfortunately this means that at least one magus is (must be) lying — and possibly more than one, given that they have much to conceal.

The magi can attempt to find more evidence by searching Septus' letters and sanctum, and by searching each others' rooms. Meanwhile, Septus moves around insubstantially and invisibly, manifesting himself in their rooms and planting prepared evidence. (He has used Infernal magic to perfect his deception.)

As the adventure progresses, Septus will have to work harder and harder to drive the magi into open conflict — he does not want them to settle on a single scapegoat! He must intervene more and plant more evidence, giving a chance for those with Second Sight or Sense Unholiness to detect him. Unfortunately for Septus, planting too much evidence is going to produce conflicts and tip off the magi that something is amiss. (Septus' demon masters do not — and no surprise — have his best interests at heart.) This discovery moves the adventure to its conclusion, in which an infuriated Septus is revealed and challenged, and can be defeated with *Demon's Eternal Oblivion* spells.

Players' Introduction

Six magi have gathered to negotiate the rights to gather vis from a glade deep in a forest, bordered by the lands of their respective covenants. They have been brought together by a skilled negotiator,

Septus Trianomae of House Bonisagus. They have gathered at Transubstantiae Minores, a chapter-house of Septus' covenant, Transubstantiae.

The first day's debate went badly, with the gathered magi's positions apparently entrenched and non-negotiable. Tempers flared — but this was really a matter of marking positions. Everyone was aware that the real horse-trading would take place overnight, as magi made clandestine arrangements under cover of darkness, slipping from room to room, before finally retiring to sleep in the small hours of the morning.

THE CHAPTER-HOUSE

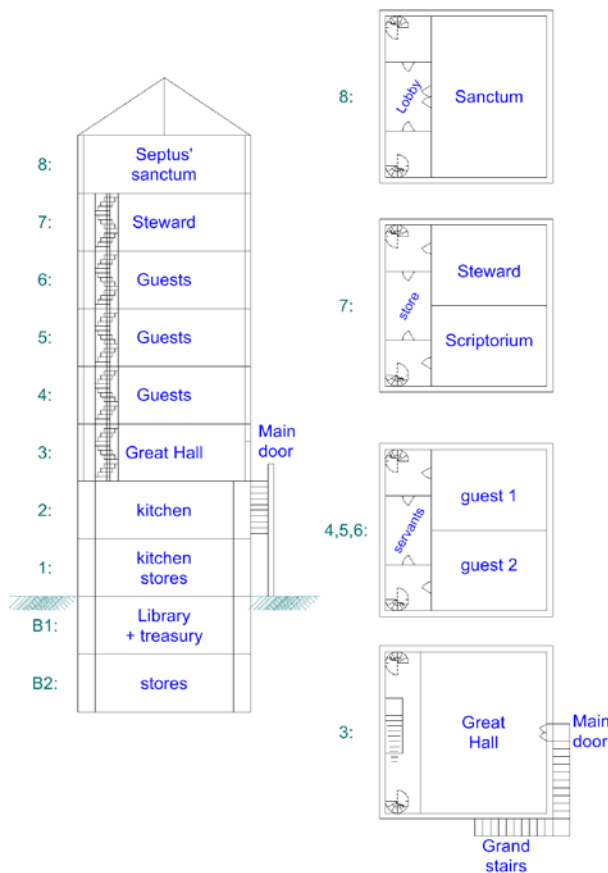
The chapter-house's existence and location allows Transubstantiae to stake a claim to resources, and provides a convenient mundane base for access to the local town. Septus also maintains a modest laboratory and sanctum here, for times when he wants to avoid being disturbed by the goings-on in the main covenant.

The chapter-house was created by the spell *Conjuring the Mystic Tower*. It has a square plan, 30 feet across, and stands 80 feet above ground, with 20-foot foundations and basements. It is made of smooth, polished white stone with no joints, mortar, or cracks. Internally, stone floors divide it into floors at ten-foot intervals. The outer walls are three-foot solid stone in the foundations and first two floors, reducing to one-foot thickness in the upper floors.

FLOOR(S)	CONTENTS
Sub-basement–2nd	Kitchen and stores
3rd	Entrance and Great Hall
4th–6th	Guest chambers
7th	Steward's and servants' quarters
8th	Septus' sanctum

Two parallel spiral stairs run much of the height of the tower, between the Great Hall and the eighth floor lobby outside Septus' sanctum. Septus found that the pair of separated staircases encour-

The Chapter-house



aged visiting parties to move around and visit each other while avoiding each others' notice. (Single, straight staircases connect the floors below the third level to each other, which eases the transport of heavy loads.) The six generously large guest chambers, it should be noted, each have private access to one of the two spiral stairs.

The chapter-house has a level 1 Magic aura. There is a level 40 *Aegis of the Hearth* on the place, but as a mark of trust, the visitors have been given casting tokens, so can use magic freely. Magical creatures need Might greater than the *Aegis* level, or an invitation or token, to use their abilities. Those without tokens subtract $(40 / 2)$ from Casting Totals or Might-based Penetration.

Septus cast the *Aegis* here alone, so only he and his invitees can use magic freely. Joseph the Steward knows that Septus maintains the chapter-house as his

own private area and does not share out casting-tokens for any extended period, not even to his sodales at Transubstantiae. Letters and spell traces confirm his defensive attitude.

It's Tuesday, June 2nd of the year 1220, and it's a new moon. The Solstice will be Sunday, June 14th. At this time of year in England and Northern France, the sun rises at about 4 AM and sets at 8 PM.

By long-established habit, magi stir themselves when the sun rises to renew their *Parma Magica*. At this time of year, with the debate as it was yesterday, they probably stayed up until the sun rose and then went to bed.

Discovery

In the morning, servants rouse the sleeping magi, going to each of their

chambers. As the magi stir, a disturbance draws their attention. A call goes out requesting the visiting magi to attend Septus' chambers at the top of the tower.

The steward, Joseph, at the door, explains that he cannot rouse his master, which goes against his nature as an early riser who needs little sleep. Joseph would have simply entered and spoken to his master, except the door appears to be barred from the inside, even though there is nothing more than a latch to hold the door against drafts. Can the magi help?

This is Septus' sanctum, so magi waive their protection under the Code if they enter.

Joseph states that he knows of no special defenses or traps — he himself regularly opens the door and enters. Septus has a magical key that opens the latch. Joseph has the one duplicate, and even though it can be used easily, when it is, the door unlatches as expected but still will not open. There is no other entrance save the windows, but this is the top floor of an 80-foot tower with smooth, sheer walls.

Even if the magi are not brave enough to actually enter, Joseph asks, can they not at least use magic to open the door?

There are several obvious options:

- InHe 5 (Touch) finds out what blocks the door; InTe 10 (Touch, Part) can do the same with the floor that runs under the door. The answer is that a heavy workbench has been dragged against the door.
- InIm 5 (Touch, Room) "*Prying Eyes*" lets the caster see the contents of a room if he can touch one of its walls. See "*Crime Scene*," below, for that information.
- ReTe 5 (Touch, Conc) forces the door inwards, pushing the workbench back, but it jams solid before it opens far.
- ReHe 4 (Touch) bends the door out of shape; ReHe 10 (Touch, Group) moves door and bench together.
- ReHe 5 (Voice), or *The Unseen Porter* (ReTe 10), moves the bench if cast by one who has sensed it.
- PeHe 5 (Touch) makes the door rot and fall apart.

Crime Scene

When the door opens enough to allow entry (or someone enters anyway), a foul stench (of burst guts) is encountered. Blood spatters the room, and a body, apparently that of Septus, lies on its back in the middle of the floor; the chest of the body has been torn open and the insides ripped out. Shutters opposite hang open, over a 70-foot sheer drop.

There are tables piled with books and writing materials. Research materials and assorted components (e.g., typical items from the Shape and Materials table) are piled on tables or stored in chests; the room could be used as a laboratory. A bed with crumpled sheets stands to one side.

Joseph gasps and cries when he sees what lies within, and tries to push past any magi at the door to get to his master.

The death of a magus is a serious matter, especially if caused or aided by magic, and a mundane killer aided by magic is as much a Hermetic criminal as one who uses magic directly.

If Joseph is allowed to rush in, it spoils the scene for (easy) investigation.

A Quaesitor (or more than one!) is bound to come to investigate, and is likely to insist on finding a solution to the crime. Quaesitors have the power to command magi to answer questions (i.e., to use magic in their investigations, whereas normally the Code would prohibit them from casting spells on their fellow magi) if they need to.

All six visitors have secrets they would rather not open to deep investigation by the Quaesitors, so the one certain way to avoid more than cursory questioning is to find the real culprit (or at least find someone to pin with certain blame!). *If the crime appears to be solved with proof, the Quaesitors will lose their exemption from the Code.*

There is a level 2 Infernal aura within the room. Note that Cito can Sense Unholiness, while Studiosus and Stellata are Susceptible to Infernal, and must make Stamina rolls each time they enter an Infernal aura.

Hidden Evidence

There are a number of Evidence cards to be printed, cut out, and given to players whose characters stumble across clues. Players who find Evidence may reveal their cards to the other players or not, as they wish.

None of the Evidence cards are individually enough to convict, but they are circumstantial evidence and engender suspicion. All, in fact, have been prepared by Septus, and, as the scenario progresses, he secretly manifests his demon form around the tower to plant them — for example, among the investigators' belongings.

The storyguide should track the movement of the investigating magi

— if they can be encouraged to separate "to speed investigation," all the better! — and hand out the Evidence cards more-or-less randomly, encouraging paranoia and stimulating fear. Keep in mind that evidence against trusted colleagues is more diabolical thing than evidence against enemies, and that evidence against oneself, hidden when others expect revelation, is suspicious to the others!

Eventually, contradictory Evidence will likely mount, and the players are likely to suspect forgery. All of the denials — well, some of them, anyway — must be true!

SEPTUS' BODY

Examining the body magically and by mundane means reveals the following:

- The body is definitely that of Septus (InCo 10, Touch, Mom).
- The ribs were torn open with great force, and the lungs, heart, and viscera torn out while he was still alive (InCo 10, Touch, Mom — or just look!). The viscera are missing. (The removed viscera now form the corporeal body of the demon Septus. Ick!)
- Using InCo 10 (Touch) to ask "What was the last thing the eyes saw?" shows that Septus was looking upwards at the ceiling when he died, which occurred with a final massive fountain of blood. (To see more than the last seconds requires interrogating *memory*, which requires the spirit — but Septus' spirit is not cooperative in this respect.)
- The blood on the walls can be interrogated (InCo 20, Touch, Mom, Group) to reconstruct the fountain spattering the room, and from this it can be determined that nothing blocked or interrupted the spray — perhaps the killer was insubstantial?
- *Image of the Beast* can use the wounds as an Arcane Connection of "a few hours" in Duration; a similar InCo

or InTe spell would produce similar results. Spells targeting the killer must penetrate his Magic Resistance, however, similarly targeting the weapon (which is carried by Septus initially).

- You may allow an effect similar to *The Whole From The Part* (InCo 15) to reconstruct the shape of weapon which made the cut, without targeting the current knife itself (InTe[Co] 5, Touch, Mom, Ind). The murder weapon was a vicious hooked and toothed knife. This does not tell anything of the knife's subsequent fate or previous history, as it relies on reconstruction from the flesh alone, but equally is not resisted by the current wielder's Magic Resistance.
- Septus' talisman ring is missing, leaving a white mark on one finger. He is still, however, wearing a ring of protection from fire (triggered by fire, Relg 25 + 5 = 3 pawns).
- Septus' body contains no residual vis, whereas the corpse of a typical magus contains a number of pawns equal to his (highest Technique + highest Form) / 2.

A theme that quickly emerges from magical investigation is that Magic Resistance appears to be blocking spells that try to gather information about the killer via Arcane Connection. Only spells targeting the immediate area and present

physical evidence are effective. This suggests that the killer was a magus or a being with Might, such as a magical creature or demon. To stoke suspicion, remind the players that magi have Magic Resistance which blocks spells, and that the guilty party is likely to lie about whether he is resisting investigatory spells. You might even suggest that Infernal abilities can thwart Hermetic Intellego magic, as a further twist.

Whispers Through The Black Gate is similarly resisted by the Might of the spirit targeted, and similarly fails (although in this case, it fails because the "spirit" is actually a demon!).

THE ROOM

Mundane investigations of the room reveal the following:

- There is nothing immediately incriminating, such as bloody footprints or the like.
- Septus' lab contains assorted knives, pincers, tongs, small hammers, pegs, pins, etc.; such as are normal accoutrements of a laboratory, particularly one specializing in Corpus and Animal magics. None of these tools have traces of blood on them. Even if Septus used them on animals, he would have cleaned them by magic (PeAn) between uses, lest he contaminate his magical experiments.
- The bed has an inlaid circle around it of the kind traced when casting protective spells (see below). The circle is of identical stone to the floor, inlaid by magic. To spot it requires either incredible Perception (Perception + Awareness against Ease Factor 15) or InTe magic to spot the lines from a distance. It's also possible to feel the difference with a finger. There is also, however, a small hole in the floor that breaks the ring. Someone who knows about the ring can spot this with Perception + Awareness against Ease Factor 12 if looking, or 9 if searching the floor by touch.
- On the lab tables, there are assorted Lesser Enchanted Devices and

Invested Devices from two to six pawns apiece, scattered around the lab. They have useful effects, such as producing magical light, controlling the temperature, and so forth, but are not important to the story. (Note that spells to detect magical items are different from those that detect traces of spellcasting.)

- If Septus had a talisman, it is gone, and there are no major magic items around.

Magical investigations can reveal:

- *Sight of the Moulting Magus* (InCo 25, Per, Conc, Vision) lets the caster see bits of shed skin, hair, etc. There are plenty of Septus' hairs and shed skin in the bed, but the rest of the lab is clean — Septus was careful. The window shutters are clean, too.
- *The Whole from the Part* (InCo 15, Touch, Mom, Ind) probes an Arcane Connection to provide information about a whole, unadulterated body (save its clothes, wounds, tattoos, etc., which are modifications to its essential nature) without targeting the whole body.
- Any InVi spell will detect raw vis. There is a modest stash of 15 pawns of assorted Arts, in the form of assorted animal parts, plants, and minerals.

It's possible to use magic to look for active spells, or traces of expired spells. The InVi guidelines specify how spells — both current and expired — are detected magically, including whether those spells are Hermetic (+1 magnitude) and what Technique and Form are involved (+2 magnitudes).

Each InVi spell affects effects of one Realm only. InVi 10 detects traces of powerful magic or the *recent* presence of weak magic. Momentary Duration spells, however, fade so quickly that only specialist magics have any chance of detecting them after the fact. (The magi may have heard that Quaesitorial secrets teach spells to detect traces with negative magnitude — see *Houses of Hermes: True Lineages* — but most magi do not know these spells.)

Note that the supplied characters have formulaic spells that can sense traces of magic, but not identify them, and that

Mutual Trust & Distrust

Cito trusts Vermis, Lumina, and Stellata, and distrusts Striga and Studiosus.

Lumina trusts Cito and Striga, and distrusts Studiosus, Vermis, and Stellata.

Striga trusts Lumina, Studiosus, and Stellata, and distrusts Vermis and Cito

Studiosus trusts Striga and Vermis; is neutral with Stellata; and distrusts Cito and Lumina.

Vermis trusts Studiosus and Cito and distrusts Lumina, Striga, and Stellata.

Stellata trusts Cito and Striga; distrusts Vermis and Lumina; and is neutral with Studiosus. (Remember that Stellata can be left out if there are only five players.)

spontaneous magic is almost always far too weak to investigate spell traces.

Note also that Sense spells target a person and not an area, and can usefully be (pre)cast from outside an area.

As the characters investigate, they can discover that the following spells have been cast in the lab:

- *Circle of Warding the Wielded Weapon* (ReTe[He] 30, Touch, Ring, Circle) was traced over the inlaid stone circle overnight. It is now broken by the disruption of the stone circle. Now trace magnitude 3.
- *Circle of Demon Warding* (ReVi 30). Now trace magnitude 3.
- *Circular Ward Against Faeries* (ReVi 30). Now trace magnitude 3.
- *Circle of Beast Warding* (ReAn 5). Now trace magnitude 1.
- There has been repeated use of InVi, ReVi, and ReTe on the laboratory bench.
- There has been repeated use of Momentary Duration ReTe 10 on a hidden compartment in the wall, behind a painting of Trianoma. Septus molded the stone out of the way and smoothed it back over the compartment. The contents include

both letters (see below), and perhaps also Evidence cards at your discretion, if it will stoke suspicions.

It bears noting that the inlaid circle was broken with a spell (PeTe 10, Touch, Mom, Part) whose traces have faded by now. Note, however, that the plug of stone was removed rather than destroyed, and that the plug itself is an item of Evidence.

There is also a great deal of correspondence present in the room. Septus had been writing to all of the player character magi, and he also — as many correspondents of the time did — kept copies of letters he sent. Those sorting through the piles will find:

- Letters inviting each of the player characters to come and discuss the glade vis source.
- Letters from each of the magi accepting the invitation.
- Letters to and from Septus' sodales at Transubstantiae discussing the administration of the covenant and the apportionment of resources.
- Letters to other magi Trianomae discussing problems and resolutions of disputes — nothing startling here. Reading these suggests that recently, Septus has been involved in a number of bitter disputes not yet resolved.

Finally, hidden in the wall compartment behind the painting of Trianoma are letters to various magi across the tribunal, alluding to secrets and requesting favors. It appears Septus was quite happy to work politics by "white blackmail."

Analysis

Septus was protected from mundane threats to his sleeping body. The wards against demons and faeries may have covered for a weak Vim Parma Magica. Septus was clearly careful, and almost certainly the only Aegis tokens active are those held by the player character magi.

The laboratory chamber is inaccessible from the outside by mundane means,

being at the top of a sheer, 70-foot drop with no handholds. Entry from inside by mundane means would be easy, except that the entrance was left blocked. This implies magic of some sort, at least for leaving the chamber.

The protective circle was broken by something neither Infernal, nor Faerie, nor animal, and by other than a wood, stone, or metal tool. Magic is the obvious method.

Any of the visiting player character magi could have entered by magic, broken the circle, and left; any other magus would have had to fight the Aegis all the way. If a mundane committed the crime, he would have needed magical assistance, which would have been limited as above.

The nature of the wounds, and the Infernal aura, suggests that a summoned demon performed the actual killing, perhaps even as a Black Sacrifice (the sacrifice of a magus would be a vis-rich feast). Even if the magi are skeptical, the Quaesitors will certainly investigate on that basis.

Suspicions

Apart from the obvious "It wasn't me!" responses, each magus has cause to suspect others in the group of dubious activity — and to add this to last night's activities to suspect Infernalism. (Each also has someone they think they can trust, at least to some degree).

Investigating Infernalism with Hermetic magic is difficult, as Hermetic magic is notoriously deceived by the Infernal. Mundane investigation — searching for evidence among Septus' effects or the magi's belongings, and questioning the living — is more likely to produce results.

Analysis and Suspicions should encourage roleplaying and accusations, before a semblance of calm and some structure re-emerges.

A sensible approach is to agree to stick together, so no one can sneak off to destroy evidence or fake any, and any discoveries are witnessed. Then at least the ones making accusations can back each other up!

The argument "Show what's in your belongings, or make us suspect you" is fairly compelling. Unfortunately, the innocent *do* have something to hide.

In the end, it is in all of the magi's best interests to make some compromise about not revealing what is seen today — the alternative is for everything to be searched most thoroughly, including home sancta, and for it all to become a matter of Quaesitorial record.

The Demon

Septus fell into corruption, and, as a powerful magus of the Mysteries, joined an Infernal cult, finding a way to become a demon rather than a Daimon or other "wimpy" good creature. The demon ripped its way out of the old shell. It can still hold a semblance of the old form, but the true form is now a bag of unsupported organs and skin, with raw eyes bulging. It can become insubstantial at will, but cannot then affect or be affected by the material world. If it becomes substantial (and therefore vulnerable), it may act normally.

The Septus-demon has Infernal Might 35, but is bound to the tower until the ritual is completed by Septus corrupting one magus to murder another. The Septus-demon can still cast Hermetic-but-Infernal spells, using (spell magnitude / 2) Might points to do so, and recovers about 1.5 points per hour (or all of them over 24 hours). Precise details of this should not matter — the demon avoids the magi until the end of the adventure, when it appears for the magi to destroy with their *Demon's Eternal Oblivion* spells.

The main ability of relevance in mid-story is the use of Infernal Imaginem spells to assume the guise of various of the magi. If the group splits up, for example, the Septus-demon can arrange to have one group witness one of the others doing something dubious and incriminating, such as planting evidence. Such Infernal disguises cannot be penetrated by Hermetic magic, but are seen as corrupt to those who can sense the nature of Infernal deceptions otherwise.

Character Sheet

Cito of Tytalus

You are Cito, of the House of Tytalus, and an Initiate of the Neo-Mercurian Mystery Cult. As a follower of Tytalus you were taught to rely on yourself and draw on inner reserves (**Self Confident**), although you are perhaps **Overconfident** of your power. As a magus with the gift for **Mercurian Magic** you have a special aptitude with ritual magic, but find spontaneous magic difficult and only possible by long-winded ceremonial casting. You have a restriction on your magic, related to ceremonial requirements: your magic fails you if you go improperly shod, and attempt to work magic while bare-foot (**Restriction: not bare-foot**).

Your parents Initiated you into the Cult as part of your apprenticeship, and you owe favors to senior members of the Cult (**Cabal Legacy**). The Neo-Mercurian cult works to re-develop the Ancient Cult of Mercury — the official Hermetic "Cult of Mercury" is a pale shadow of the real traditions. The Neo-Mercurians work to resurrect the ancient groves and temples, and to summon the ancient spirits, making offerings and pacts with them.

Strict Hermetic magi have a poor understanding of the goals of the Neo-Mercurians, and some mistakenly think you break (or at least, stretch) the Code of the Order. Some say that the offerings and pacts constitute the worship of false gods, and point out that the Church forbids this, and counts it as heresy or worse. The group calling themselves the Cult of Mercury are particularly stuffy, as they secularize Mercurian Magic and turn away from the rediscovered traditions; Quaesitors are also particularly strict in their interpretations of the Code.

Your own magic has developed within this framework. You have been taught **Hermetic Theurgy**, the art of summoning spirits to work magic for you, and how to use **Names of Power** to make the ancient gods compel spirits to your will; and to recognize the auras of places (**Magic Sensitivity, Sense Holiness & Unholiness**). When you cast spells, your sigil manifests as making the local aura feel slightly stronger. Hermetic Theurgy has taught you spells to summon spirits to work magic similar



Cito of Tytalus

to spontaneous magic, bypassing the time otherwise taken for ceremonial casting. You know spells for spirits for some magics, but not all combinations. Summoning a spirit to work magic also lets you perform magic without fatigue.

In your meddling with ancient spirits, you summoned a spirit Nox which turned out not to be the elemental you sought, but a demon — who now has a pact with you, something you try hard to deny! Nox was delighted by this, and has followed you since, trying to offer advice and get you to listen to him. Given the Order's prohibitions on trafficking with demons, you do your best to ignore his whispers. Unfortunately, you don't dare ask the Church to rid you of the demon, lest they accuse you in turn.

In your personal studies, you have found an **Affinity with Perdo**, a naturally easy area of study. Other favored Arts have been Muto and Rego, Corpus and Vim. These grant considerable control and power over spirits and people. (And, if you develop a powerful enough Perdo Vim spell, perhaps will eventually rid yourself of Nox's whisperings.)

The Cult sent you here, in the guise of negotiating on behalf of your covenant, to gain control of the spirit glade at the heart of the forest.

The Others

LUMINA EX MISCELLANEA

Lumina is a powerful mind-worker and illusionist with a way of making the world seem transformed beyond recognition. Her spells seem to twist the world slightly, making it seem illusory or dreamlike.

You've had reasonable dealings with Lumina in the past; her ambition defines her and gives you an edge in manipulating her.

You've not given her reason to distrust you, though — you do need some allies in this twisting world.

SEPTUS OF BONISAGUS

A follower of the line of Trianoma and a diplomat among magi, though given to intrigue like all of that line. He's given you help in the past and asked favors in return, mostly honestly, bringing only the slightest hint of implicit pressure; you suspect he knows more about your past than you might like. He has his own secrets, too, but keeps those close to himself.

He arranged this meeting, to resolve the vis dispute *en masse*. It might have been better for you to work with those in your Mystery Cult to pressure the others one by one, but Septus's interference has prevented that. It has also, however, prevented the others from ganging up on your Cult, so is not all bad.

STELLATA OF VERDITIUS

Stellata is a cheerful dwarven crafts-maga, working jewels into enchanted devices while dabbling harmlessly in Alchemy. She specializes in devices and spells to transform people. She appears to be harmless and open in her aims — it's almost sad that she has been drawn into these circles.

STRIGA EX MISCELLANEA

Striga is a witch, one of an infamous, clannish line of female witches, with a violent temper and an unjustified belief in the innate superiority of women. She tries to appear mysterious and spooky, favoring deep hooded cloaks and sudden, silent appearances. She is said to be something of an expert in Rego magics, and the use of elementals.

STUDIOSUS OF BONISAGUS

Studiosus is a temperate, scholarly magus with a limp who spends too much time poking about in ancient ruins, disturbing who-knows-what. He is much more dangerous than his bookish ways suggest, however, as he has mastered a range of fire spells for "self-defense." As he says "You never know when you might need a fiery blast!"

Studiosus knows more about the ancient gods of Rome than he admits, and your Cult suspect him of prying into the secrets of Neo-Mercurian Lore, and of damaging ancient groves.

VERMIS OF JERBITON

Named as a bad joke by his parens on account of his thin tall frame, Vermis is a charming, charismatic magus of the noble House of Jerbiton, home to students of the fine arts, noble

graces, and twists of the mundane nobility. He has seemed equal in his dealings in the past, and you accord him a degree of trust; you've exchanged books and spells on summoning.

Vermis has an unfortunate sigil, which produces an unpleasant chill shiver, ill-matched to his warm, outgoing nature.

Magic

Sigil: A feeling of enhanced mystical aura

Spontaneous (Fatigue): (Technique + Form + Stamina + Aura + stress die) / 2

Spontaneous (No Fatigue): (Technique + Form + Stamina + Aura) / 5

- Spontaneous spells must use Ceremonial Casting: add Artes Liberales + Philosophiae, but takes 15 minutes per spell magnitude

Invoked Spirit Sponting: (Might + Aura) / 2 (Might is usually spell level)

Magic Resistance ([Parma * 5] + Form): 22 + Form (27 + Vim) (subtracting Magic Sensitivity 3)

Virtues & Flaws

Selfconfident (free) – You can spend up to 2 Confidence Points at a time.

Mercurian Magic – You're good with ritual spells, and automatically know *Wizard's Communion*, but any spontaneous spells must be cast by the slow ceremonial method.

Affinity with Perdo – You gain +50% on XP spent.

Improved Characteristics – You gain +3 CP to spend on Characteristics.

Magic Sensitivity – A Supernatural Ability that allows you to sense auras and the magical nature of things, but makes you slightly sensitive to others' magic.

Sense Holiness & Unholiness – A Supernatural Ability that allows you to sense Divine and Infernal auras and gives you a sense of very holy or corrupt places, persons, or things.

Overconfident – A Major Personality Flaw that gives you a completely unshakeable faith in own abilities.

Plagued By Demon – A demon, Nox, has taken a personal interest in you, especially in trying to corrupt you.

Restriction (not barefoot): You cannot cast spells at all in certain uncommon conditions, in this case, if you are barefoot.

Mystery Virtues & Flaws

Hermetic Theurgy – Allows you to invoke spell-spirits and Daimons. A "Spirit Of (Spell)" will cast a given spell for you, with minor variations; a "Spirit of (Form)" will perform the equivalent of spontaneous magic for you. Daimons are sum-

moned by rituals, and perform specific services according to their nature.

Names of Power – You can call out the names of powerful spirits to boost Theurgical spells. Names of Power are learnt as if MuVi spells of 5 times the bonus granted.

Cabal Legacy – You got tangled into the Cult as an apprentice, and they still expect favors from you; others may associate you with Mystery rumors, but usually lack specific knowledge.

Statistics

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

Size: 0

Age: 63 (Apparent age 43)

Confidence Score: 2 (5 points)

Virtues And Flaws: The Gift; Hermetic Magus; Mercurian Magic; Affinity with Perdo, Hermetic Theurgy, Improved Characteristics x2, Magic Sensitivity, Names of Power, Self Confident*, Sense Holiness & Unholiness; Overconfident, Restriction: not barefoot; Cabal Legacy, Plagued by Demon

Personality Traits: Overconfident 3, Insightful 2

Soak: +2

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

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

Abilities: Artes Liberales (ceremonial casting) 3, Awareness (spells) 2, Certamen (corpus) 2, Charm (smooth talker) 2, Concentration (spells) 2, Covenant Lore (people) 2, English () 5, Etiquette (magi) 1, Finesse (precision) 1, Folk Ken (magi) 1, Guile (magi) 3, Infernal Lore (demons) 3, Intrigue (magi) 3, Latin (hermetic use) 5, Leadership (magi) 2, Magic Lore (spirits) 4, Magic Sensitivity (magic aura) 3, Magic Theory (Perdo) 5, Medicine (theory) 2, Neo-Mercurian Lore (history) 2, Order of Hermes Lore (who's who) 1, Parma Magica (vim) 5, Penetration (vim) 3, Philosophiae (rituals) 1, Prof: Scribe (neatness) 1, Sense Holiness & Unholiness (auras) 3

Arts: Creo 9, Intellego 8, Muto 12, Perdo 17, Rego 12, Animal 7, Aquam 6, Auram 6, Corpus 13, Herbam 7, Ignem 6, Imaginem 6, Mentem 7, Terram 6, Vim 13

Spells Known: (“#” = new spell, see below)

Chamber of Invisibility (PeIm 25) +25

Circular Ward Against Demons (ReVi 15) +27

Confusion of the Numbed Will (ReMe 15) +21

Demon's Eternal Oblivion (PeVi 15) +32

Disenchant (PeVi 40) +32

Dust to Dust (PeCo 15) +32

Gather the Essence of the Beast (ReVi 15) +27

Grip of the Choking Hand (PeCo 25) +32

Lamp Without Flame (CrIg 10) +17

Maintaining the Demanding Spell (ReVi 25) +27

Piercing the Magical Veil # (InVi 20) +23

Pilum of Fire (CrIg 20) +17

Sense of Peaceful Slumber # (ReMe 20) +21

Sense the Lingering Magic (InVi 30) +23

Soothe the Raging Flames (PeIg 20) +25

Suppressing the Wizard's Handiwork (ReVi 25) +27

The Grievous Wound # (PeCo 30) +32

Unraveling the Fabric of (Corpus) (PeVi 30) +32

Unraveling the Fabric of (Vim) (PeVi 30) +32

Well Without Light (PeIg 25) +25

Wind of Mundane Silence (PeVi 30) +32

Wizard's Communion (MuVi 40) +27

Theurgical Invocation Spells Known:

Invoke 'Cheating the Blade' # (CrCo 35) +27 Th

Invoke the Spirit of Intellego Animal (InAn 20) +20 Th

Invoke the Spirit of Intellego Corpus (InCo 25) +26 Th

Invoke the Spirit of Muto Corpus (MuCo 30) +20 Th

Invoke the Spirit of Perdo Corpus (PeCo 30) +35 Th

Invoke the Spirit of Rego Corpus (ReCo 30) +30 Th

Invoke the Spirit of Intellego Herbam (InHe 20) +20 Th

Invoke the Spirit of Intellego Imaginem (InIm 20) +19 Th

Invoke the Spirit of Perdo Imaginem (Pelm 30) +28 Th

Invoke the Spirit of Intellego Terram (InTe 20) +19 Th

Invoke the Spirit of Intellego Vim (InVi 25) +26 Th

Invoke the Spirit of Muto Vim (MuVi 30) +30 Th

Invoke the Spirit of Perdo Vim (PeVi 30) +35 Th

Invoke the Spirit of Rego Vim (ReVi 30) +30 Th

All these invocation spells have Range: Arcane, Duration: Momentary, Target: Individual, and require the caster to speak certain names of power out loud while casting the Invocation. *Invoke the Spirit of (TeFo)* invocations summon a spirit that will, in the next round, perform one spontaneous magic spell of the specified Technique and Form combination, with a Casting Total equal to half (Invoke level + aura) (no die roll). The invoked spirit does not need to use ceremonial casting to perform spontaneous magic. “Invoke (Spell Name)” invocations summon a spirit that will, in the next round, cast a specified formulaic spell with a Casting Total equal to (Invoke spell level + Aura) (no die roll). The spirit has the equivalent of Flexible Formulaic Magic when casting its spell.

New Spells:

Cheating the Blade (CrCo 35, Touch, Sun, Ind): Temporarily heals a Medium wound (for a day).

Piercing the Magical Veil (InVi 20, Per, Conc, Vision): As *Piercing the Faerie Veil*, but for a Magical regio instead of a Faerie regio.

Sense of Peaceful Slumber (ReMe 20, Voice, Mom, Group): As *Scent of Peaceful Slumber*, but Target: Group instead of Room.

The Grievous Wound (PeCo 30, Voice, Mom, Ind): Inflicts an Incapacitating Wound.

Character Sheet

Lumina ex Miscellanea

As a young girl, you found dreams fascinating — except that sometimes they came unbidden and uncontrollably (**Visions**). Others found you scary and unlikeable (**Blatant Gift**).

When your mater claimed you as her apprentice, she taught you how to interpret dreams properly (**Dream Interpreter**), and how to create and use a talisman to work magic to influence dreams (**Necessary Condition: Talisman**). You showed a tremendous aptitude for mind and illusion (**Affinity with and Puissant Imaginem and Mentem**). As your mater taught you, she focused your abilities with dreams (**Major Magical Focus: Dream**). Dreams are unreal, and you found it impossible to work with all reality; Creo elemental magics escape you.

Once you were a full maga yourself, your parens invited you to return and visit her. There, your dreams were invaded by other magi who tested your strength, and then revealed themselves as Dream Magi, with the power to send your spirit into dreams. They brought you into their Cult, the Volshebnii Mechtateli, and taught the forbidden secret spells of **Dream Magic**, but made your magic even more dreamlike (**Warped Magic**). Later, a Mystagogue of the Cult Initiated you further and taught you **Greater Dream Magic**, a dangerous Mystery allowing physical travel to and from Dream — you have only ever dared learn the spells to extract objects from Dream.

Other magi do not understand the wonders of Dream, and why it should be studied; instead they fear the unknown that comes by night, and have proscribed Dream Magic, declaring it forbidden.

In Dream, all is illusion, and all magic uses the Form of Imaginem, so Dream workers specialize in this Art (even in the Penetration Ability).

You are a driven, **Ambitious** maga, striving to surpass others and use the power of Dream for the greater good. So far, those who have made themselves your enemies have all succumbed to



Lumina
ex Misc

nightmares. Nightmares are something of a speciality, as you have devised ways to command Nightmares as spirits, and to bind them and bring them with you.

The spirit glade at the heart of the forest is said to have a regio that may lead to Dream, or at least to a realm of Dream spirits. Those of your Cult have sent you (in the guise of negotiating vis rights for your covenant) to ensure this.

The Others

CITO OF TYTALUS

Cito is a confident magus, an expert in ritual magic and Vim spells. He takes an educated interest in opposing the Infernal.

He takes his House dictates seriously — *Strength Through Challenge* — but once you realize this and adjust for it, he can be handled. He can be an ally if you keep ahead of him.

SEPTUS OF BONISAGUS

A follower of the line of Trianoma and a diplomat among magi, though given to intrigue like all of that line. He's given you help in the past and asked favors in return, mostly honestly, bringing only the slightest hint of implicit pressure; you suspect he knows more about your past than you might like. He has his own secrets, too, but keeps those close to himself.

He arranged this meeting, to resolve the vis dispute *en masse*. It might have been better for you to work with those in your Mystery Cult to pressure the others one by one, but Septus's interference has prevented that. It has also, however, prevented the others from ganging up on your Cult, so is not all bad.

STELLATA OF VERDITIUS

Stellata is an annoyingly cheery little Verditius alchemist, dabbling in jewels to transform people. Rumor has it she is not only an alchemist but associates with alchemists outside the Order of Hermes.

STRIGA EX MISCELLANEA

Striga is a witch, one of a clannish line of female witches, with a temper and a belief in the innate superiority of women. Her line is often distrusted, and she is sparing in her trust — she has trusted you in the past, and you feel you can allow her to be your ally.

She likes to appear mysterious and spooky, favoring deep hooded cloaks and sudden, silent appearances. She is said to be something of an expert in Rego magics, and the use of elementals.

STUDIOSUS OF BONISAGUS

Studiosus is a temperate, scholarly magus with a limp, who spends too much time poking about in ancient ruins, disturbing who knows what and exposing himself to bad influences.

He is much more dangerous than his bookish ways suggest, having mastered a range of fire spells "for self-defense."

VERMIS OF JERBITON

Named as a bad joke by his parents, on account of his thin tall frame, Vermis is a charming, charismatic magus of the noble House of Jerbiton, home to students of the fine arts, noble graces, and twists of the mundane nobility. His sigil produces an unpleasant chill shiver, which is ill-matched to his warm, outgoing nature, being more in keeping with hinted rumors of Necromancy.

Magic

Sigil: A soft glow of a color that depends on the Form being used

Spontaneous (Fatigue): (Technique + Form + Stamina + Aura + stress die) / 2

Spontaneous (No Fatigue): (Technique + Form + Stamina + Aura) / 5

- **Magical Focus:** double lowest Art for spells regarding Sleep and Dream(s)

Magic Resistance ([Parma * 5] + Form): 20 + Form (25 + Imaginem)

Virtues & Flaws

Magical Focus (Dreams and sleeping minds) – You double your lowest Art score when working magic within the area chosen.

Affinity with Imaginem and Mentem – You gain +50% on XP spent.

Item (Talisman) – This non-standard Virtue reflects the time, assistance, and resources provided by your mater to enable you to create a magical talisman while still an apprentice. You need a personal talisman in order to work magic.

Puissant Mentem and Imaginem – You gain +3 when you use these Arts;

Puissant Abilities (Finesse, Dream Interpreter/Divination) – You gain +2 when you use these Abilities.

Quiet Magic – You are only penalized by –5 to cast silently, and suffer no penalty to cast spells with quiet words.

Necessary Condition (Talisman) – You require contact with your talisman to cast spells; without it your magic fails. If lost or destroyed, you cannot cast spells until re-found or re-built.

Ambitious – A Major Personality Flaw indicating that you are driven by ambition for personal power.

Blatant Gift – Your magical nature affects others more strongly than most, and their adverse social reaction is doubled to –6. Parma Magica still protects a magus from your Gift.

Small Frame – You are small and slender, and more easily wounded than others. Your **Size** is –1.

Incompatible Arts – Two combinations of Technique and Form completely fail you; in your case (double Flaw) this is **Creo** and any of the four element-Forms.

Visions – A Minor Story Flaw indicating that you may be struck with a vision at a magically or emotionally laden event; they may be useful, but are not under your control.

Mystery Virtue

Magi of your magical lineage share the **Dream Interpreter** (Divination) Supernatural Ability. You may interpret the dreams of others or yourself, and may call dreams.

Initiated Mystery Virtues & Ordeals

Dream Magic – A Cult secret, you have been initiated into the methods of sending your spirit into other people's dreams.

Greater Dream Magic – A Cult secret method of actual physical travel to and from dreams.

Warped Magic (Dreamlike) – As an Ordeal of Initiation, your magic became warped and twisted, and your spells always seem (or makes things seem) dreamlike.

Statistics

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

Size: -1

Age: 63 (Apparent age 43)

Confidence Score: 1 (3 points)

Virtues And Flaws: The Gift; Hermetic Magus; Dream Interpreter*, Major Magical Focus (Dreams); Affinity with Imaginem, Affinity with Mentem*, Item (Talisman), Puissant Dream Interpreter, Puissant Finesse, Puissant Imaginem, Puissant Mentem, Quiet Magic; Ambitious, Blatant Gift, Necessary Condition (Talisman)*; Incompatible Arts x2 (CrAq, CrAu, CrIlg, CrTe), Small Frame, Visions

Initiations & Ordeals: Dream Magic, Greater Dream Magic; Warped Magic (dreamlike)

Abilities: Artes Liberales (ceremonial magic) 3, Awareness (alertness) 2, Bargain (spirits) 3, Certamen (Muto) 2, Concentration (spells) 3, Covenant Lore (who's who) 2, Divination (dreams) 4+2, English (grogs) 5, Etiquette (magi) 1, Faerie Lore (dreams and phantasms) 2, Finesse (dreams & phantasms) 2+2, Folk Ken (magi) 1, Guile (grogs) 1, Infernal Lore (nightmares) 3, Intrigue (magi) 2, Latin (hermetic use) 4, Leadership (grogs) 2, Magic Lore (ghosts and phantasms) 3, Magic Theory (dreams & phantasms) 5, Order of Hermes Lore (who's who) 2, Parma Magica (Imaginem) 4, Penetration (Imaginem) 4, Philosophiae (rituals) 1, Profession: Scribe (copying) 1, Stealth (sneaking) 1, Volshebni Lore (dream lore) 3

Personality Traits: Ambitious +3, Brave +2, Pious -1

Soak: +1

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

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

Arts: Creo 11, Intellego 11, Muto 11, Perdo 11, Rego 11, Animal 5, Aquam 5, Auram 5, Corpus 9, Herbam 5, Ignem 5, Imaginem 14+3, Mentem 14+3, Terram 5, Vim 6

Spells Known: ("#" = new spell, see below)

Aura of Ennobled Presence (MuIm 10) +29

Awaken the Slumbering Corpse (ReCo 25) +21

Coerce the Spirits of the Night (ReMe 20) +29

Confusion of the Insane Vibrations (ReIm 30) +29

Discern Own Illusions (InIm 15) +29

Disguise of the Transformed Image (MuIm 15) +29

Enchantment of the Morphean Landscape # (CrMe 35) +40

Eyes of the Cat (MuCo[An] 5) +17

Hallucinatory Terrain # (MuIm 25) +29

Howl of the Hounds of Hell # (ReMe 15) +40

Image Phantom (MuIm 20) +29

Image from the Wizard Torn (ReIm[In] 30) +29

Incubation of the Distant Dream # (CrMe 25) +40

Investing the Morphean Palace # (CrMe 25) +40

Lifting the Dangling Puppet (ReCo 15) +21

Maintaining the Demanding Spell (ReVi 25) +18

Phantasm of the Human Form (CrIm 25) +29

Phantasmal Animal (CrIm 20) +29

Phantasmal Chamber # (MuIm 10) +29

Querying the Slumbering Mind # (InMe[Re] 30) +40

Recollection of the Morphean Traveler # (InMe 20) +40

Scent of the Lingering Magic # (InVi 25) +18

Sense of Peaceful Slumber # (ReMe 20) +40

Smile of Calliope # (CrMe 25) +40

Spying On The Slumbering Mind # (InMe 25) +40

Strings of the Unwilling Marionette (ReCo 25) +21

Summoning the Distant Image (InIm 25) +29

The Call to Slumber (ReMe 10) +40

Veil of Invisibility (PeIm 20) +29

Wizard's Sidestep (ReIm 10) +29

Dream Spells Known: ("#" = new spell, see below)

The Oneiropomp's Treasure # (CrIm 30) +40

The Lucid Dreamer # (MuMe[In] 20) +40

The Path to Lemnos # (MuMe[In] 30) +40

The Road to Lemnos # (MuMe[In] 40) +40

New Spells:

Enchantment of the Morphean Landscape (CrMe 35, Touch, Mom, Ind, Ritual): Create a permanent landscape (30,000 paces across) in the target's dreams.

Hallucinatory Terrain (MuIm 25, Touch, Sun, Group): Alter sight and sound of objects and ground over a 100-pace radius.

Howl of the Hounds of Hell (ReMe 15, Voice, Mom, Ind): The sleeping target's dream turns into a nightmare.

Incubation of the Distant Dream (CrMe 25, Arcane Connection, Mom, Ind): Sleeping target begins dream on chosen subject.

Investing the Morphean Palace (CrMe 25 Touch, Mom, Ind, Ritual): Create a permanent place in target's dreams.

Phantasmal Chamber (MuIm 10, Touch, Sun, Room): Alter sight and sound of all in room.

Querying the Slumbering Mind (InMe[Re] 30, Touch, Conc, Ind): Watch, nudge, and question another's dream.

Recollection of the Morphean Traveler (InMe 20, Pers, Mom, Ind): Vividly recall last night's dreams.

Scent of the Lingering Magic (InVi 25, Pers, Conc, Smell): Like *Sense of the Lingering Magic*, but with reduced Target: Smell instead of Hearing.

Sense of Peaceful Slumber (ReMe 20, Voice, Mom, Group): Make a group fall asleep.

Smile of Calliope (CrMe 25, Touch, Sun, Ind) Create and direct a dream.

Spying On the Slumbering Mind (InMe 25, Touch, Conc, Ind): Watch another's dream.

Dream Spells:

The Oneiropomp's Treasure (CrIm 30, Touch, Mom, Ind, Ritual, Mystery): Give a dream object real substance.

The Lucid Dreamer (MuMe[In] 20, Pers, Dream, Dream, Mystery): Sleep, and enter your own dream.

The Path to Lemnos (MuMe[In] 30, Touch, Dream, Dream, Mystery): Your spirit enters another's dream.

The Road to Lemnos (MuMe[In] 40 Touch, Dream, Dream, Mystery): A group of people's spirits enters someone's dream.

Character Sheet

Stellata of Verditius

You are a scholar and maga from the house of Verditius the Enchanter. You have Dwarf blood running through you (**Strong Faerie Blood**) and have inherited **Faerie Eyes** and a knack with all crafts (+1 **Craft bonus**) and jewelry in particular (**Puissant Jeweller**), but also diminutive stature (**Dwarf**), a faerie weakness against the Church (**Susceptible to Divine Power**), and an intense dislike of Hell (**Susceptible to Infernal Power**).

Your Dwarf-magic has a reliance on contact and darkness, being stronger if you touch your magical target (**Special Circumstances**) and weaker in full sunlight (**Deleterious Circumstances**), and leaving you vulnerable if you lose contact with the ground or floor (**Weak Magic Resistance**).

In turn, you have a powerful gift for transforming people (**Major Magical Focus**) and the transformation Art of Muto (**Affinity with Muto, Puissant Muto**).

You are always cheerful, even when things look bad — to an extent that some others find annoying (**Personality Flaw: Carefree**), but then so what if they are grumpy?

Since becoming a maga you have encountered the pre-eminent alchemists of the Order of Hermes and joined their Mystery, **The Order of the Green Cockerel**. Together you help each other master magical alchemy, and assist your unGifted brothers in the mundane world to master mundane alchemy. Unfortunately, much of this great work must be performed in utter secrecy, owing to the undue paranoia of the Order of Hermes against "interfering with the mundanes."

Within the Mystery, you have been initiated into the ways to balance your laboratory to match the movement of the Heavens (**Planetary Magic**), how to discover new enchantment bonuses from common and uncommon materials (**Vulgar Alchemy**), and how to better extract magical vis from an aura (**Hermetic Alchemy**). The greater emphasis on laboratory work incurred the Ordeal of **Unpredictable Magic** when casting spells.

You have come here to demand the rights to collect vis from the forest glade for your covenant. Sources of vis are especially



Stellata of Verditius

useful to you and your fellow enchanters, as creating enchantments requires generous quantities of raw vis. You also know that the mushrooms in this glade have uncommon, alchemical, enchantment bonuses that only you and your brethren can profit from; they would be wasted on lesser magi.

The Others

CITO OF TYTALUS

A confident magus, an expert in ritual magic and Vim spells. He takes an educated interest in opposing the Infernal.

He takes his House dictates seriously — *Strength Through Challenge* — but once you realize this and adjust for it, he can be handled. He can be an ally if you keep ahead of him.

LUMINA EX MISCELLANEA

Lumina is an ambitious, powerful mind-worker and illusionist, with a nasty way of making the world seem transformed beyond recognition. All of her spells seem to twist the world slightly, making it seem illusory or dreamlike. Certain magi who made enemies of her have come to untimely ends, but nothing has been proven against her.

SEPTUS OF BONISAGUS

A follower of the line of Trianoma and a diplomat among magi, though given to intrigue like all of that line. He's given you help in the past and asked favors in return, mostly honestly, bringing only the slightest hint of implicit pressure; you suspect he knows more about your past than you might like. He has his own secrets, too, but keeps those close to himself.

He arranged this meeting, to resolve the vis dispute *en masse*. It might have been better for you to work with those in your Mystery Cult to pressure the others one by one, but Septus's interference has prevented that. It has also, however, prevented the others from ganging up on your Cult, so is not all bad.

STRIGA EX MISCELLANEA

Striga is a witch, one of a clannish line of female witches, with a temper and a belief in the innate superiority of women. Her line is often distrusted, and she is sparing in her trust — she has trusted you in the past, and you feel you can allow her to be your ally.

Striga likes to appear mysterious and spooky, favoring deep hooded cloaks and sudden, silent appearances. She is said to be something of an expert in Rego magics, and the use of Elementals.

STUDIOSUS OF BONISAGUS

A temperate, scholarly magus with a limp, who spends his time poking about in ancient ruins. He shares an interest in ancient ruins, and you have exchanged ancient lore with him.

In his investigations he seems to disturb "things" and may expose himself to bad influences. He is more dangerous than his bookish ways suggest, having mastered a range of fire spells "for self-defense."

VERMIS OF JERBITON

Said to be named as a joke by his parens on account of his thin tall frame, Vermis is a charismatic magus of the House of Jerbiton, who are students of the fine arts, noble graces, and skill of manipulating others.

His sigil produces an unpleasant chill shiver, which is mismatched to his outgoing nature. There are dark rumors of Necromancy and looting ancient tombs, which would clearly be a perfect match to his sigil.

Magic

Sigil: Sparkling jewels

Spontaneous (Fatigue): (Technique + Form + Stamina + Aura + stress die) / 2

Spontaneous (No Fatigue): (Technique + Form + Stamina + Aura) / 5

- **Special Circumstances:** +3 casting bonus when touching target
- **Deleterious Circumstances:** Casting Total halved if caught in full sunlight

- **Magical Focus:** Double lowest Art when spell involves transforming people
- **Magic Resistance** ([Parma * 5] + Form): 20 + Form (25 + Vim)
- **Weak Magic Resistance:** If contact with ground or floor is lost, do not subtract level of effect from Casting Total when calculating Penetration
- **Susceptible to Infernal Power:** Magic Resistance halved vs. Infernal powers
- **Susceptible to Divine Power:** Double normal penalty from Divine auras

Virtues & Flaws

Verditius Magic – You are an Initiate of House Verditius and their secrets. You have special bonuses and abilities when enchanting items in the laboratory, but need casting tools to cast formulaic spells. You can easily make them to suit your nature — it takes about an hour to remake one — but if you cannot touch the required tool you cannot cast that spell. *Spontaneous magic is not affected.* You have many casting tools in the form of stones and jewels sewn into the edging of your robe.

Strong Faerie Blood – The blood of Dwarves runs strong in you: you have faerie eyes which grant Second Sight and also let you see clearly in near darkness. You get a +1 bonus on all Craft Abilities. Second Sight lets you try to see through illusions and see invisible things.

Major Magical Focus (Transforming people) – Double your lowest Art score when working magic which transforms people. This covers most of Muto Corpus and Muto Mentem.

Puissant Art (Muto) – You gain +3 when you use these Arts.

Affinity With Muto – You gain +50% on XP spent.

Puissant Jeweller -You gain +2 on Craft: Jeweler (*total bonus +3*)

Special Circumstances – Your magic is stronger in certain uncommon circumstances, in your case, when touching the target (+3 bonus to cast or resist magic).

Dwarf – Your Size is -2. Your speed is two-thirds normal, and you suffer -1 to Strength and Stamina. Severity of wounds increases in steps of 3 points (as opposed to normal 5-point steps).

Weak Magic Resistance – If you are not in contact with ground or floor, spells cast on you bypass most of your magic resistance.

Carefree – You are unshakably cheerful and happy in all circumstances, to the point of annoying others.

Deleterious Circumstances – If caught in full sunlight, your magic is weaker (halve Casting Totals). You would be well advised to conceal this weakness from others.

Susceptible to Divine Power – Double the normal penalty from a Divine aura for spellcasting and botch dice.

Susceptible to Infernal Power – You must make a Stamina test against the aura level whenever you enter an Infernal aura, otherwise you feel ill, suffering a -1 penalty on all

rolls. Further, you receive only half magic resistance against Infernal powers.

Mystery Virtues & Flaws

Planetary Magic – By creating a laboratory horoscope before starting a season in the lab, you can determine favorable hours and signs for a bonus to your Lab Total.

Vulgar Alchemy – Drawing on ancient (non-Hermetic) lore, this lets you use the results of experimentation in the lab to discover new shapes and materials giving sympathetic bonuses to enchantments.

Hermetic Alchemy – Lets you extract more vis from an aura, or to extract Form-specific vis (rather than only Vim vis).

Unpredictable Magic – You always roll a stress die when casting spells, even in non-stressful circumstances, and even when casting Mastered spells. If you cast non-fatiguing spontaneous magic (dividing by five), you still roll to check for a botch, though the roll does not add to Casting Total.

Statistics

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

Size: -2

Age: 63 (Apparent age 43)

Confidence Score: 1 (3 points)

Virtues And Flaws:

The Gift, Hermetic Magus; Strong Faerie Blood (Dwarf), Major Magical Focus (transforming people); Affinity with Muto, Puissant Jeweler, Puissant Muto, Second Sight (Faerie Eyes)*, Special Circumstances: touching target, Verditius Magic*; Dwarf, Weak Magic Resistance (when not touching floor/ground); Carefree (always cheerful), Deleterious Circumstance (in full sunlight), Susceptible to Divine Power, Susceptible to Infernal Power

Initiations and Ordeals: Hermetic Alchemy, Planetary Magic, Vulgar Alchemy, Unpredictable Magic

Abilities: Artes Liberales (Astronomy) 4, Athletics (run) 1, Awareness (searching) 3, Bargain (gems & jewels) 2, Brawl (fist) 1, Certamen (Muto) 2, Concentration (spells) 2, Covenant Lore (charter) 2, Craft: woodcarver (precision) 3, Craft: jeweler (delicate work) 4+2, English (folk tales) 5, Finesse (exact detail) 2, Folk Ken (magi) 1, Green Cockerel lore (rites & rituals) 3, House Verditius Lore (lineages) 1, Infernal Lore (signs & portents) 2, Latin (hermetic use) 4, Magic Lore (elementals) 3, Magic Theory (enchanted items) 5, Order of Hermes Lore (who's who) 2, Parma Magica (corpus) 4, Penetration (Muto) 3, Philosophiae (Verditius runes) 3, Second Sight (invisible things) 3

Personality Traits: Cheerful +3, Strong-willed +2, Brave +1

Soak: +2

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

Wound Penalties: -1 (1-3), -3 (4-6), -5 (7-9), Incapacitated (10-12)

Arts: Creo 7, Intellego 10, Muto 15+3, Perdo 10, Rego 7, Animal 10, Aquam 6, Auram 6, Corpus 10, Herbam 8, Ignem 8, Imaginem 7, Mentem 10, Terram 8, Vim 10

Spells Known: (“#” = new spell, see below)

Beast of Outlandish Size (MuAn 15) +30

Beast of Miniscule Proportions (MuAn 20) +30

Bind Wound (CrCo 10) +19

Cloak of Black Feathers (MuCo[An] 30) +40

Curse of Circe (MuCo[An] 30) +40

Demon's Eternal Oblivion (PeVi 5) +22

Discern Own Illusions (InIm 15) +19

Disguise of the New Person # (MuCo 10) +40

Eyes of Fire (CrIg 15) +17

Eyes of the Eagle (InIm 25) +19

Eyes of the Treacherous Terrain (InTe 15) +20

Faerie's Eternal Oblivion # (PeVi 5) +22

Frosty Breath of the Spoken Lie (InMe 20) +22

Ghost's Eternal Oblivion # (PeVi 5) +22

Gift of the Bears Fortitude (MuCo 25) +40

Image Phantom (MuIm 20) +27

Lifting the Dangling Puppet (ReCo 15) +19

Man as the New Dwarf # (MuCo 15) +40

Mind of the Beast (MuMe An 30) +40

Opening the Tome of the Animals Mind (InAn 25) +22

Peering into the Mortal Mind (InMe 30) +22

Piercing the Magical Veil (InVi 20) +22

Preternatural Growth & Shrinking (MuCo 15) +40

Purification of the Festering Wound (CrCo 20) +19

Sense the Lingering Magic (InVi 30) +22

Shape of the Adder # (MuCo An 25) +40*

Shape of the Woodland Prowler (MuCo An 25) +40*

Shape of the Swift Steed # (MuCo An 30) +40*

Stance of the Patient Tree (MuCo He 35) +36

The Inexorable Search (InCo 20) +22

Thoughts Within Babble (InMe 25) +22

Transformation of the Ravenous Beast to the Torpid Toad (MuAn 25) +30

Unraveling the Fabric of (Corpus) (PeVi 20) +24

Unraveling the Fabric of (Imaginem) (PeVi 20) +22

Unraveling the Fabric of (Mentem) (PeVi 20) +22

Veil of Invisibility (PelM 20) +19

Vision of Heat's Light (InIg 20) +20

Wind of Mundane Silence (PeVi 25) +22

Wings of Apis # (MuCo An 35) +40

Wizard's Silence # (PelM 10) +19

* Adding a casting requisite of Animal and Herbam changes causes your clothes along with your body, but reduces your Casting Score from +40 to +36.

New Spells:

Disguise of the New Person (MuCo 10, Touch, Sun, Ind): Completely change a person's appearance (same size).

Faerie's Eternal Oblivion (PeVi 5): Like *Demon's Eternal Oblivion*, but reduces Faerie Might instead.

Ghost's Eternal Oblivion (PeVi 5): Like *Demon's Eternal Oblivion*, but reduces Magic Might instead.

Man as the New Dwarf (MuCo 15, Voice, Sun, Ind): Shrink person to Size -2.

Shape of the Adder (MuCo An 25, Touch, Sun, Ind): Target becomes an adder for a day.

Shape of the Swift Steed (MuCo An 30, Touch, Sun, Ind): Place a horse-hide cape over the target, who becomes a horse; he can change back at will but this ends the spell.

Wings of Apis (MuCo An 35, Touch, Sun, Ind): Place a circlet of bee-wings over the target, who becomes a tiny bee; he can change back at will but this ends the spell.

Wizard's Silence (PeIm 10, Touch, Conc, Ind): The target can make no sounds while you concentrate. (This prevents non-silent spellcasting, too).

Character Sheet

Striga ex Miscellanea

You are a witch, one of a clannish line of female witches (**Cabal Legacy**, **Infamous Master**), with a violent temper (**Wrathful**) and a belief in the innate superiority of women. You like to appear mysterious and spooky, favoring deep hooded cloaks and sudden, silent appearances. As well as become part of your mater's lineage, she also Initiated you into a Mystery Cult, the Coven of the Crossroads, who taught you secret magics.

You are an expert in dealing with Elementals (**Magical Focus**) and especially commanding them (**Affinity With Rego**, **Puissant Rego**). The price of Elemental magic is that you must study Arts in the presence of that Art manifest in the environment (**Study Requirement**); this is easy with the Elements, but harder with the other Arts. Finally, Elemental aspects leak out into all your magic (**Warped Magic**).

You are hopeless at controlling raw vis, in the lab or spellcasting (**Waster of Vis**), always using and wasting more vis than called for.

You have been taught how to look into a spirit for a glimpse of its true nature, or Synthemata (**Synthemata Magia**, **Potent Synthemata**). Synthemata let you boost your Casting Score against an individual spirit and break its Magic Resistance. You know the Synthemata of a number of Elemental spirits; they resent you for the grip this gives you, but there is little they can do about it.

Your senses are very keen, especially your vision (**Keen Vision**).

There is a spirit glade at the heart of this forest where the elements are especially strong. The Coven demands this as their right, and has sent you to secure it in the guise of staking out vis rights for your covenant.



Striga ex Misc.

The Others

CITO OF TYTALUS

An overconfident man who takes his House dictates far too seriously, but an expert in ritual magic and Vim spells. He takes an undue (and educated!) interest in opposing the Infernal — he clearly has something to hide.

LUMINA EX MISCELLANEA

Lumina is a powerful mind-worker and illusionist, with a way of making the world seem transformed beyond recognition. Her spells seem to twist the world slightly, making it seem illusory or dreamlike.

She makes a point of showing solidarity with the witches, and seems to be genuine in this.

SEPTUS OF BONISAGUS

A follower of the line of Trianoma and a diplomat among magi, though given to intrigue like all of that line.

He's given you help in the past and asked favors in return, mostly honestly, bringing only the slightest hint of implicit pressure; you suspect he knows more about your past than you might like. He has his own secrets, too, but keeps those close to himself.

He arranged this meeting, to resolve the vis dispute *en masse*. It might have been better for you to work with those in your Mystery Cult to pressure the others one by one, but Septus's interference has prevented that. It has also, however, prevented the others from ganging up on your Cult, so is not all bad.

STELLATA OF VERDITIUS

A cheerful dwarven crafts-maga who works jewels into enchanted devices, while dabbling harmlessly in alchemy. She specializes in devices and spells to transform people. She appears to be harmless and open in her aims — it's almost sad that she has been drawn into these circles.

STUDIOSUS OF BONISAGUS

A temperate, scholarly magus with a limp, who spends his time poking about in ancient ruins. He favors particular sorts of long-abandoned ruins, and is happy to trade for knowledge of Elemental glades, which particularly interest your Coven.

There is more to him than his bookish ways suggest, as he has mastered a range of fire spells for self-defense. As he says, "You never know when you might need a fiery blast."

VERMIS OF JERBITON

Said to be named as a joke by his parens on account of his thin tall frame, Vermis is a charismatic magus of the House of Jerbiton, who are students of the fine arts, noble graces, and skill of manipulating others.

His sigil produces an unpleasant chill shiver, which is mismatched to his outgoing nature. There are dark rumors of Necromancy and looting ancient tombs, which would clearly be a perfect match to his sigil.

Magic

Sigil: A feeling of "spookiness"

Method Caster: +3 to Formulaic spells cast with standard voice/gestures

Spontaneous (Fatigue): (Technique + Form + Stamina + Aura + stress die) / 2

Spontaneous (No Fatigue): (Technique + Form + Stamina + Aura) / 5

- **Magical Focus:** Double lowest Art when spell involves Elementals

- **Potent Synthemata:** +3 to all Synthemata spells

Invoked Spirit Sponting: (Might + Aura) / 2 (Might is usually spell level)

Magic Resistance ([Parma * 5] + Form): 20 + Form (25 + Vim)

Virtues & Flaws

Puissant Rego – You gain +3 when you use Rego magic.

Major Magical Focus (Elementals) – Double your lowest Art score when dealing with Elemental Spirits.

Affinity With Rego – You gain +50% on XP spent.

Keen Vision – Add +3 to rolls involving sight (but not missile weapons).

Improved Characteristics – You gain +3 CP to spend on Characteristics.

Method Caster – You excel at formulaic casting so long as you use the standard method (of voice and gestures), and receive a +3 Casting Score bonus.

Study Requirement – When you study the Arts, you must do so in the presence of that Art manifested (e.g., you must study Ignem near fire). The amount needed increases with your Art score.

Waster of Vis – When you use raw Vis, an extra 25% (round up) is used and wasted to no good effect.

Wrathful – You are prone to anger over small issues.

Infamous Master – The line of witches is infamous among magi, and you have a correspondingly bad reputation among magi, though most do not directly connect your lineage with the Coven; indeed, the Coven includes magi outside your direct line.

Warped Magic – Aspects of the four elements leak out around all your spells.

Mystery Virtues & Flaws

Synthemata Magia – At a glance, you may guess the Synthemata (secret names) of a being with a Might score. If you do, you can invent (or spont) private MuVi spells with Personal Range, to increase your Casting Score by the guideline level of the MuVi spell. For example, *The Hedge Lord's Synthemata of XYZ* (MuVi Gen, Per, Diam, Ind) adds (spell level – 5) to your Casting Score against XYZ for the next two minutes. (You can also spend time to research Synthemata.)

Hermetic Theurgy – You can invoke spell-spirits and Daimons. A "Spirit Of (Spell)" can cast that spell for you, with minor variations; a "Spirit of (Form)" can perform the equivalent of spontaneous magic for you. Daimons are summoned by rituals, and perform specific services according to their nature.

Minor Potent Magic (Synthemata) – You receive a +3 bonus on Synthemata spells, and can invent formulaic Synthemata spells with Potency (which is an extra casting bonus from casting tools).

Cabal Legacy – You got tangled into your Mystery Cult as an apprentice, and they still expect favors from you; others may associate you with Mystery rumors, but they usually lack specific knowledge.

Statistics

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

Size: 0

Age: 63 (Apparent age 43)

Confidence Score: 1 (3 points)

Virtues and Flaws: The Gift; Hermetic Magus; Major Magical Focus(Elementals), Synthemata Magia*; Affinity with Rego, Hermetic Theurgy, Improved Characteristics, Keen Vision, Method Caster, Minor Potent Magic (Synthemata), Puissant Rego*; Study Requirement*, Waster of Vis, Wrathful; Cabal Legacy, Infamous Master, Warped Magic

Personality Traits: Wrathful +3, Spooky +2, Brave +1

Soak: +2

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

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

Abilities: Artes Liberales (ceremonial casting) 2, Awareness (spells) 3, Certamen (Rego) 3, Chirurgia (self) 2, Concentration (spells) 4, Coven of the Crossroads Lore () 2, Covenant Lore (people) 1, English () 5, Faerie Lore (Names) 4, Finesse (casting) 5, Infernal Lore (Names) 4, Latin (hermetic use) 4, Magic Lore (elements) 4, Magic Theory (elements) 4, Order of Hermes Lore (who's who) 1, Parma Magica (vim) 4, Penetration (Rego) 5, Philosophiae (rituals) 1, Survival (moors) 2

Arts: Creo 10, Intellego 10, Muto 11, Perdo 10, Rego 15+3, Animal 5, Aquam 11, Auram 11, Corpus 5, Herbam 5, Ignem 11, Imaginem 5, Mentem 5, Terram 11, Vim 11

Spells Known: ("#" = new spell, see below)

Arc of Fiery Ribbons (CrIg 25) +23

Bridge of Frost (ReAq 30) +31

Circling Winds of Protection (Cr[Re]Au 20) +23

Coerce the Elementals of Water # (ReAq 20) +42

Coerce the Elementals of Air # (ReAu 20) +42

Coerce the Elementals of Fire # (Relg 20) +42

Coerce the Elementals of Earth # (ReTe 20) +42

Demon's Eternal Oblivion (PeVi 10) +23

Elemental's Eternal Oblivion # (PeVi 15) +33

Hands of the Grasping Earth (Re[Mu]Te 15) +24

Heat of the Searing Forge (CrIg 10) +23

Lamp Without Flame (CrIg 10) +23

Object of Increased Size (MuTe 15) +24

Pilum of Fire (CrIg 20) +23

Sense the Nature of Vis (InVi 5) +23

Sense the Lingering Magic (InVi 30) +23

Summon the Elemental of Water # (ReAq 40) +42

Summon the Elemental of Air # (ReAu 40) +42

Summon the Elemental of Fire # (Relg 40) +42

Summon the Elemental of Earth # (ReTe 40) +42

Supple Iron and Rigid Rope (MuTe 10) +24

The Crystal Dart (Mu[Re]Te 10) +24

Unseen Porter (ReTe 10) +31

Voice of the Lake (InAq 25) +23

Wielding the Invisible Sling (ReTe 10) +31

Wind of Mundane Silence (PeVi 30) +23

Wings of the Soaring Wind (Cr[Re]Au 30) +23

Wreaths of Foul Smoke (CrAu 10) +23

Invocation Spells:

Invoke the Spirit of Creo Aquam (CrAq 25) Th

Invoke the Spirit of Intellego Aquam (InAq 25) +26 Th

Invoke the Spirit of Rego Aquam (ReAq 35) +34 Th

Invoke the Spirit of Creo Auram (CrAu 25) +26 Th

Invoke the Spirit of Intellego Auram (InAu 25) +26 Th

Invoke the Spirit of Rego Auram (ReAu 35) +34 Th

Invoke the Spirit of Creo Ignem (CrIg 25) +26 Th

Invoke the Spirit of Intellego Ignem (InIg 25) +26 Th

Invoke the Spirit of Rego Ignem (Relg 35) +34 Th

Invoke the Spirit of Creo Terram (CrTe 25) +26 Th

Invoke the Spirit of Intellego Terram (InTe 25) +26 Th

Invoke the Spirit of Rego Terram (ReTe 35) +34 Th

All these Invocation spells have Range: Arcane, Duration: Momentary, and Target: Individual. *Invoke the Spirit of (TeFo)* invocations summons a spirit that will, in the next round, perform one spontaneous magic spell of the specified Technique and Form combination, with a Casting Total equal to half (Invoke level + aura) (no die roll).

Coerce the Elementals of Water (ReAq 20, Voice, Conc, Ind): Command a Water Elemental.

Coerce the Elementals of Air (ReAu 20, Voice, Conc, Ind): Command an Air Elemental.

Coerce the Elementals of Fire (Relg 20, Voice, Conc, Ind): Command a Fire Elemental.

Coerce the Elementals of Earth (ReTe 20, Voice, Conc, Ind): Command an Earth Elemental.

Elemental's Eternal Oblivion (PeVi 15, Voice, Mom, Ind): An elemental loses Might equal to the spell level, if the spell successfully Penetrates.

Summon the Elemental of Water (ReAq 40, Arcane, Conc, Ind): Summon a Water Elemental.

Summon the Elemental of Air (ReAu 40, Arcane, Conc, Ind): Summon an Air Elemental.

Summon the Elemental of Fire (Relg 40, Arcane, Conc, Ind): Summon a Fire Elemental.

Summon the Elemental of Earth (ReTe 40, Arcane, Mom, Ind): Summon an Earth Elemental.

Studiosus of Bonisagus

Studiosus of Bonisagus



You are a scholar (**Book Learner, Good Teacher**), seeking to discover the heart of magic. In your dedication to scholarship (**Driven: Master Study of the Old Ones**) you refuse to over-indulge sensual pleasure (**Temperate**) — a dedication the coarser types simply do not understand.

Your deep understanding of spell formulae lets you adjust a spell design while casting it (**Flexible Formulaic Magic**).

Your master was a member of a secret cabal (**Cabal Legacy**), the **Emerald Adepts**. He taught you how Plato left clues to the lost island of Atlantis — the fount of magic — and how he and others work to rediscover those lost secrets, scattered about Europe. Most importantly, they work to keep the **Old Ones** (the titans born of interbreeding between man and the ancient gods) asleep in their tombs. The **Emerald Adepts** are the sworn **Enemies** of the insane cultists known as the **Seekers of the Old Ones**, who would wake the **Old Ones** and restore them to life.

As an **Emerald Adept**, your master taught you the secrets of **Hermetic Numerology** (the ignorant confuse this with **Divination**, but it is actually an insight into the structure of magic) and **Hermetic Geometry**. In concert with this, you have extensively studied texts on arithmetic and geometry (**Puissant Artes Liberales**).

You have a lasting, incurable limp, left from a botched magical experiment.

In the course of your study, while poking about in ancient ruins, you have encountered occasional demons or **Infernal**



Studiosus
of
Bonisagus



spirits — enough to know that your defences against them are weak (**Susceptibility to Infernal Power**). You have found that aggressive self-defence and a first strike helps, and have mastered a range of fire spells. Few expect a scholar to throw a fireball, and the element of surprise can be decisive.

"You never know when you might need a fiery blast!"

You came here to wrest control of a secret glade in the forest, where there is a most ancient buried tomb just waiting to be opened (in secret, of course!). You have a pretext, however: demanding that the glade's vis rights belong to your covenant.

The Others

CITO OF TYTALUS

An overconfident magus who takes his House dictates far too seriously, but is an expert in ritual magic and **Vim** spells.

Cito takes an undue (and educated!) interest in opposing the **Infernal** — he clearly has something to hide. His knowledge of, and interest in, the ancient rites of Rome might indicate that he is one of the **Seekers of the Old Ones** — beware!

LUMINA EX MISCELLANEA

Lumina is an ambitious, powerful mind-worker and illusionist, with a nasty way of making the world seem transformed beyond recognition. All of her spells seem to twist the world slightly, making it seem illusory or dreamlike. Certain magi who made enemies of her have come to untimely ends, but nothing has been proven against her.

SEPTUS OF BONISAGUS

A follower of the line of Trianoma and a diplomat among magi, though given to intrigue like all of that line. He's given you help in the past and asked favors in return, mostly honestly, bringing only the slightest hint of implicit pressure; you suspect he knows more about your past than you might like. He has his own secrets, too, but keeps those close to himself.

He arranged this meeting, to resolve the vis dispute *en masse*. It might have been better for you to work with those in your cabal to pressure the others one by one, but Septus's interference has prevented that. It has also, however, prevented the others from ganging up on your confederates, so is not all bad.

STELLATA OF VERDITIUS

A faerie-blood Verditijs jewel-smith and mutator. She studies gems and their mystical power, which is a good and worthy study, but of no real relevance to the quest to deal with the Old Ones.

STRIGA EX MISCELLANEA

Striga is a witch, one of a clannish line of female witches, with a temper and a belief in the innate superiority of women. The witches have provided information about a number of sites of the Old Ones. Though they do not fully understand the risks of the Old Ones, they are not inclined to disturb what they should not, and happy to let experts like those in your cabal deal with the sites.

She likes to appear mysterious and spooky, favoring deep hooded cloaks and sudden, silent appearances. She is said to be something of an expert in Rego magics, and the use of Elementals.

VERMIS OF JERBITON

Named as a bad joke by his parents on account of his thin tall frame, Vermis is a charming, charismatic magus, of the noble House of Jerbiton, home to students of the fine arts, noble graces, and the twists of the mundane nobility. He understands the ways of scholars and study, and you've exchanged a number of books with him.

He has an unfortunate sigil that produces an unpleasant chill shiver, which is ill-matched to his warm, outgoing nature.

Magic

Sigil: A rustling of parchment

Flexible Formulaic Magic: You can adjust spell level and vary one of a spell's Range, Duration, or Target by one step.

Rote Casting Total: (Technique + Form + Stamina + Aura + Arithmetic + Book Bonus) / 2

Spontaneous (Fatigue): (Technique + Form + Stamina + Aura + stress die) / 2

Spontaneous (No Fatigue): (Technique + Form + Stamina + Aura) / 5 (This option is not available to you, see "Difficult Spontaneous Magic," below.)

Magic Resistance ([Parma * 5] + Form): 20 + Form (25 + Vim)

Virtues & Flaws

Puissant Magic Theory and Artes Liberales – You gain +2 when you use these Abilities.

Puissant Vim – You gain +3 when you use this Art.

Book Learner – You gain +3 Study XP when studying from a book.

Flexible Formulaic Magic – When you cast a formulaic spell, you can increase or decrease any one of a spell's Range, Duration, or Target by one step, adjusting the spell level to match.

Good Teacher – You gain +3 to the Quality of books you write, and +5 for those who study with you.

Susceptibility to Infernal Power – You must make a Stamina roll on entering an Infernal aura, or feel ill (–1 on all rolls), and have only half your Magic Resistance against Infernal magic.

Enemies – The Seekers of the Old Ones are the enemies of your cabal.

Difficult Spontaneous Magic – You can't cast Spontaneous Magic without exerting yourself (no divide-by-five sponts).

Lame – One of your legs was warped by a magical accident, and you are lame.

Temperate – You never over-indulge in sensual pleasures, marking you out from the rest of Mythic Europe.

Mystery Virtues & Flaws

Hermetic Numerology – You are a master of numbers and their connections to Hermetic Magic. This Mystery teaches **Rotes** and **Rote Casting**, and allows creation of the Numerologist's Book, which gives a bonus to Rotes, Numerology, and Hermetic Geometry.

Rotes are numerological formulae, similar to low-level spells, and a Casting Total equal to your Casting Score / 2 with no die roll. As mental exercises they benefit as if you had the Mastery abilities of Quiet- and Still-casting.

Hermetic Geometry – Mastery of Euclid's principles gives you a +3 bonus for casting spells involving Circles, Rings, and Lines. You may also use Ceremonial Figures to cast spells, and have access to the new spell Range Line, the new spell Target Arcane Circle, and the new spell Duration Arcane Ring.

Line has similar reach to Sight, but allows any sense

(not just vision) if you calculate the distance correctly.

Arcane Circle and Arcane Ring allow you to trace a circle you can touch, but invoke a distant circle as if at Line Range.

You can use Ceremonial Casting for any spell including formulaic spells, if the spell involves a regular figure. This takes 15 minutes per magnitude, requires drawing signs and symbols, requires extra ceremonial equipment, and allows you to add your (Artes Liberales + Philosophiae) to your Casting Score.

Cabal Legacy – You got tangled into your Mystery Cult as an apprentice, and they still expect favors from you; others may associate you with Mystery rumors, but they usually lack specific knowledge.

Statistics

Characteristics: Intelligence +3, Perception +2, Strength +2, Stamina +2, Presence –3, Communication +1, Dexterity +2, Quickness –3

Size: 0

Age: 63 (apparent age 43)

Confidence Score: 1 (3 points)

Virtues And Flaws: The Gift; Hermetic Magus; Flexible Formulaic Magic; Affinity with Vim, Book Learner, Good Teacher, Hermetic Geometry, Hermetic Numerology, Puissant Artes Liberales, Puissant Magic Theory*, Puissant Vim; Driven (master study of Old Ones), Enemies (Seekers of the Old Ones); Cabal Legacy, Lame, Susceptible to Infernal, Temperate

Personality Traits: Temperate +3, Studious +2, Brave –2

Soak: +2

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

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

Abilities: Artes Liberales (arithmetic) 4+2, Awareness (spells) 3, Certamen (vim) 3, Concentration (spells) 4, Covenant Lore (people) 2, Emerald Adept Lore (rites & rituals) 3, English () 5, Etiquette (magi) 1, Finesse (precision) 2, Infernal Lore (demons) 2, Latin (hermetic use) 5, Magic Lore (traditions) 3, Magic Theory (vim) 4+2, Order of Hermes Lore (lineages) 1, Parma Magica (vim) 4, Penetration (Creo) 4, Philosophiae (rituals) 3, Prof: Scribe (neatness) 2, Teaching (one-to-one) 2

Arts: Creo 11, Intellego 10, Muto 10, Perdo 10, Rego 10, Animal 8, Aquam 8, Auram 8, Corpus 10, Herbam 8, Ignem 12, Imaginem 8, Mentem 10, Terram 8, Vim 15+3

Spells Known: (“#” = new spell, see below)

Arcane Circular Ward Against Demons # (ReVi 30) +33

Arcane Circular Ward Against Ghosts # (ReVi 30) +33

Arrow of Fire # (CrIg 15) +25

Ball of Abysmal Flame (CrIg 35) +25

Circular Ward Against Demons (ReVi 15) +33

Circular Ward Against Ghosts # (ReVi 15) +33

Coat of Flames (Cr[Re]Ig 25) +24

Dart of Fire (CrIg 10) +25

Demon's Eternal Oblivion (PeVi 10) +30

Discern Own Illusions (InIm 15) +20

Enchantment of the Scrying Pool (InAq[Im] 30) +20

Eyes of the Eagle (InIm 25) +20

Eyes of the Eons (InTe 10) +20

Eyes of the Treacherous Terrain (InTe 15) +20

Ghost's Eternal Oblivion # (PeVi 10) +30

Opening the Tome of the Animals Mind (InAn 25) +20

Peering into the Mortal Mind (InMe 30) +22

Piercing the Magical Veil # (InVi 20) +30

Pilum of Fire (CrIg 20) +25

Posing the Silent Question (InMe 20) +22

Prison of Flames (MuIg 20) +24

Sense the Feet that Tread the Earth (InTe 30) +20

Sense the Lingering Magic (InVi 30) +30

Shadows of Fires Past (InIg 15) +24

Sight of the Active Magics (InVi 40) +30

Sight of the True Form (InCo 20) +22

Soothe the Pains of the Beast (CrAn 20) +21

Stone Tell of the Mind that Sits (InTe 30) +20

The Ear for Distant Voice (InIm 20) +20

The Inexorable Search (InCo 20) +22

Thoughts Within Babble (InMe 25) +22

Vision of Heat's Light (InIg 20) +24

Whispering Winds (InAu 15) +20

Wizard's Communion (MuVi 30) +30

Rotes:

Rotes are similar to low-level formulaic spells, but are cast with the Quiet and Subtle Mastery advantages, and no die roll is made (so no botch is possible); just add the casting modifier (below) to half the aura modifier. In addition, taking an extra round to consult your Numerologist's Book adds half your Book Bonus of +8 (i.e., +4). Base Penetration is (Casting Total – Rote level).

Chamber of Spring Breezes (CrAu 5) +14

Circle of Beast Warding (ReAn 5) +15

Converse with Plant and Tree (InHe 25) +13

Curse of the Rotted Wood (PeHe 5) +13

Eyes of the Cat (MuCo An 5) +13

Heat of the Searing Forge (CrIg 10) +16

Hunt for the Wild Herb (InHe 5) +13

Image of the Beast (InAn 5) +13

Lamp Without Flame (CrIg 10) +16

Palm of Flame (CrIg 5) +16

Pass the Unyielding Portal (MuHe 5) +13

Physician's Eye (InCo 5) +14

Probe for Pure Silver (InTe 4) +13

Probe Nature's Hidden Lore (InHe 4) +13

Prying Eyes (InIm 5) +13

Recollection of Memories Never Quite Lived (MuMe 4) +14

Rise of the Feathery Magus # (ReCo 5) +14

Scales of the Magical Weight (InVi 5) +18

Sense of Magical Power (InVi 2) +18
Sense the Nature of Vis (InVi 5) +18
Sight of the True Form (InCo 10) +14
Subtle Taste of Poison and Purity (InAq 5) +13
Tales of the Ashes (Inlg 5) +15
Touch of the Pearls (InAq 5) +13
Tremulous Vault of the Torch's Flame (ReIg 5) +15
Unseen Arm (ReTe 5) +13
Wind at the Back (ReAu 5) +13

New Spells:

Arcane Circular Ward Against Demons (ReVi 30, Voice, Arcane Ring, Arcane Circle): Ward demon if Infernal Might is less than or equal to (spell level – 15).
Arcane Circular Ward Against Ghosts (ReVi 30, Voice, Arcane Ring, Arcane Circle): Ward ghost if Magic Might is less than or equal to (spell level – 15).
Circular Ward Against Ghosts (ReVi 15, Touch, Ring, Circle): Ward ghost if Magic Might is less than or equal to the spell level.
Ghost's Eternal Oblivion (PeVi 10, Voice, Mom, Ind): Like *Demon's Eternal Oblivion*, but reducing Magic Might.
Piercing the Magical Veil (InVi 20, Pers, Conc, Vision): Like *Piercing the Faerie Veil*, but for Magic regiones instead of Faerie.
Rise of the Feathery Magus (ReCo 5, Pers, Conc, Ind): Personal version of *Rise of the Feathery Body*.

Arcane Ring and Arcane Circle Mystery Duration and Target let the caster cast a Ring or Circle type spell at a distance greater than Touch by scribing or tracing a circle at Touch Range (typically around himself). Note that these spells require that the circle be *perfect*, which takes extra time to perform.

Vermis of Jerbiton

("VERMIS THE SNAKE" A.K.A. "VERMIS THE WORM")

Named as a bad joke by your parents (on account of your thin, tall frame and his passion for Animal magics) you are a charming, charismatic magus, of the noble House of Jerbiton, which is home to students of the fine arts, noble graces, and the twists of the mundane nobility. Those who have secrets to hide wilt under your piercing gaze (except magi, both the Parma!). You have an unfortunate sigil, which produces an unpleasant chill shiver, which is ill-matched to your warm, outgoing nature.

Trained in the mastery (**Affinity With Rego** and **Puissant Rego**) of mind and body (**Mentem** and **Corpus**), you found your master's calling as a healer to be difficult (**Deficient Technique: Creo**). When you lost your right hand (**Missing Hand**) in a spell botch, you saw the weakness of Hermetic healing. You've since taught yourself to work around this limitation (**Subtle Magic**).

Failing healing, you turned to the greater swell of power in the study of necromancy (**Magical Focus Necromancy**). While others in your House frivole away their time and power, you were contacted in secret by the grim **Disciples of the Worm**, true masters of ancient lore. They Initiated you into the secrets of binding spirits to make spells permanent (**Spell Binding**), and taught you **Potent Magic** to command summoned spirits; in return you accepted a reasonable **Prohibition** to work no healing magic — though you may gull others into working it for you, or even use devices fashioned by others. You have a knack for overcoming Magic Resistance (**Puissant Penetration**), which is very useful when dealing with spirits.

You know the secret of making spells permanent by summoning and binding both spell and spirit into an item.

When others whisper of necromancy, you are warm, charming, and seem quite at home with the living; you can pass off the rumors as misunderstandings of your sigil.

You have recently learned that the forest glade where your covenant sodales wish to gather vis conceals a buried tomb, lain



Vermis
of Jerbiton



undisturbed for millennia, with the tomb's inhabitant likely still trapped and waiting. You have therefore come to negotiate for the vis rights and claim this glade from your rivals.

The Others

CITO OF TYTALUS

A confident magus who takes his House dictates seriously, and an expert in ritual magic and Vim spells. He takes an educated interest in opposing the Infernal, an understanding you can share, as there is a clear need to distinguish Infernal ghosts from ghosts linked to the Magic realm. You've exchanged books, and spells on summoning.

LUMINA EX MISCELLANEA

Lumina is an ambitious, powerful mind-worker and illusionist with a nasty way of making the world seem transformed beyond recognition. All of her spells seem to twist the world slightly, making it seem illusory or dreamlike. Certain magi who made enemies of her have come to untimely ends, but nothing has been proven against her.

SEPTUS OF BONISAGUS

A follower of the line of Trianoma and a diplomat among magi, though given to intrigue like all of that line. He's given you help in the past and asked favors in return, mostly honestly, bringing only the slightest hint of implicit pressure; you suspect he knows more about your past than you might like. He has his own secrets, too, but keeps those close to himself.

He arranged this meeting, to resolve the vis dispute *en masse*. It might have been better for you to work with those in your

cabal to pressure the others one by one, but Septus's interference has prevented that. It has also, however, prevented the others from ganging up on your confederates, so is not all bad.

STELLATA OF VERDITIUS

An annoyingly cheery little Verditius alchemist, dabbling in jewels to transform people. Rumor has it she is not only an alchemist, but also associates with alchemists outside the Order of Hermes.

STRIGA EX MISCELLANEA

Striga is a witch, one of an infamous, clannish line of female witches, with a violent temper and an unjustified belief in the innate superiority of women. She tries to appear mysterious and spooky, favoring deep hooded cloaks and sudden, silent appearances. She is said to be something of an expert in Rego magics, and the use of Elementals.

STUDIOSUS OF BONISAGUS

A temperate, scholarly magus with a limp, who spends his time poking about in ancient ruins. He shares an interest in ancient ruins, but favors a different class, being more interested in Old Gods than tombs, and you have exchanged ancient lore with him.

There is more to him than his bookish ways suggest, however, as he has mastered a range of fire spells for self-defense. As he says, "You never know when you might need a fiery blast!"

Magic

Sigil: A chill feeling

Spontaneous (Fatigue): (Technique + Form + Stamina + Aura + stress die) / 2

Spontaneous (No Fatigue): (Technique + Form + Stamina + Aura) / 5

- **Magical Focus:** Double lowest Art for necromancy
- **Potent Magic:** +3 for spells regarding summoned spirits

Magic Resistance ([Parma * 5] + Form): 20 + Form (25 + Mentem)

Virtues & Flaws

Great Characteristic (Presence) – Allows you to increase a characteristic from +3 to +4, or +4 to +5.

Major Magical Focus (Necromancy) – You double your lowest Arts when working necromancy.

Second Sight – A Minor Supernatural Ability, which lets you see spirits, invisible things, and illusions.

Puissant Penetration – You gain a +2 when you use the Ability.

Puissant Rego – You gain a +3 bonus when you use Rego.

Affinity With Rego – You gain +50% on XP spent.

Subtle Magic – You suffer no penalty when you omit gestures from spells (and, missing a hand, you usually do!).

Deficient Technique (Creo) – You halve any magic involving Creo.

Difficult Underlings – No matter how you try, your underlings always cause you problems.

"Grey" Secret (Necromancer) – A minor version of Major Story Flaw. You would meet shame and rejection if others found out you were a necromancer, but you are a magus, and can live with that. (It would spoil many of your plans, though.)

Missing Hand – You suffer -3 to activities requiring both hands, including spellcasting with gestures (but see "Subtle Magic," above).

Initiated Virtues & Ordeals

Spell Binding – A Minor Mystery that allows you to bind a spell and a spirit into an object, and force the spirit to use its Might to maintain the spell indefinitely.

Minor Potent Magic: Summoned Spirits – You receive a +3 to magic involving summoned spirits. You can also invent spells (dealing with summoned spirits) with Potency, which is a casting bonus from using casting tools.

Prohibition: Work No Healing Magic – You may work no healing magic yourself, neither casting spells nor creating invested effects. You *can* use devices created by others, though.

Statistics

Characteristics: Intelligence +3, Perception 0, Strength -2, Stamina +2, Presence +4, Communication +1, Dexterity -2, Quickness -2

Size: 0

Virtues And Flaws: The Gift; Hermetic Magus; Major Magical Focus: Necromancy; Affinity with Rego, Great Presence*, Puissant Penetration, Puissant Rego, Second Sight, Subtle Magic; Deficient Technique (Creo), Difficult Underlings; Grey Secret (Necromancer), Missing Hand

Initiations & Ordeals: Spell Binding, Potent Magic: Summoned Spirits; Prohibition: Work No Healing Magic

Abilities: Artes Liberales (ceremonial casting) 2, Awareness (search) 1, Bargain (spirits) 5, Certamen (Mentem) 2, Charm (first impression) 2, Chirurgy (self) 2, Concentration (spells) 3, Covenant Lore (people) 2, English () 5, Etiquette (magi) 2, Finesse (grace) 1, Folk Ken (magi) 2, Guile (magi) 1, Infernal Lore (necromancy) 2, Intrigue (magi) 2, Latin (hermetic use) 4, Leadership (spirits) 2, Magic Lore (necromancy) 2,

Magic Theory (Rego) 5, Order of Hermes Lore (lineages) 2, Parma Magica (Mentem) 4, Penetration (Mentem) 5+2, Philosophiae (rituals) 2, Prof: Scribe (neatness) 1, Second Sight (spirits) 4

Arts: Creo 7, Intellego 8, Muto 8, Perdo 8, Rego 15+3, Animal 7, Aquam 6, Auram 6, Corpus 12, Herbam 7, Ignem 6, Imaginem 7, Mentem 12, Terram 6, Vim 12

Spells Known: (“#” = new spell, see below)

Aegis of the Hearth (ReVi 40) +32
Awaken the Slumbering Corpse (ReCo 25) +44
Charm against Putrefaction (CrCo 10) +14
Circular Ward Against Demons (ReVi 20) +32
Coerce the Elemental of Air # (ReAu 20) +26
Coerce the Elemental of Earth # (ReTe 20) +26
Coerce the Elemental of Fire # (ReIg 20) +26
Coerce the Elemental of Water # (ReAq 20) +26
Coerce the Spirits of the Night (ReMe 20) +44
Eyes of the Cat (MuCo An 5) +17
Gather the Essence of the Beast (ReVi 15) +32
Illusion of the Shifted Image (ReIm 10) +27
Incantation of Summoning the Dead (ReMe 40) +44
Lay to Rest the Haunting Spirit (PeMe 5) +30
Lay to Rest the Haunting Spirit (PeMe 10) +30
Lay to Rest the Haunting Spirit (PeMe 20) +30
Lifting the Dangling Puppet (ReCo 15) +32
Maintaining the Demanding Spell (ReVi 30) +32
Sense of Peaceful Slumber (ReMe 20) +32
Strings of the Unwilling Marionette (ReCo 25) +32
The Walking Corpse (ReCo[Me] 35) +44
Unraveling the Fabric of (Corpus) (PeVi 25) +22
Unraveling the Fabric of (Mentem) (PeVi 25) +22
Unraveling the Fabric of (Vim) (PeVi 25) +22
Whispers through the Black Gate (InCo[Me] 15) +30
Wind of Mundane Silence (PeVi 25) +22

Spell-Binding Spells:

Sustain a Spell of (Aquam) (ReVi 20)
Sustain a Spell of (Auram) (ReVi 20)
Sustain a Spell of (Corpus) (ReVi 20)
Sustain a Spell of (Corpus) (ReVi 30)
Sustain a Spell of (Ignem) (ReVi 20)
Sustain a Spell of (Mentem) (ReVi 20)
Sustain a Spell of (Mentem) (ReVi 30)
Sustain a Spell of (Terram) (ReVi 20)
Sustain a Spell of (Vim) (ReVi 20)
Sustain a Spell of (Vim) (ReVi 30)

Spell Binding teaches how to bind spells to objects. They are all rituals, Range Touch, Duration Special, and Target Individual. Each spell allows a spell of the specified Form to be bound to this ritual spell, and to a physical object. The level of this container-spell must equal or exceed the spell to be sustained. The casting of the spell to be contained must begin in the round following completion of the *Sustain* ritual.

Once both spells are cast, they are entwined and both last for the same (longer) Duration, or end together. While linked, a spirit may be commanded to enter the binding object prepared by the ritual, and forced to use its Might to sustain the spells indefinitely.

New Spells:

Coerce the Elementals of Water (ReAq 20, Voice, Conc, Ind): Command a Water Elemental.
Coerce the Elementals of Air (ReAu 20, Voice, Conc, Ind): Command an Air Elemental
Coerce the Elementals of Fire (ReIg 20, Voice, Conc, Ind): Command a Fire Elemental
Coerce the Elementals of Earth (ReTe 20, Voice, Conc, Ind): Command an Earth Elemental

An Ill-Fated Meeting

Evidence *Item*

THE MURDEROUS WEAPON,
a wicked hooked knife with traces
of blood.

Evidence *Item*

A BLOOD-STAINED MAGICAL LATCH-KEY
to Septus' Sanctum. (Joseph has the
only other copy.)

Evidence *Item*

A BLOOD-STAINED MAGICAL LATCH-KEY
to Septus' Sanctum. (Joseph has the
only other copy.)

Evidence *Item*

A MAGICAL KEY
to the outer shutters on the window
to Septus's chambers.

Evidence *Item*

A SMALL PLUG OF STONE,
matching the broken ring in Septus'
sanctum.

Evidence *Letter Excerpt*

A LETTER FROM CITO TO SEPTUS:
...my friend. It would be most
unfortunate if private correspon-
dence were to leak out. Do recon-
sider my simple request, which will
not require much effort of you, and
do not think of informing others...

Evidence *Letter Excerpt*

A LETTER FROM SEPTUS TO LUMINA:
...my friend. It would be most
unfortunate if private correspon-
dence were to leak out. Do recon-
sider my simple request, which will
not require much effort of you, and
do not think of informing others...

Evidence *Letter Excerpt*

A LETTER FROM SEPTUS TO STELLATA:
...do not push me too far! You
should accept my suggestion with
what grace you can muster, and per-
form those simple tasks for me with
no more delays...

Evidence *Letter Excerpt*

A LETTER FROM STRIGA TO SEPTUS:
... your twisted arguments make
me so angry, I can hardly contain
myself! Stick to the point next time
we meet...

Evidence *Letter Excerpt*

A LETTER FROM STUDIOUSUS TO
SEPTUS:
...I have made a great discovery,
chanced upon ruins in Brittany. We
must meet in secret – bring no-one
with you – for I will not share this
with others, and will convey the
details to you alone...

Evidence *Letter Excerpt*

A LETTER FROM VERMIS TO SEPTUS:
...the others are fools and of little
consequence. We can take advan-
tage of the gathering in your tower
to deal with them. I can send the
bodies out into the forest and
you can arrange for wild beasts to
devour them...

Evidence *Item*

SIGN-OF-SEVENS,
evidence of Septus's spell-sigil.
Perhaps someone is using his stolen
Talisman?

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An Ill-Fated Meeting

CITO:
You sense brimstone and the feel of
Hell in this place.

CITO:
You sense brimstone and the feel of
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CITO:
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