

Contents

Chapter 1: Introduction 6			
A Note on History..... 6			
A Note on Tone..... 6			
A Note on Oppida..... 6			
GEOGRAPHIC PRIMER 7			
Mountains..... 7			
Plains..... 7			
<i>The Danube and Tisza</i> 7			
Coasts & Southern Mtn. Ranges..... 8			
SITES FOR NEW COVENANTS 8			
Kal Valley and Lake Balaton..... 8			
<i>Cakoc</i> 8			
<i>Gyogy-to</i> 8			
<i>Tomb of Attila</i> 8			
Karvuna..... 8			
Isle of Achilles..... 9			
<i>Seventy-Seventh Island</i> 10			
LANGUAGES IN THE BALKANS 10			
Names..... 10			
Slavic Names, Male..... 10			
Slavic Names, Female..... 10			
Hungarian Names, Male..... 10			
Hungarian Names, Female..... 11			
Vlach Names, Male..... 11			
Vlach Names, Female..... 11			
Cuman Names, Male..... 11			
Cuman Names, Female..... 11			
Chapter 2: Hermetic Culture 12			
HOUSE TREMERE 12			
Armed Force..... 12			
Logistics..... 12			
Communications..... 14			
<i>Redcaps</i> 14			
Capacity Building..... 14			
TRIBUNAL OVERVIEW 14			
The Praeco..... 14			
<i>Oppida and Aediles</i> 15			
LEGISLATURE 15			
Regulating Magical Settlement & Residency..... 15			
<i>Asclepius and the Privileges of the Coloniae</i> 15			
<i>Coeris and the Privileges of the Cives</i> 16			
<i>Domostron and the Privileges of the Socii</i> 16			
<i>Diodorus and the Privileges of the Hospites</i> 16			
<i>Pannonia and the Privileges of the Foederati</i> 17			
PUBLIC FINANCIER 19			
Stipends..... 19			
Promissory Notes..... 19			
JUDICIARY 19			
Quaesitores..... 19			
<i>Annual Emergency Tribunals</i> 20			
Wizard's War..... 20			
<i>Certamen is a Direct Proxy for War</i> 20			
<i>Certamen for Love</i> 21			
NEGOTIATIONS WITH OUTSIDERS 21			
Diplomacy..... 21			
Recruitment..... 21			
Vis & Magic Item Sales..... 21			
THE OPPIDUM OF COERIS 21			
History..... 21			
Setting and Description..... 22			
Culture and Traditions..... 23			
Politics..... 23			
House Culture..... 24			
Magi..... 26			
<i>Primus Poena of Tremere</i> 26			
<i>Angiola of Tremere</i> 26			
<i>Dominic of Tytalus, Aedile of Coeris</i> 26			
<i>Horatius of Tremere</i> 27			
<i>Janus of Tremere</i> 28			
<i>Isaac of Merinita</i> 28			
<i>Juturnus of Tremere</i> 28			
<i>Tatiana of Tremere</i> 29			
PLOT HOOKS 29			
Allies in Foreign Tribunals..... 29			
Culture..... 29			
<i>Chess</i> 29			
<i>The Laureate</i> 29			
Mortals..... 29			
<i>Assassination</i> 29			
<i>Non-Combatant Evacuation</i> 30			
<i>Recovery Team</i> 30			
Politics..... 31			
<i>Border War</i> 31			
<i>The Magic Item Tax</i> 32			
<i>A New Red Spell</i> 32			
<i>A Portrait of Diedne?</i> 32			
<i>Housekeeping Letter</i> 33			
<i>Submersible</i> 34			
Security..... 34			
<i>The Killer on the Road</i> 34			
<i>Magic Flowers</i> 34			
Successions..... 34			
<i>Prima</i> 34			
<i>Primus Past</i> 34			
<i>Primus Future</i> 34			
<i>Exarch</i> 34			
Chapter 3: The Hungarians 35			
POLITICAL STRUCTURE 35			
Traditional Political Structure..... 35			
New Institutions..... 35			
SOCIAL STRUCTURE 35			
Serfs and Free Men..... 35			
<i>Castle Folk</i> 36			
<i>Castle Warriors</i> 36			
<i>Half-Free</i> 36			
Hospites..... 37			
Petty Nobles..... 37			
High-Born Nobility..... 38			
Greater Nobles..... 38			
The King..... 38			
THE THREE COURT CITIES 38			
Esztergorn..... 38			
Székesfehérvár..... 39			
Veszprém..... 40			
VILLAGE LIFE 40			
THE CHURCH 41			
Finance..... 41			
Law..... 42			
THE OPPIDUM OF LANIENA 42			
History..... 42			
Setting and Description..... 43			
Culture and Traditions..... 44			
<i>Fector Characters</i> 44			
<i>Hermetic Fectores</i> 44			
Magi..... 44			
<i>Alexander of House Tremere</i> 44			
<i>Murat the Younger</i> 44			
<i>Magus Ex Miscellanea</i> 44			
Covenfolk..... 44			
<i>Bendis</i> 44			
Chapter 4: The Bulgarians 45			
GEOGRAPHY OF BULGARIA 45			
The Danube..... 45			
<i>Tarnovo</i> 46			
The Stara Planina..... 46			
<i>Ivan Rilski's Cave</i> 46			
<i>The Seven Lakes</i> 47			
The Plains..... 47			
<i>Sredets</i> 47			
<i>Starosel</i> 48			
<i>The Madara Horseman</i> 48			
The Southern Mountains..... 48			
BULGARIAN HISTORY 48			
BULGARIAN SOCIETY AND CULTURE 49			
The Bulgarian Church..... 49			
The Bogomils..... 50			
THE OPPIDUM OF EVREDIKA 50			
History..... 50			
Setting and Description..... 50			
<i>Gela</i> 51			
<i>The Devil's Throat</i> 51			
<i>Perperikon</i> 51			
Culture and Traditions..... 52			
Magi..... 52			
<i>Oeagrus Ex Miscellanea</i> 52			
<i>Bozbidar Ex Miscellanea</i> 52			
<i>Yekaterina of House Tremere</i> 52			
Covenfolk..... 52			
THE OPPIDUM OF SEUTHOPOLIS 53			
History..... 53			
Setting and Description..... 53			
<i>The Valley of the Thracian Kings</i> 53			
<i>Shipka Pass Regio & Tribunal Site</i> 53			
Culture and Traditions..... 54			
<i>Lictors</i> 54			

Red and Black Libraries 54
Mundane Culture 55
Magi 55
Benilda of Guernicus 55
Caledonia of Guernicus 55
Saturnino of Criamon, Marshal of Transylvania 55
Scipio of Guernicus 56
Terencia of Tremere, Lictor, Aedile 56
Vigilia of Guernicus 56
THE OPPIDUM OF TABLINUM 58
 History 58
 Setting and Description 58
Exhibition Halls 58
Studying from Exhibits 59
Outside the Exhibits 59
Magi 60
Nestor, Curator of Tablinum 60
Demetrius, Aedile of Tablinum 60
Theodora and Theodore 60
The Open Exhibits 61
The Art Exhibits 61
The Arcanum Exhibit 61
The Scriptorium 61
The Spell Hall 62
The Chronicle 63
The Chapel 64
The Curator's Sanctum 64
The Restricted Exhibits 64
The Mirrored Hall 64
The Dungeon 64
The Empty Halls 64
The Hidden Exhibits 65
The Founder's Exhibit 65
The Lower Dungeon 65
The Refuge 65
The Schism Exhibit 65
The Seeker's Forum 65
The Warehouse of Ares 65

Chapter 5: The Slavs 66

OVERVIEW 66
 The Old Ways 68
THE SERBS 68
 Geography 69
Ras 69
Studenica Monastery 69
Dubrovnik 69
 The Dynasty of the Sacred Roots 70
 The Christian Schism 71
SERBIA'S SLAVIC NEIGHBORS 71
 Bosnia 71
 Croatia 72
Knin 72
Zadar 72
THE OPPIDA OF HISTRIA 73
 History 73
 Setting and Description 73
Old Histria 73
Shrouded Bay on Cres 74
 Culture and Traditions 75
Mercere House 75
Naval Stories 76
Diplomacy and Intrigue 76
Magi 76
Accursius Adiran, Chief Mercere 76
Leontine Adiran of Tyrtalus 76
Pabniro Adiran of Tremere, Aedile of Old Histria 77
Placido Adiran of Tremere, Aedile of Shrouded Bay 77
Priscilla of Verditius 77
Volante Adiran, Gifted Mercere 77
Local Creatures 78
Builders (Diviae) 78

Giants 78
Strigons 78
Local Dragons 78

Chapter 6: Peoples of the Transylvanian Border 79

THE CLIMANS (KIPCHACKS) 79
THE SZEKLETS AND PECHENGES 80
The Pechengs 80
TEUTONIC KNIGHTS AND TRANSYLVANIAN SAXONS 81
 Origins 81
 Customs and Structure 81
 The Teutonic Order in Transylvania 82
Burzenland 82
 Teutonic Knight Characters 82
New Virtues 82
 Stories Involving the Teutonic Order 83
A More Holy Order 83
A More Profane Order 83
Using the Teutonic Order in Your Saga 84
THE VLACHS 84
 Geography 85
Capitols 85
The Bran Pass 85
 The Cult of Zalmoxis 86
THE OPPIDUM OF LYCAEON 86
 History 86
 Setting and Description 87
 Geography 87
 Structure 87
 Aesthetic 87
 Culture and Traditions 88
Manufacturing 88
Staging Area 89
Refugee Camp 89
Mundane Inhabitants 90
Lycaneon Wolves 90
Magi 90
Archmagus Albertus of Tremere, Praeco of Transylvania 90
Arbmina of Ex Miscellanea 90
Clement of Tremere 90
Phillip of Tremere 91
Archmagus Zalmoxis of Verditius 91
THE OPPIDUM OF THE SCHOLMANCE .. 91
 History 92
 Setting and Description 92
 Culture and Traditions 93
The Masters of the School 93
Magi 94
Simium Arileins of House Bjornaer 94
Andrew Melanchthon of House Tremere 94
Covenfolk 95
Sebastian 95
Ludmilla 95

Chapter 7: Networks of Hidden Fortresses 96

THE HOSPITAL 96
 The Zenodochium 96
Unfinished Work? 97
 Placement of Zenodochia 97
 The Curantis 97
 Zenodochium Items 98
Chest of Good Food 98
Vermin Ward 98
Arms of the Salamander 98
The Hippocratic Staff 98
The Rite of Healing 99
Universal Poultice 99

Ankh of Moving Forward 99
Bowl of the Honest Traveler 99
Ward Against the Infernal Agents of Disease 99
Ward Against Mad Dreams 99
THE OPPIDUM OF KEZDŐ VÁLASZ 99
 History 99
 Setting and Description 100
 Culture and Tradition 101
Magi 102
Essedarius of House Tremere 102
Leona of House Tremere 102
Adulio of House Tremere 103
Neculai of House Bjornaer 103

Chapter 8: Creatures 104

DRAGONS OF THE TRIBUNAL 104
 Infernal Dragons 104
 Magical Dragons 105
 Pax Draconis 106
 Dragon-Born 107
 The Dragon War 108
The Hook: Sparking the Dragon War 108
The Situations: The War Rages 109
The Climax: Renewed Peace, Annihilation, or Worse 110
GIANTS AND THEIR MOTHERS 111
 Giants' Mothers 113
 Faerie Horses 113
VAMPIRES 114
 Becoming a Vampire 114
Precautions Against Vampires 115
 The Vampire Life Cycle 115
 Creating a Vampire Character 115
Vampiric Virtues, Flaws, and Powers 116
Limitations 116
Ways to Kill a Vampire 116
 Vampire Bestiary 117
Vampires That Take Human Form 117
Vampires That Take Bestial Form 118
Vampires That Take Ghostly Form 118
Miscellaneous Vampires 118
Infernal Vampires 120
Living Vampires 121
VILAS (WHITE LADIES) 122
 Wards 123
 Powers Found in Many Roles 123
Shapeshifter 123
Entrhralling Voice 123
Blessing Dance 123
Cursing Dance 123
Spirit Away 124
 Role-Specific Powers 124
Captured Wife 124
Cloud or Storm Maiden 124
Cursed Lover 124
Huntress 124
Temptriss 124
Water Maiden 124
Weaver Witch 124
Woodland Maiden 125
Wise Woman 125

Chapter 9: Hedge Traditions 126

STORM WIZARDS 126
 Storm Wizards and the Order 126
 Storm Wizards and Giants 127
 Storm Wizard Magic 128
Storm Calling 128
Storm Riding 129
Storm Fighting 129
Ice Harvesting 130
VAMPIRE HUNTERS 130
 An Inauspicious Birth 130

Against the Dark

<i>The Sabotnik</i>	131
<i>The Glog</i>	131
<i>The Táltós and the Kresnik</i>	131
A Dark Parentage.....	132
<i>The Dhampir</i>	132
<i>The Vampirázbi</i>	132
HUNTERS' ARTS	132
New Virtues.....	132
<i>Dhampir</i>	133
<i>(Foe) Art</i>	133
<i>Scry Art</i>	133
<i>Slay Art</i>	134
<i>Ban Art</i>	134
Hunter Characters.....	134
Scry.....	134
<i>Forging the Initial Connection</i>	134
<i>Using the Scrying Connection</i>	135
<i>Exploitation of Scry by a Foe</i>	135
Ban.....	135
<i>Creating a Physical Ban</i>	135

<i>Creating a Supernatural Ban</i>	136
<i>Creating a Weakening Ban</i>	136
Slay.....	136
<i>Making the Slaying Weapon</i>	136
<i>After Slaying</i>	137
HUNTING VAMPIRES	138
Preventing Vampires.....	138
Killing Vampires.....	138

Chapter 10: Horror Stories 159

HORROR PLOTS	139
Savant versus Monster.....	139
<i>Variation: The Complicated Savant</i>	139
The Psychopath or Bogeyman.....	139
The Horde.....	139
The Idiots.....	140
Cult Conspiracy.....	140
<i>A Conspiracy of Magi</i>	140
The Madness of the Frontier.....	140

The Horror of the Human Body.....	140
Nature's Revenge.....	140
History Repeats.....	140
Post-modern Horror.....	141
HORROR TECHNIQUES	141
One Time, One Place.....	141
Vivid Imagery.....	141
Implication.....	141
Violence.....	142
Death of Player Characters.....	142
Inversion of Normal Conventions.....	142
Broken Narrative.....	142
Supernatural Versus Mundane Monsters.....	142
Props.....	142
TRANSYLVANIAN TRIBUNAL	
HORROR STORIES	142

Appendix: Glossary

144

List of Inserts

Klingsohr.....	8	The Mysterious Asens.....	49	Story Seed: The Plague House.....	96
Wasn't Achilles Gay and Buried Somewhere Else?.....	10	Why Not Thebes?.....	51	Casting Tablets.....	97
Military Saga & Story Seeds.....	13	The Silivriak.....	51	Minor Covenant Hook: Zenodochium.....	98
Logistical Saga & Story Seeds.....	13	Story Seed: Territorial Dispute.....	51	Story Seed: The Disease Trap.....	98
The Difference Between House Tremere and the Transylvanian Tribunal.....	14	Saga Seed: Valley of the Thracian Kings.....	53	Fort Locations.....	101
Story Seed: Book of Places to Avoid.....	14	Story Seeds: The False Kabeiros.....	57	The Treasure of Decebalus.....	101
Triumph of Asclepius.....	15	Curators of Tablinum.....	59	Story Seeds for Kezdő Válasz's Magi.....	102
Decorations.....	17	Leap of Homecoming and Regiones.....	59	Story Seeds for Kezdő Válasz's Environs.....	103
Manorial Covenants are a Sign of Weakness and Poverty.....	18	Exhibit Source Quality.....	59	Upokorituma, an Aždaja.....	105
Legalities of Residency.....	18	Story Seed: Collection.....	60	Danaslepih, a Zmaj.....	107
Public Financier Story Seeds.....	19	Maintaining the Exhibit Halls.....	61	Dragon-Born Statistics.....	108
Judiciary Story Seeds.....	20	The Laboratories at Tablinum.....	62-63	A Dragon-Riding Storm Wizard.....	109
Story Seed: Smuggling Animals.....	21	Story Seed: Church Rites.....	64	Georghe and Ladislau, Giant Brothers.....	112
What is the Gate of Eurydice?.....	22	Story Seed: Limitless Temptation.....	64	Nicoleta, a Giant's Mother.....	112
Hard Power Story Seeds.....	23	Story Seed: The Székely Anchorite.....	66	Costache, a Captive Giant.....	113
Dragonesti.....	23	Story Seed: The Székely Anchorite.....	66	Fet-Frumos, a Faerie Horse.....	113
Soft Power Story Seeds.....	25	The Weapons of the Slavic God.....	68	Slavic Belief.....	114
Decennial Story Seeds.....	26	Story Seed: Saving the Hermetic Envoys.....	70	Story Seed: The Lady and the Vampire.....	114
The Blessings of the Dead.....	27	Story Seed: The King's Sons.....	70	Powers for Vampires.....	116-117
The Book of Legacies.....	27	Story Seed: The Impending Crusade.....	71	Magi as Vampire Slayers.....	117
Keepers of the Silence of the Temple.....	29	Story Seed: Diocletian's Palace.....	72	Human-like Vampire.....	118
Monica lerne of Tremere, Archmage and Legata.....	30-31	Unusual Vis.....	74	Bestial Vampire.....	118
Silexa, a Familiar Wolf.....	32	Story Seeds for the Mercere House.....	75	Incorporeal Vampire.....	119
Talisman: Flint Wand.....	33	Mansions.....	75	Gadja.....	119
Hungarian Social Classes as Virtues and Flaws.....	37	Saga Seed: Diplomats.....	76	Vampire Snake.....	119
Nobility: A Clarification.....	37	The Cumans in War.....	80	Vampire Tree.....	120
King Bela's Finances.....	38	A Potential Future.....	80	Broukolak.....	121
Story Seeds for the Royal Mint.....	39	Palace of the Giant King.....	80	Thief's Valerian.....	121
The Estate of the Wizards.....	39	Good and Evil Faerie Courts.....	81	Story Seed: House Bjornaer as Enemy.....	122
The Holy Crown of Hungary.....	40	The Transylvanian Saxons.....	82	Generic Minor Vila.....	122
Witches Don't Exist (So Magi Are Not Witches).....	41	The Future of the Teutonic Order in Transylvania.....	82	Ecology of Transylvanian Faeries.....	125
The Founders of the Fectores.....	42	New Blessing Guideline.....	83	Thietmar.....	126
Story Seed: Sordid Family Business.....	42	Story Seeds: The Teutonic Order.....	84	Story Seed: The Largest Prey.....	127
Fectores Versus Hermetic Fectores.....	43	The Swords of the Teutonic Order.....	84	Heart of the Storm Initiation.....	127
The Aggtelek Caves.....	43	Story Seed: The Bran Pass.....	85	Storm Wizard Magic Game Mechanics.....	128
The Galleries of Tarnovo.....	46	Story Seed: The Waters Furious.....	85	Storm Calling Ease Factors.....	129
Baldwin's Tower.....	47	Story Seed: The Return of Zalmoxis.....	86	Storm Wizard Virtues and Abilities.....	130
Story Seed: Trials of Saint Ivan Rilski.....	47	Saga Seed: Providing Solutions.....	88	Story Seed: The Ice Cave.....	130
Story Seed: One Groom for Seven Sisters.....	47	Gold Isn't Really Worth Much.....	88	Zuban, a Four-Eyed Dog.....	131
The Boyana Master.....	48	The Infernal Aura of Körösfő.....	89	Black Hawthorn.....	131
Story Seed: Starosel.....	48	Saga Seed: Rapid Response Force.....	89	The Táltós Legacy.....	132
Story Seed: The Madara Horseman.....	49	Story Seed: Covenant Failure.....	89	The Hunters' Arts and Mortal Foes.....	132
		Education in the Transylvanian Tribunal.....	92	Connections to a Foe.....	133
		Storm-Chasers.....	92	Penetration and the Hunters' Arts.....	134
		Playing Gifted Children.....	94	Relevant Facts About Foes.....	137
		Story Seed: The Specialist.....	94	Tibor of Borša.....	137
		Story Seed: A Snake in the Classroom.....	95	Working Together.....	138
		A Haunt of Dragons.....	95	Sources.....	139