Ars Magica
Trans-Saga Compendium
Player Edition

Hans Georg Schaathun (editor)

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Abstract

This compendium is written for the Trans-Saga project, started 1997 in the Iberian Tribunal.

There is a total of seven relevant covenants, which are discribed in chapter 2. The other chapters can for the time being only serve as ideas for storyguides.

We have two covenants set in 1220, so they will have a tribunal next year. The others are set as late as 1320 and as early as 1036.

More information may be found at the project web archive:

- http://www.ii.uib.no/%7egeorg/alt/rpg/ars/InterSaga/

Contents

Chapter 1

Overview

Covenant	SG	Year	Location	Season
Iturriaga	Jan	1190	Near Bayonne, Pyrenees	Spring
—	Hans Georg	1197	Languedoc	Spring (to be founded)
(Ebro River)	Jasper	?	Ebro River	?
La Calavera	Paul	1036	Near Andorra, Pyrenees	Spring (in his time)
(Ebro Delta)	Robert	1220	Ebro Delta	Spring
(Navarra)	Daniel	1202	Navarre	Spring (to be founded)
Pugilista	Joe	1220	Andorra, Pyrenees	Autumn
Isla de Encanta	Jerome	1240	East of Valencia	Summer
Phoenix	Yann	1342	Near Valencia	?
Other Covenants				
Arabella	Aaron W.	1197	Castile, near Duero River	?
Thorendon	Eric P.	?	Near Bayonne, Coast	?
ArM Covenants				
Duresca	—	—	(Near santiago de Compostela) Galicia	Autumn
Jaferiya	—	until 1207	Between Castile,Portugal and Leon	?
Barcelona	—	—	Barcelona	Autumn
Val Negra	—	—	Pyrenees	Winter
Doissetep	—	—	Pyrenees	Autumn
Windgraven	—	—	Pyrenees	Spring (?)

Chapter 2

Covenants of Iberia

2.1 Phoenix

Season: Summer
Year: 1342
Location: 4-5 days march from Valencia

Name and location unknown

As well we are not using Tribunal:Iberia at all, as it is rather poor... So we made our own tribunal, and all the convenants in it.

Our game has as well an overall story, and as such is likly to differ massivly from any other AM game around. Basicly a new race is going to appear... creating intresting conflics between Christians (ie north europe) Muslims and them... as such the world will change quiet drasticly.

When I get the time (July at the earliest) I will put the character's in html and all that, but now I have too many exams to revise for.

The covenant has six magi including one NPC.

2.2 La Calavera

Season: Spring
Year: 1036
Location: south ofPyrrenees, near Andorra **SG:** Paul Williams (Drawswerd@aol.com) and Jon Key (enrbe@warwick.ac.uk)

La Calavera, who sits south of the Pyrenees AND would be in deep winter (having started in 1036) and may also have had a dying Praeco. They are a PbeM.

My saga 'The Need To Belong' has begun recently and is set in 1036 AD. I have planned the long term story arc of the saga so that the covenant in question, La Calavera, which is situated on the Iberian side of the Pyrenees near Andorra, sits in the Provencal Tribunal for the first 100 or so years before being forced to join the Iberian Tribunal around 1140/50 AD in a long running borders dispute between the two tribunals. The magi of La Calavera would not be so upset about this if it were not for the fact that they wish to remain neutral in the Reconquista, and harbour refugees from that conflict. The Iberian covenants want them to take sides though, and have executed a boundary change at the last Grand Tribunal and are trying to implicate La Calavera in the armed conflict so as to force them to take sides, preferably against the Moors.

By the time of 1193, the original magi will be very old, and I'm not sure that all will have survived. Magi who are 30 years old in 1036 will be 130 in 1136, and will possibly cling on in old age and be around in 1193. La Calavera is in Spring in 1036 and would probably only have entered Summer in 1100. For the purposes of your game I can run an alternate timeline so that they can be Summer, Autumn or Winter, or even reborn into Spring if the changeover from Provencal to Iberia proved very harmful. Whatever their power, they are still annoyed that they have been forcibly removed from Provencal and annoyed at attempts to involve them in the Reconquista, and these will be the main things that they want to bring up at the Tribunal.

I have cc'ed this email to my player, Jon Key, so that he can join in too if he wants to. we play our saga through email anyway, but very slowly (!), so I'm afraid we can't be really active and do loads of things, but it would be really interesting to be involved in what you suggest. If you want us involved, please email us and we'll rustle up a quickly accelerated 'future' for La Calavera & work out who would be sent & what they would do etc. at the Tribunal.

I'm really interested to gather more data on the Iberian Tribunal, and would like to find out what happens even if we don't end up participating. Also, I haven't looked very carefully on the redcap pages so didn't notice that many Iberian websites, and would be grateful if you could tell me which ones you have found.

2.3 Ebro Delta

Season: Spring
Year: 1220
Location: Ebro Delta

I am not using the Iberia book but we are using ARM 4.

At the Iberian Tribunal held at Isla de Encanta (another real covenant with a great web site) in Sept. 1219, a female magus named Rebecca approached certain magi of various other Iberian covenants, explaining a new opportunity. It seems that the noble family of Barcelona have had a 10 generation curse upon them that the eldest son shall not inherit the title. If the four stones taken magically from the castle at Mont Juich are restored before 10 generations pass, then the curse will end. If not, the castle will collapse. In 1219, the son of the count approached Rebecca and asked for help, in exchange for land and startup money.

They had a choice of three sites, one in the Ebro Delta (very remote, high aura, swampy), one at a large castle at Tivissa (minor village, close to wood, low aura) or the Cape Salou lighthouse (caves at base of cliff, medium aura). They chose the Ebro Delta site since it is far away from Tarragona (the Archbishop), it has good resources (sand, lots of wildlife, close to water).

I sent out a similar message when we started our game, but got no replies. Consequently, I had to make up my covenants. I put Duresca in the Cantabrian Mts, Al Cadiar near Granada, Carteia at Gibraltar, Jaferiyah in Eastern Portugal and Castellum Scopuli northwest of Toledo. I also have Malinbois (see its web page) trying to garner support for its transfer to the Iberian Tribunal from the Provencal Tribunal.

Only two of the magi are "presentable". Rebecca, the founder is quite old and due for a longevity potion. She is a jewish Guernicus maga as well as being very good with astrology and numerology she is a competent negotiator. Jabir is a Bjornaer with a raven heartbeast who specializes in ReCo and MuCo. Jabir is constantly lecturing the other magi on the value of subtlety. The others have the blatant gift or obnoxious personalities.

There is also another plot that is developing as we go. A very old, but vital mage who developed his skills in the courts of Damascus, then was implicated in a plot to kill the Sultan (a century ago) and fled will appear in the western Mediterranean. He will have organized the Marinid dynasty in north Africa into a new powerhouse and will try to extend his empire to northern Spain. The covenant of Carteia is on his side and are just waiting for war to begin, probably in 1221.

There are lots of Spanish themes one can use such as El Camino de Santiago (the road from France to Pamplona to Santiago used by pilgrims going to one of Christendom's major sites), the fact that is is faster to travel by boat to most places, the mix of regional languages, the fact that Aragon hated Castile, Mallorcan cartographers, Barcelonan trading fleets, the Archbishop of Toledo (a religious fanatic) and many others.

2.4 Ebro River

Time unknown

Location: Ebro River, Aragon

We're nearing the end of spring term here, so we've only got one more session until the fall, and were're not really in a position where a tribunal would make sense (then again, I'm not above arbitrarily changing the date of the game...), so I don't we'll be able to jump in this time around, but in the future I would definitly be interested in something like this, I just need a little bit of preparation to work it into the plot.

2.5 Navarra

Name unknown

Season: Spring (yet to start)
Year: 1202
Location: Navarra

Our covenant is being founded at the year of our lord 1202. We haven't played to first saga yet (much to my distaste, because I already have the saga done for a few weeks now, even though I'm not the alpha-sg), and I don't recall having choosen a name (though the sage will surely suggest a few ones... <evil grin>).

Anyway, we are established in Navarre (sp?) territory, in the Pirineus (sp?). That could bring us some trouble, since we come mostly from Aragon and south of France. Most of our mages come from other tribunals, so we may face some rejection. On the bright side, our covenant is of low aura, is not too close (as far as I know) from any other covenant, and have no vis source. So, we are not stepping on anyone's toes.

On the mundane side, the liege lord of this land is not interested in it (it has no outstanding resources, it's out of trade routes, and is too distant from *his* land), so it has "given" the land to our Jerbiton (i.e., the Jerbiton also have the responsibilities toward the vassals of the land).

Mmmm... I do not remember the names of the mage who would probably go to the tribunal, I'm afraid. Anyway, the Jerbiton would go, and would most likely defend our right to the land (which shouldn't be difficult). The Tytalus would certainly go, since their house loves the in-fighting. He would probably have no agenda, except more power to us, but may have to face a few subtle accusations of demon worshipping. He has that fame among the Quaesitoris, and events concerning the yet-to-be-run saga may be used to further raise suspicions, although no (true) evidence of any kind is to be found. The Quaesitor will most likely go, and bring his concerns to the tribunal: the excessive intrusion in mundane affairs (our covenant must provide protection and judge to the mundanes of the land). He does not expect his concerns to merit any attention, though. His integrity is above suspicion, and will answer any questions truthfully, both pro and against his own covenant (and its members).

The Flambeau may want to go too, just for the sake of the trip. In the covenant will stay a Merenita, a Bonisagus and a Criamon.

2.6 Pugilista

Season: Autumn
Year: 1220
Location: Pyrennees

2.6.1 Covenant and Saga

(I have tentativly planned an tribunal around 1224- but will flex to fit gametime / realtime constraints if needed/possible)

Pugilista is in the Pyrennees south of Mistridge and east of Dossitep on a pass thru Andorra. It is a struggling autumn covenant that could soon head to winter if problems are not resolved.

2.6.2 Magi

senior magus Ausslender Flaegling (Merinita)

A green skinned little boy with butterfly wings, and vines growing out of his nipples. lost somewhere in faerie land (no longer an active player)

acting senior magus Terent Therista

Criamon lab rat bent on discovering eternal life (no matter how many die to divulge the secret)

acting second magus Nikolos of Verditius

Dangerous lab wrecker infamous throughout the order (also rather brillliant) lost half of his face in an accident during his apprenticeship which also killed his lover/lab partner. His left eye floats in an empty eyesocket covered by a sort of monacle (you could say he has his own scary music). His sigil is a sense of loss or longing, often seen flying with a black leather (batman) cloak

magus Jarl Valjorn of Flambeau

Viking elementalist from denmark by way of greenland/iceland. many scars, missing right ear. Claims to have been chased to the continent by the order of odin. Reputation in tribunal for temper and unwillingness to settle disputes with certamen, also suspected of association with shadow flambeau. Extensive repetoir of offensive elemental spells mastered. heavily enchanted ruby tipped staff as talisman. Non magical trained hawk.

magus Andreus Angelicus

("Lord Andreus" to the commoners) Christian bard of house Jerbiton. Handsome and charming, he is the face most would associate with pugilista. Frequently plays in local taverns to meet and greet the locals (and pick up rumors) his music seems to have miraculous effects on those who hear him play, and his voice is like that of an angel. most book related virtues, may eventually (soon?) write renouned (sort of) books.

jr magus "hedge" Yogu Jinsu ex Miscelania.

A Mongul sorcerer of air and storms. Unknown in the tribunal.

"hedge" Louis ex Miscelania

Known for creating a bear the size of an "elephant" on an adventure that saved the day, and carried the party back home. Louis has spent several years at pugilista studying, but has never formally applied for membership.

"hedge" Sakkar of Bjornaer

Shapeshifting wyrm (actually a large croodile) left arm is always a big croc's. (giant snapping turtle accident) Unknown in the tribunal.

2.6.3 Power level

Covnant vis per annum:

- 15 p disputed with a provençal covnenant
- 10 p same deal, different covenant
- 10 p near a templar fortress slowly dwindling due to dominion (or infernal)
- 10 p safe in mountains

New source growing in basement not harvestable yet

There are about 5 personal vis sources for the magi

Avg 50 by sources. 10-15 every couple of years on adventures 10-15 per magus/year varying down more than up.

2.7 Iturriaga Covenant

Season: Spring
Location: Pyrenees, near Bayonne
Year: 1190
(3rd ed with 2nd ed covenants)

Motto 'Multiplex Uniter' (which with my limited latin could either mean From multitude unity or From many one or Strength from difference) Itturriaga was sponsored by a covenant in the Loch Leaglan Tribunal and still owes them...

Location A Basque mountain valley in the foothills of the Western Pyrenees. A day south east of Bayonne, in aborder region between Navarre and the Gascoigne. The visble settlement is a wall surrounding sevn buildings, huddled to a mountainside. The mountain wall has a strong wooden door, surrounded by iron framing. Beyond that a cave system begins, which was enlarged and formed by the magi. The covenant lies at the edge of a large wood which is the domain of a Seelie Court.

Population Currently four magi, the fifth has literally gone to hell (I played the Festival of the Damned). About twenty-five Grogs, having lost some since they started and not recruited new ones. Most of the Grogs are Basque, some have come over from the scottish sponsor covenant. Several companions, the most famous of them doubtlessly Xaviez, a retired Basque bandit chief with his "merry (wo)men" and a son, who is entrusted to the care of the covenant. The covenant has a Frisian captain named Iptetus van Wicht, who runs transports for it. (Both will be featured in the upcoming characters book from Atlas, so you can even buy them, nifty, eh?)

2.7.1 The Magi

Murteanu of House Tremere from Rumania. A well dressed man, given to earthly delights, with some dark secrets from his past in the Transylvanian Tribunal. He has some trouble with water and the church makes him uneasy. Fond of ignem. He has lost his parens to unknown and mysterious circumstances.

Bog Freach (or something like that) Bjornaer from the sponsor covenant. He is not one to mingle with humanity too much, preferring the wilderness. Even his Shield Grog is a "wild child" he found in the forest. He is known for his fits of rage, but otherwise a cool, even distanced observer. Trouble at home with some Flambeau, who are rumoured to have killed his parens, forced him out of his tribunal.

Al Ahzred ex Miscellanea (where did he get that from???) — Moorish Magi from the Levante. He was forced to flee the tribunal after getting into trouble with the crusaders and his parens is unknown too... (notice a pattern). The Qs distrust him and he is not overly popular with the covenfolk. He holds himself superior to the barbaric christians. His Shield grog is a southern iberian christian named Jesus - an irony he delights in very much.

Myrthween of Merinita lost to the faries as a child and later retaken by a magi who became her parens, she has a very fairy-like aura and acts as ambassador to the Seelie court. She negotiated the treaty between the fairies and Iturriaga, not always to the other magi's liking.

Indeprensus of Criamon recentyl gone to hell for his sins. He was cursed by his former master to be unable to hold one shape and thus is forced into a new appearance every week or so. Had some trouble being catched spying for and against his former master...

Since we have two more players (they went through our "apprenticeship" by playing grogs and companions), who may soon play magi, the covenant could be growing in the near future.

2.7.2 Power level and notes

As you can see, our covenant will not have the best of reputations and is composed mainly of emigrants from other tribunals. Even the grogs are (partially) former bandits, though they are seen as "guerilla" types by the locals. Displacement, being outside and mistrusted is a theme common to our saga, though the magi react to this very differently - the Tremere has begun to build up a good reputation with the locals, whom the magi serve as judges in return for goods.

Vis The covenant has one uncontested Muto vis source from the Cave, where a small well is fed by a spring that changes its colour with the seasons. It furthermore can gain additional vim vis by winning a storytelling contest (with Atlas games "Once upon a time" now ain't I a good supporter?) with the fairies during the ritual of paying hommage to the Seelie court. That night, the fairies are allowed to enter the covenant and hold their revelries - with long lasting effects, thus Iturriaga is fairy plagued.

Mundane resources The income of Itturiaga is meagre, but the scottish and basque covenfolk do not mind that much. It has gained some good spell books, with diverse powers (at least good in my lower power saga) and a few magic items, though the magi have not worked out all of them yet. Its mundane library is poor.

Contacts The magi have not had contact with any other covenants yet, apart from Lux ex tenebris, the Saga having started in 1187 and now being in 1190 (the first years are the hardest...). They have not even ventured far, mostly "getting the hang" of heir immediate surroundings. Unbeknownst to them, they have already trot someone on the feet twice - a diabolist circle, that has strong bonds with the (I have not yet decided) Knights of Calatrava or the Templars.

Presentation Al Ahzred, Pontifex Iturriaga esse Sodalibus suis salutem plurinam dicit, I hope this letter finds your covenant healthy and well and may fate smile on you. As the current Head of the humble community of Iturriaga I have one request to make, which,so I hope, will be granted by you and the other honored members of the illustrous Iberia Tribunal. Our covenant, recently founded by two magi from the covenant of Tarn Crag in the Stonehenge

Tribunal and having undergone inspection by the honorable and just members of the House Guernicus is in a difficult position, namely being that the aforementioned founding place is located in the Pyrenee mountains in the land of the Vascones or Basque. As such it is juridically in the most delicate position to be situated on the borders of the two ancient Tribunals of Iberia and Provence, though mundane powers would hold it to be subject of the King of Navarre. After careful consideration and council with the said members of House Guernicus the Circle of Magi has decided to apply for membership in the Tribunal of Iberia and hereby would ask of you to look favourable onto our humble request and supporting our plea at the next Tribunal Meeting, build a strong base for friendship and mutual exchange. May the light of knowledge guide your way, Valete Al-Ahzred, House Ex Miscellanea representing Iturriaga

The Redcaps comments: A strange bunch these magi - they live in a cave near a fairy forest, must have some trouble with them, since small fey moved about and acted as if the own the place, they should get a decent Aegis or the wee folk will run their labs in no time. The area is pleasant enough as the mountains go, though quite rainy, but that's the northwest for you, eh, always getting soaked - must be why they are so grumbly up there. Could hardly understand a word in the covenant - all manners of languages from thsi godforsaken Euskadi to Arab and Gaelic. A motley crewe of wild men they have there, some from Hibernia as I have gathered. A good entertainer, though, but the food is a bit poor if you take my meaning... The Magi? Oh, they are a mixed lot and no mistake. A Quaesitor frined of mine told me, that some are not to well liked by Duresca, having had some sort of black spot in their story, but most probably their masters are to blame, since they are so young, not one is older than three score years! How they maintain authority and discipline in their turb is beyond me... Iturriaga - Euskadi for Place of the spring or well - though I have not seen any, must be in those caves - they are a bit secretive about them. Aah, well, a friendly enough lot, though they do not seem to have an excess of books available if you take my meaning, some good works there, though. The locals like them, which is not often the case and heard tales of a magic beast up in the mountains aiding them in times of need, but that may be peasant superstition... Anyway, anymore wine left, pass me the caraffe, kindly thank you sir.

2.7.3 Gergustia Concordium

Year: 1201
Location: north part of the Ebro Delta
SG: Robert Cocking <rcocking@gsc.nrcan.gc.ca>

Associated with a mostly destroyed Temple of Mithras.

In the north part of the Ebro Delta is a long sandspit forming Fangar Bay. Gergustia Concordium is at the east end of the bay.

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     /  |             \
    /   _---------      -----
    |   Fangar    \  GC      \
     \    Bay     /           \
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We are currently working in 1201. I have two other high-aura sites that the PCs turned down in favour of the higher aura in the Ebro.

One is located north of Tortosa and was created by the impact of a shooting star. PCs could (if they think of it) excavate the crater and move the rock to (possibly) add to their existing aura. That site also had an old alcazar (arab castle) which had some spies for the Kingdom of Valencia.

The other site was at Cape Salou (about a day north-east of you, on the coast), which was a lighthouse on a tall Cape. Underneath were a few caverns, one of which centred under an ancient Celtic dolmen (rocks piled in a shape such as Stonehedge, but on a much smalled scale). The dolmen or the cavern underneath were the source of the aura. Vis appears as sea salt which appears from sea water evaporating in pools at the base of the cape. This salt has been used as a source of income for the locals and has been causing a number of strange mutations and events in the area.

2.7.4 Amphoria

Year: 1187
Location: one day's travelto the east of Tortosa, along the coast
SG: Jasmin Bouchard <bouchard@ift.ulaval.ca>

One of the magi of my Saga has just sent a letter to many of the covenants of Iberia. I am forwarding it to you, so you can use it in your own sagas. Any answer from your players would be welcome, and could produce interesting exchange between our sagas, regardless of different time lines and power levels (we can adjust them to fit out tastes).

————— /Start of letter/ —————

Salve Sodales of conventus <insert the conventus name>,

You probably do not know me. My name is Guillaume de Carcassone from the conventus of Amphoria, near the mundane town of Cardiga. I am writing this missive to establish a link between your conventus and mine. This could concern simple news around your area or more material trading.

For instance, I offer my services to my fellow magi who would need a translator for texts in a strange mundane tongue or another. Fees are to be discussed depending on the text. Also, if you need or want to offer a classical text in Latin, Greek or Arabic, I may be able to help. My own specialty is in Artes Liberales, of course.

On a more commonplace viewpoint, it would not be impossible for me to look at the idea of vis trading. With a little time, I could get my hand on Aquam and perhaps Rego vis. Once again, discussion will be needed before making a deal.

Concerning art books, I may be able to find or write some tractatus. I also could be convinced to travel for some lectio or disputatio, if your arguments are good. Regarding fees, I am very open to payment in money since many interesting items may only be got through mundanes.

If you are interested, send me an answer with your name, conventus name, desires and offers. The Redcap that has given you this litterae is young but trustworthy.

Guillaume de Carcassone, in domo Jerbiton Conventus Amphoria

———— /End of letter/ ————

The Redcap mentionned is Juliana of Mercere. If you decided to use her in your saga, this would be a good way to introduce her.

2.7.5 Ferrus Domum

Year: ????
Location: southern mountains range of Spain
SG: Michael Andrew Klassen <maklasse@sfu.ca>

The covenant is based on the ruins of an old monastery, which was built on the ruins of an old druidic temple (hence the magic aura). It is built on the lands of a knight names Christophe, who lets the magi use the location because it keeps his peasents thinking about the Satan worshipping magi in the forest, and not on his recent increases in taxes. Also, another fortified site on his land, filled with magiwho are opposed to the muslims and masters of arcane knowledge, is attractive to someone who's land is close to the muslims.

It is located near Iron rich mountains in the southern mountain range in Spain, is well isolated and consists of four magi: Marius of Bonisagus, Vulcan of Flambeau, Cato of Criamon, and Andreas of Verditius.

We use 4th ed ArM

It is a spring covenant in a horrible defensive position (bought -15 points in covenant creation), but very isolated. It is rumoured, amongst the peasents and commoners, that it is home to diabolists, and so the magi have a 3 bad Rep. They have a Hermes Portal going to their winter covenant allies (a covenant near Murcia), and have recently made friends with Jafeirya.

As for saga stuff, there is a three way political battle going on in the tribunal, with the Pro-Chrisitians led by Jafeirya, the Pro-Muslims led by Estanca-es-Karida, and the Neutrals led by Barcelona. Each has roughly 1/3 of the vote, so Barcelona is the balance of power.

2.7.6 Prospectus Locus

Year: ????
Location: island in the Ebro delta
SG: Shannon Appel >appel@erzo.org>

CHARACTERISTICS Site +2 Buildings +5 Defenses +3 Stores -5 Relations -4 Improvement -3 Library -2 Mystical -2

HISTORY A LEGEND, A DREAM, AND A LIE

The Flambeau of the early twelfth century believed in a dream rooted in a legend wrapped in a lie. This belief had great impact on the entire Order, but nowhere was it as central as in the Iberian Tribunal.

The legend told of how Flambeau single-handedly forged an empire in Iberia in the name of the Order. It described his early battles against the hedge wizards of that peninsula; lauded his creation of Val-negra; listed the many apprentices he trained; and sorrowed over his eventual death. But, though Flambeau passed from the world, the Iberian Tribunal was inherited by his children, and they ruled over it wisely for many years. Then, in 1096, the Flambeau were betrayed. At the Grand Tribunal of that year House Jerbiton conspired to redefine the political boundaries of the Order, and suddenly Val-negra, the gem of Iberia, became part of Provencal. Iberia was lost to the Flambeau and Val-negra began its long fall to Winter.

The dream suggested that Flambeau magi might reclaim the Iberian Tribunal for themselves. In the decade after 1096 it was just a wistful thought but as a new generation of magi came to power, one who had not drunk the bitter dregs of 1096, that wistful thought became a true dream, and like all dreams it had power.

The lie was one of self-delusion, a truth that the Flambeau of the early 12th century refused to recognize. The truth they could not accept was as simple as this: The World Had Changed. Flambeau lived in a vast, empty world. Magi of Hermes were few, and so he could put his stamp upon an entire Tribunal, and it could truly be his. But in the three centuries that had followed the world had grown smaller. The carefully calculated movement of Val-negra was an effect, not a cause; Iberia had already been lost to the Flambeau, filled by a new and vibrant life.

THREE DREAMERS, A SHATTERED DREAM

Calefacto de Aquitaine and Isabel completed their apprenticeship at Doissetep in Provencal in 1139. There was no place for them in their home covenant so, like many Flambeau of their generation, they decided to follow The Dream to Iberia.

In Iberia Calefacto and Isabel sought out a young magus named Rasus. He had visited Doissestep some five years previous, speaking of his plans to retake Iberia. Though young he had been charismatic, his words bespeaking the driving emotions that whirled within him. Even surrounded by the splendors of Doissestep, Calefacto and Isabel had been moved by his words.

They found Rasus in Jaferiya, a covenant in Leon. He had already gained great power in that covenant, and had gathered around him half-a-dozen young Flambeau. When Rasus saw the two young magi from Doissetep he greeted them by name, despite the brevity of their previous meeting and the time elapsed since. Calefacto and Isabel were won over once more by Rasus, and with his support they joined the covenant of Jaferiya.

But, Calefacto and Isabel were not solely two Flambeau seeking to burn their mark into the world, they were also two young lovers, and so they saw the world differently than some of their fellows. When Rasus spoke of burning away the Moorish pestilence that had fallen over Iberia, razing their buildings, and blasting the ground until it was as if they had never been, Calefacto and Isabel remembered the beauty, the wisdom, and the knowledge that they had seen on the southern plateau. For a full year they were divided between loyalty to house Flambeau and to their own humanity. In the end their goodness won out; they left Jaferiya during the night without a word.

THREE FRIENDS, DREAMS BORN ANEW

For months Calefacto and Isabel wandered Iberia aimlessly. Word of their betrayal had spread, and so they were shunned by the Flambeau of the Tribunal. It was not until they came one day to the Delta del Ebro that a new dream was born.

Calefacto and Isabel had come to the delta seeking magic, following word of a Mercurian Temple that was situated upon an old Celtic cranog in the area. They had found the cranog, easily distinguished by an ancient tower that rose from its center, but the only ruins there were those of a crude Visigothic fortress. If a Mercurian Temple had once stood on the island in the Delta del Ebro it was buried deep.

However, the trip was not wasted, for Calefacto and Isabel both fell in love with the beauty of the area. When Calefacto discovered that the island had a minor magic aura the die was cast: they would form a covenant here.

But, Calefacto and Isabel knew that they could not accomplish this task alone. Calefacto called upon his brother, Aubrin of Merinita. Their familial ties had always been strong. In 1141 Aubrin arrived in Iberia. He praised the beauty of the delta, and agreed to help his brother form his covenant.

The three friends had three years to prepare, before they made their claim at the tribunal of 1144. Calefacto and Isabel had made many enemies when they abandoned Jaferiya, but much to their surprise they had made friends as well. For three years Isabel used threats, Calefacto used guile, and Aubrin used political wiles to insure that a majority of Iberian magi would vote to accept the covenant. During this period Aubrin also managed to secure legal title to the covenant's land, taking advantage of unrest within the Aragon nobility to plant a forged land grant. Since then the covenant has paid the crown of Aragon 25 pounds of silver every year, and no ruler has questioned the grant supposedly made by one of his ancestors.

Finally, 1144 arrived, and all of the trio's preparation was put to the test. The new covenant, now officially named Prospectus Locus, was accepted–barely.

IDLE YEARS

For a time after that the covenants of Iberia courted Prospectus Locus. The Roman covenants thought that Prospectus Locus would join them immediately; they were surprised to be rebuffed. The Reconquista covenants had little hope of changing the ways of Prospectus Locus, but they tried anyway; as they expected they failed. The neutral covenants naturally thought they had won Prospectus Locus to their side; they were told the three magi just wanted to be left alone.

This is not to say Prospectus Locus did not take a side in the battles between Moors and Christians. They did, often helping the Moors in a defensive capacity, working to save their arts, their books, and their other treasures. Between 1144 and 1194 the magi of Prospectus Locus were engaged in at least 50 skirmishes, always on the side of the Moors, but they refused to enter into the political bickerings of the Tribunal.

Prospectus Locus grew in those years, but only slowly. Its emphasis on Moorish culture instead of Hermetic magic–as well as the poor labs and library that this resulted in–discouraged many a potential candidate for membership. Still, the covenant's membership grew slowly.

The covenant's fourth member, Simon Ex Miscellanea, proved to be a spy for Interritus, the most powerful Flambeau covenant of the time. He joined in 1142 and was asked to leave in 1148. The covenant's fifth member fared no better. Cuneus of Bonisagus joined in 1152 and left in 1158, disgusted by the covenant's facilities.

It was not until 1155 that Prospectus Locus' fortunes began to look up. In that year Tarratus of Tytalus joined. Drake of Bjornaer and Iuxta Ex Miscellanea followed ten years later, then Lignatora of Merinita in 1173. Addictus of Tytalus, Tarratus' first apprentice, was made a full magus in 1174, and he decided to remain at the covenant, the first and only member of the covenant's second generation.

1175 brought tragedy with the death of Lignatora in a minor skirmish against the Christians, but the covenant continued on. Ignisa Lamina of Flambeau joined in 1188, then there was another death. Iuxta Ex Miscellanea passed on mysteriously in 1192.

In 1194, at the covenant's fiftieth anniversary, Prospectus Locus had seven members. The future looked bright.

YEARS OF BATTLE

By the start of 1195 several of the Flambeau and Tytalus of Prospectus Locus–Calefacto, Isabel, Tarratus, and Ignisa Lamina–had grown increasingly militant. They were tired of watching the Moors fight a losing battle, and were ready to take a much more proactive role in the conflict. Isabel declared that they must draw a line, and she choose to draw it at Alarcos, south of Toledo.

That summer the Christian army moved south on Alarcos, as everyone had known they would. Six magi of Prospectus Locus, all but Drake, moved north with the Moorish army to oppose them. They were surprised to find many magi of Jaferiya marching alongside their enemies, Rasus at their lead.

"This was inevitable from the night we fled Jaferiya," Isabel declared, and the battle was begun. In blatant disregard for the Hermetic code powerful magics blazed on both sides. The battle lasted long hours, through the day and into the night. By the time it was done the battlefield was barren. The Christians were badly hurt, but the Moors were in full retreat. It was Aubrin who discovered how much the battle had cost them, when he turned over a woman's blackened body and discovered it was Isabel.

For twelve years after that Calefacto battled the Christian Crusaders with a maniacal, almost insane, zeal. He pressed them as he never had before, uncaring of the consequences. Several times Quaesitors came to investigate him, but they always pronounced a verdict of not guilty and left fearing for their lives. And, the covenant continued to grow. Forticulus of Flambeau joined in 1200, and Shlachten of Flambeau joined in 1205, both inspired by the stories of Calefacto's valor.

Then, in 1207, there came an event that shook the entire Tribunal. The magi of Jaferiya, friends of priests and crusaders alike, were revealed to be the darkest diabolists. With flames, smoke, and destructive magic the magi of Jaferiya managed to escape their just fate. The covenant of Jaferiya was disbanded, but its inhabitants had become the Shadow Flambeau. Ignisa Lamina died during the Tribunal of 1207, trying to prevent the Shadow Flambeau's escape.

For the last five years of his life Calefacto had a new purpose: the lawful destruction of the Shadow Flambeau who had caused the death of his only love. He led the militant magi of Prospectus Locus in this task: Tarratus of Tytalus, Addictus of Tytalus, Forticulus of Flambeau, and Shlacthen of Flambeau. Only Aubrin and Drake remained aloof, both weary of the years of violence. The five warriors of Prospectus Locus joined the Archmage Karandos and helped bring two Shadow Flambeau to justice in the cataclysmic battle of 1208 on the plains east of Toledo. Shortly therafter one final magus joined the covnenant. Centerin of Tremere was eager to help hunt for the Shadow Flambeau.

In 1212 Calefacto learned that Rasus was leading an army of Christians south at Las Navas de Tolosa. After gathering a huge store of vis, Calefacto brought his five allies to support the Moorish army south of Toledo and prepared to face his great enemies one last time. Rasus' diabolic powers had grown vaster than anyone had suspected, and he was able to cast a cloak of fog over the Christian army, allowing them to attack by surprise. The battle was horrendous. Rasus and the four remaining Shadow Flambeau did all they could to insure that none escaped to tell the tale of the battle.

Somehow Forticulus of Tytalus survived and escaped. He had seen both Calefacto and Taratus struck down with his own eyes, and had little hope that the others–Addictus, Shlacthen, and Centerin–had survived. He searched the battlefield for three long days but found no bodies. Finally he returned to Prospectus Locus with his tale of woe.

AN UNCERTAIN FUTURE

Though greatly saddened Aubrin and Drake were not surprised by Forticulus' tale. It had only been a matter of time. Instead of dwelling on the past they began to look toward the future. The covenant of Prospectus Locus faced two dangers.

The lesser of the two was, surprisingly, the Shadow Flambeau. These rogues had killed nearly 50 magi and destroyed two small covenants, but Aubrin did not fear them. They had shown little interest in the east coast and were unlikely to assault Prospectus Locus unless provoked–an increasingly unlikely prospect.

The greater danger came from old political enemies in the Tribunal, chief among them Interritus, one of the covenant's oldest foes, substantially decreased in power since the rise of Barcelona, but still a threat. Unchecked at the Tribunal of 1214 Interritus might force the dissolution of Prospectus Locus, and there were a mere three sigils to protect it.

In 1213 Aubrin put out a unique call for magi, offering the full benefits of membership in Prospectus Locus with but one demand: that sigils be offered without question for use in the Tribunal of 1214. Many magi were eager to take advantage of the offer.

LOCATION Prospectus Locus is located on an island in the Delta del Ebro, where the Ebro River widens to form a lake. It lies near the east side of the river; a man can wade to the shore on that side with the water never rising higher than waist-deep. There is deep water to the other sides of the island, and the covenant maintains a stone boat deck to the west. In the summer the water level of the river drops and a ridge of land rises up west of the island, forming a lake about the island. At the same time a causeway rises to the east, running from the island to the shore. These conditions last for one to two month's time.

The covenant lies near two major trade-routes, the one down the river Ebro, and the other along the old Roman road between Barcelona and Valencia. The covenant grows much of its food within the covenant: primarily rice and a variety of fruits and vegetables. Additional goods come from several villages within a half day's journey; Sarragossa, which lies a day's travel up the Ebro; and the two cities of Barcelona and Valencia, each about two days away.

One of the nearby villages is just across the delta from the covenant, no more than an hour's walk. It has many stone buildings and the remains of a Roman ampitheater. In summer there is a fair in the village, and many of our craftsfolk attend to sell their surplus wares.

ACCESS

+3 Quality of goods equal to those available to minor clergy 40202020

SECLUSION

+0 Average of one curious visitor every week

ENVIRONMENT

+0 Environment is of average health

BUILDINGS The most impressive building at Prospectus Locus is the old tower, which predates the covenant. It is now five stories high, though it once was higher. The bottom floor is for storage, the second floor is for the officers of the grogs, and the top three floors contains the labs of the surviving magi: Aubrin (5), Drake (4), and Forticulus (3).

Six additional labs stand within the walls of the covenant. The old lab that Calefacto once used, marked by dark, blackened ground, lies just outside the covenant walls.

Also within the walls are a number of a structures that would make most magi of the Order weep with envy, including a reconstructed Roman bathouse and a great feasting hall. The furnace room of the bath house has been broken open, to also supply the kitchen with heat. A gossiping fire elemntal lives within, though it must be constantly fed with logs just like any other fire.

There is room for 20 specialists and 100 grogs within the covenant. All accomidations, for magi and mundanes alike, are of excellent quality, featuring plumbing, good drainage, internal bathrooms, and a little stained glass.

An escape tunnel also lies within the covenant walls, leading out to the stone dock where the covenant's boat is typically docked.

SIZE

+3 Space for 10 magi, 20 specialists, 100 grogs

QUALITY

+8 All space is excellent quality, including plumbling, internal bathrooms, and some stained glass. +1 Good drainage system +1 Central tower +1 Reconstructed Roman bathouse +1 Stone dock +1 Feasting hall +1 Escape tunnel +1 Boat for river

REPAIR

+0 Average

DEFENSES Lying on an island the covenant is well protected. The only easy approach is across the shallow channel to the east. A solid wall surrounds the covenant, warded by a sturdy gatehouse, facing south.

SITE

+8 Covenant is on an island in a lake, with a shallow, wadeable channel lying toward the coast. Approach is Very Hard (3) for three sides and Difficult (2) for coastal side.

EXTENT

+1 Normal stone walls cover most of space. A gatehouse sits in the walls toward the coast.

REPAIR

+0 Average

STORES The covenant is in debt due to Calefacto borrowing heavily for that final battle in 1212. Vis is owed to both Roman covenants, several neutral covenants, and also a scattering of covenants in the Provencal tribunal. At least 10 pawns of vis must be paid every year or additional debts will accrue.

Calefacto's maniacal actions between 1195 and 1207 earned the entire covenant a bad reputation within the order. It is said to be made up of troublemakers and suspected code-breakers as well.

The covenant has always had poor relations with the church, who sees it as a leftover from pagan days. Rumors that members of the covenant have helped Moors has only made this worse.

The local lord simply believes the covenant to be composed of commoners who rose above their station.

Conversely the moors of Southern Iberia remember Prospectus Locus fondly for the help that Calefacto offered them.

VIS STOCKS

-6 Owe 200 pawns of vis

SUPPLIES

+0 No extra stores of mundane supplies

REPUTATION

-6 3 point bad reputation (pagans) with church -3 2 point bad reputation (troublemakers & codebreakers) with order -1 1 point bad reputation (commoners) with local Christian lord +1 1 point good reputation (friends) with moors

RELATIONS The covenant's oldest ally is Anna, the faerie in the lake. She gifted the magi with a magic trellis when they first settled on the island, and has been a good friend since. She will help when asked, though she is wary of the grogs with their iron weapons. Rumors says that Anna has a sister named Natasha, but she is rarely seen.

Unfortunately the covenant has many enemies.

Interritus is the worst. It is a Flambeau-dominated covenant nestled at the foot of the Pyrenees. At one time it was the most powerful covenant in the tribunal, the home of the Praeco of the Tribunal. With the death of that Praeco and the rise of Barcelona, it has descended in power greatly, though Tribunals are still held there. Its hatred of Prospectus Locus is due to the old betrayal of Jaferiya by Calefacto and Isabel. Depsite the fact the Calefacto and Isabel are dead, Jaferiya has been disbanded, and its remaining magi are all cast out from the order, Interritus' old vendetta goes on.

Abbot Costello is a new enemy. He is the head of a monastery founded upon the site of the martyrdom of Saint Odo. The monastery is currently in its final stages of construction, and Costello has not yet expressed ill will toward the covenant, but that will soon change.

Finally, Prospectus Locus has also made enemies of a lone wolf Flambeau by the name of Intentio. He once loved Ignisa Lamina and blames the covenant for her death.

Prospectus Locus' contacts are all bad.

Unknown to anyone at the covenant, one of the coven folk is a spy, reporting information to Interritus. Fortunately this coven folk has no access to councils or other private meetings.

Prospectus Locus has had its own spy, Raul, a knight among the Christian armies. Unfortunately, he is incompetent, and his information has typically gotten the magi of the covenant into trouble; however, the knight has gotten lucky enough to provide the occasional snippet of good information, hiding his total ineptitude. Raul also owns a small herd of sheep, and some land, and occasionally peddles wool.

ALLIES

+1 Minor faerie ally in lake, no extra intensity

ENEMIES

-5 Moderate-sized covenant, no extra intensity -3 Abbot of local monastery, no extra intensity -1 Flambeau wizards, no extra intensity

CONTACTS

-1 spies in our covenant, from enemy covenant -2 incompetent contact, crusading knight

IMPROVEMENT Aubrin's skilled management, the yearly fair, and the availability of natural resources has caused Prospectus Locus to prosper financially; it shows a 50 pound silver surplus every year.

Despite the generally weak magic of the area Prospectus Locus has managed to gather 20 pawns of renewable vis resources over the years.

A full 11 pawns of vis come from the covenant's garden.

A FAERIE TRELLIS that presently has roses growing on it is the center piece of the garden. The Magi can harvest 2 pawns per season from the roses: 2 Terram in winter, 2 Intellego in spring, 2 Herbam in summer, and 2 Vim in autumn. The trellis was a gift to the covenant from the faerie in the lake when she first befriended the Magi. It's made of a very hard and resilient faerie wood. Its resilience was discovered in 1148, when it came a little too close to a conflict between Calefacto and Simon. It withstood a pilum of flame, but the plants growing in it did not, and that was how the covenant learned that the trellis, not the plant, was the actual source of vis.

Each new plant, however, does change the type of vis. As a result, at times when the covenant stores became too rich in one flavor, they ripped up the plants and grew something different. The restrictions are: a total of 8 pawns a year, and the type of vis is unpredictable beforehand; it has to be a climbing plant; and if something new is planted it requires a full year before it can begin to produce vis.

The trellis is six feet wide and is in an arch twenty feet long and twelve feet high. The Magi have a garden table set under it, where Aubrin and Drake like to have their morning meal.

SEVERAL SUNFLOWERS also grow in the garden. At the end of the growing season (Fall), they can be harvested for a total of 1 pawn of Ignem, 1 of Auram, and 1 of Creo. Originally they were brought to the Covenant by Lignatora of Merinita, and with her death they became Covenant property. The flowers are a distinct breed, and increasing the number grown doesn't increase the vis. If only one flower is grown, it will still yield three pawns. The greater the number of flowers, the more the vis will be spread out amoung the crop, but they still only produce three pawns. The covenant keeps a small garden of the subflowers growing, enough to supply an ample amount of seed for next year, and enough to ensure if a flower or two dies they won't lose vis. The Covenant is very protective of its sunflowers, because Lignatora once had a vision that one day her sunflowers would cover all of Iberia, so that no one would ever again be able to collect enough to obtain even one pawn of vis.

The remaining 9 pawns comes from nearby lands.

THE RUINS OF A SMALL HOUSE lie in a wood just upstream of the delta. It is not much more than four stones on top of each other at any one place. This was once the home of a Moorish hedge wizard, killed by Flambeau long ago. As the story goes, he went out with a bang, some say in a violent final strike, others say in a terrible botch. The end result is that the place now has an eeriness about it, that serves to frighten away mundanes. After the founding of the Covenant, Isabel was fascinated with this place and spent much time studying it. After three years she realized that if she built a fire in the ruins on Samhain she could harvest vis from the fire itself. Later experimentation showed olivewood produce the best results, namely, 2 pawns of Ignem, 2 pawns of Rego.

FOURTEEN MILES OUT TO SEA is a spot the convent has recorded on its nautical maps. It was first discovered by Drake, who came to know the ocean floor near the Covenant as thoroughly as his fellow Magi knew the surrounding lands. This is how he came to find what the Covenant came to call the "Sunken Vim", a ship in pieces on the ocean floor. Every year on the Ides of March, the bits and pieces of the ship come together, the crew seems to reappear, and they become involved in some great sea battle, all the while remaining at the bottom of the sea. Every year the Magi of the Covenant gather down current to watch and to gather vis from the water. They watch the ghostly crew fight, they see the ship roll as if on the surface, they see the ship split as if rammed, they see the crew drown yet again, and they gather 1 pawn of Perdo, 2 pawns of Aquam, and 2 pawns of Imagonem.

The covenant is currently rather empty, because of the number of magi and grogs that died in 1212. They are currently 3 magi–Aubrin, Drake, and Forticulus–and 12 fighting men.

INCOME

+1 50 pound of silver surplus each year

VIS SUPPLY

-2 20 pawns of vis per year

INHABITANTS

-5 3 magi, 10 specialists, and 25 [14] grogs beyonds PCs

Total: -6 points, for IMPROVEMENT -3

LIBRARY Prospectus Locus has a mediocre library of hermetic books (given its age), but has quite a respectable collection of mundane books.

HERMETIC BOOKS: ARTS (450 points)

Summae = 350 points

Cr 15 (q6) An 04 (q5) Ig 14 (q5) In 05 (q6) Aq 11 (q7) Im 00 (na) Mu 08 (q6) Au 04 (q5) Me 02 (q3) Pe 06 (q5) Co 06 (q7) Te 03 (q5) Re 11 (q5) He 11 (q6) Vi 01 (q3)

Libri Quaestinonum = 52 points

In 06 (q7); written by Cuneus of Bonisagus Re 06 (q10); written by Aubrin of Merinita

Ig 03 (q7); written by Calefacto of Flambeau Ig 05 (q8); purchased by covenant

Tractatus = 48 points

Co (q2) - Eyes of the Cat; written by Tarratus of Tytalus Im (q4) - Wizard's Sidestep; purchased by covenant Re (q4) - Break the Oncoming Wave; written by Aubrin of Merinita Te (q4) - Object of Increased Size; written by Tarratus of Tytalus Vi (q2) - Sense the Nature of Vis; written by Cuneus of Bonisagus

HERMETIC BOOKS: SPELLS (600 Levels)

ReAq20 - Break the Oncoming Wave; written by Aubrin of Merinita ReAq30 - Push of the Gentle Wave; written by Aubrin of Merinita

CrAu20 - Jupiter's Resounding Blow; written by Ignisa Lamina CrAu30 - Charge of the Angry Winds; written by Ignisa Lamina

MuCo10 - Eyes of the Cat; written by Tarratus of Tytalus MuCo30 - Disguise of the New Visage; written by Tarratus of Tytalus MuCo40 - Arm of the Infant; written by Addictus of Tytalus

CrHe40 - Wall of Thorns; found by covenant InHe20 - Intuition of the Forest; written by Lignatora of Merinita InHe50 - Converse with Plant and Tree; found by covenant

CrIg20 - Lamp Without Flame; written by Forticulus of Flambeau CrIg30 - Flash of the Scarlet Flames; written by Isabel of Flambeau CrIg40 - Pilum of Fire; written by Isabel of Flambeau PeIg30 - Winter's Icy Touch; written by Calefacto of Flambeau

ReIm20 - Wizard's Sidestep; purchased by covenant

MuMe30 - Emotion of Reversed Intent; written by Addictus of Tytalus

MuTe20 - Object of Increased Size; written by Tarratus of Tytalus MuTe50 - Statue to Animal; written by Tarratus of Tytalus

InVi10 - Sense the Nature of Vis; written by Cuneus of Bonisagus MuVi30 - Gather the Essence of the Beast; purchased by covenant ReVi30 - Aegis of the Hearth; purchased by covenant

MUNDANE BOOKS (300 levels)

Church Lore (summa, Latin, L3, q5), "The Old and New Testaments" Faerie Lore (summa, Latin, L4, q7), "The Seelie Court: Tricks and Games" Faerie Lore (libri quaestionum, Latin L4, q10), "The Seelie-Unseelie Debate" Hermetic Law (summa, Latin, L2, q6), "The Precepts of Guernicus" Legend Lore (summa, Latin, L3, q5), "The Iliad & The Odyssey, A Translation" Magic Theory (libri quaestionum, Latin, L4, q6), "Ardus of Bonisagus on the Interrelated Nature of Vim and Vis, and the Practical Applications of this Theory on Spell Casting" Medicine (summa, Arabic, L4, q7), "Moorish Medical Techniques" Occult Lore (summa, Spanish, L4, q6), "Los Diablos de la Espana" Philosophiae (libri quaestionum, Latin, L2, q9), "Plato's Collected Dialogues, A Translation" Scribe Arabic (summa, Latin, L3, q5), "The Arabic Tongue" Scribe Spanish (summa, Latin, L3, q5), "The Beauty of the Spanish Language" Spain Lore (summa, Spanish, L3, q6), "El Libro del Cid y la Reconquista" Theology (summa, Latin, L2, q3), "The Prayers and Meditations of Saint Anselm"

SPELLS

-3 600 levels of spells

HERMETIC BOOKS

+0 450 levels of Hermetic books

MUNDANE BOOKS

+0 300 levels of Mundane books

MYSTICAL ATTRIBUTES The covenant's mystical attributes are fairly poor. Past covenant members have had other priorities. The aura is a meager second rank, as it was when the covenant was founded. All labs are slightly substandard (-1), though the three in the tower have a nice view.

The only magic items at the covenant were discovered during past expeditions.

Sitting just outside the tower is a statue of Ebro, the river goddess. It is enchanted to prevent the island from ever flooding the island (ReAq40 +5 for constant use). The statue has been on the island longer than the covenant.

Hanging from the inside roof of the council room is an oddly-shaped green stone which was discovered in a faerie cave decades ago. It always glows as Lamp Without Flame (CrIg20 +5 for constant use).

AURA

-1 2 magical aura

MAGICAL ITEMS

+1 75 levels, including a statue that prevents flooding

LABORATORIES

-5 All 10 labs are at -1

Total: -5 points, for MYSTICAL -2

THE MAGI OF PROSPECTUS LOCUS [The primary storyguide for the elder magi, live and dead, is Shannon, except as noted below]

* Calefacto de Aquitaine, Flambeau; born 1120, fraternal twin of Aubrin, Covenant Founder (1141), died 1212; Favored Techniques: Cr, Pe, Favored Form: Ig; Proud, Vengeful, Admiring of Beauty

Calefacto was always second best. He wasn't as good of a warrior as Isabel, he wasn't as good of a politician as Aubrin, and the less said about his labwork the better. Still he made a place for himself by using his gile and his very common common sense. After Isabel's death in 1195 Calefacto became totally driven, almost insane. If he had not been slain in battle it is likely that the Quaesitors would eventually have Marched him. Forticulus claims to have seen Calefacto struck down with his own eyes.

Calefacto's use of magic was very standard Flambeau. He burned things, and if they wouldn't burn, he destroyed them.

* Isabel, Flambeau; born 1114, Covenant Founder (1141), died 1195; Favored Tecniques: Cr, Mu, Favored Form: Ig; Deadly Calm, Calculated; Admiring of Beauty

Isabel was the de facto leader of the covenant from 1141 to 1195. She did well at her job, and the sole reason for the covenant not gaining great political power was that Isabel did not wish it. Her primary goal was to preserve the beauty of Moorish Spain. Isabel was a dangerous person to cross, for she would accept insults in a strange calm, and then pay them back ten times over, at her own convenience. Isabel's body is buried in the Prospectus Locus graveyard.

Isabel used flames to make her mark upon the world, but she was not solely a crude creator. She manipulated flames, and controlled them, using them as the instrument of a deadly music.

* AUBRIN DE AQUITAINE, Merinita; born 1120, fraternal twin of Calefacto, Covenant Founder (1141); Favored Technique: Re, Favored Forms: Aq, He; Morose +2, Realistic +3, Driven +2

Aubrin, though less then an hour older than his brother, was always mature where Calefacto was juvenile. He has always been the political heart of the covenant, representing it at Tribunals and other meetings of magi. He is very adroit at the skill of compromise and understands that he must give in order to receive. Since the death of his brother and the other magi, Aubrin has become driven to restore Prospectus Locus to its former status, and beyond.

Aubrin has Sidhe blood, a magical hawk named Sheba (the offpsring of his slain familiar), and knows faerie magic. His magical concentration is poor, and thus he has never been able to understand the Mercurian rituals. Aubrin has also been cursed with an alluring demeanor which has frequently gotten him in trouble with members of the opposite sex.

Aubrin manipulates the forces of nature. He works with the elements and plants both. He also speaks with the fay, and knows some of their secret magics. It was Aubrin that the lady of the lake first approached.

* Simon Ex Miscellanea; born 1113, joined 1142, left 1148; Favored Techniques: In, Re; Favored Forms: Me; Self-serving, Manipulative, Dishonest

Simon Ex Miscellanea was a traitor who joined the covenant to spy for Interritus. He used his magical powers in ways the bordered on the edge of the code, manipulating covenfolk and grogs. After Aubrin discovered Simon's true purpose, Calefacto nearly killed him. It is unlikely that Simon is still alive today, given his nature.

Simon was an information specialist. He used Rego and Intellego in order to learn things from others.

* Cuneus, Bonisagus; born 1125, joined 1152, left 1158; Favored Techniques: Cr, In; Favored Forms: Vi; Optimistic, Logical, Inquisitive

Cuneus saw potential in Prospectus Locus, and he joined hoping to help the covenant achieve that potential. He slaved for 6 years trying to convince the older magi that Prospectus Locus could become a great place of learning. Finally, in 1158, he gave up and left, not in disgust, but rather in despair. Cuneus has kept up cordial relationships with the magi of Prospectus Locus over the years. Just 8 years ago he passed the tests to become a member of Doissestep.

Cuneus is a theoretical magician. Almost all of his magic centers around Vim. Some of the effects are so obscure that they can't even be noted without the use of Intellego Vim spells. Cuneus hopes to better understand the underlying theories of magic, and so expand them.

* Taratus, Tytalus; born 1125, joined 1155, died 1212; Favored Tecnique: Mu; Favored Forms: Co, Te; Private, Gruff, Valorous

Taratus first came to Prospectus Locus due to continuing rumors about old Mercurian magic. He spent many years investigating them, although he made few of his discoveries known to his fellows. More often than not Taratus preferred to be left alone, and so it is surprising that of the half-dozen or so apprentices trained at Prospectus Locus it was one of Tarataus' who decided to remain. Forticulus claims to have seen Taratus struck down with his own eyes.

Foremost Taratus was a warrior. He used his magics as a way to improve that prowess. The grogs of Prospectus Locus were extremely loyal to Taratus, for he always acted as if they were his fellows, not the magi. Though always eager to explore the past, it was never Taratus' greatest skill, and thus his investigations into the Mercurian rumors were mixed. [Storyguide: Chris]

* DRAKE, Bjornaer, Heart-beast of a duck; born 1141, joined 1165; Favored Tecniques: In, Mu; Favored Forms: An, Aq; Inquisitive +3, Calm +2, Vengeful +2

A native to Spain, Drake gravitated to Prospectus Locus because of its proximity to the Ebro River and the Mediterranean. He often claims that Prospectus Locus is the most beautiful covenant in the entire Tribunal, as has been forced to fight the occasional certament to back up this claim. Drake agreed with Isabel that the beauties of Moorish Spain should be preserved, but he was never as militant as she and the other Flambeau and Tytalus. He only joined in raids infrequently, and blames himself severely for not being with his friends in 1212 when they were all slain. This guilt has caused a crack in his usually calm demeanor.

As with all of his house, Drake is skilled with shape-changing magics. He also is particularly adept with Animal and when in uninhabited wilderness. Drake's gift is gentle. A major deficiency with Ignem has always challenged Drake when he goes to war. He is also especially susceptible to Divine magic, and thus avoids the cities of Iberia.

Although Drake concentrates in the arts of Animal and Aquam, he is the most generalist of all the magi of Prospectus Locus, past or present. He has often designed spells for the sheer joy of doing so, with little thought for their practical effect.

* Iuxta Ex Misc.; born 1142, joined 1165, died 1192; Favored Techniques: Cr, Mu; Favored Form: He

Little is spoken of Iuxta Ex Misc., other then the fact that she joined in 1142 and died in 1192 while on a covenant mission.

Iuxta was a Herbam specialist, at one with the woods and able to manipulate them freely.

* Lignatora, Merinita; born 1141, joined 1173, died 1175; Favored Techniques: In; Favored Forms: He; Joyful, Gentle, Loyal

Lignatora was taken into Prospectus Locus by Aubrin as a favor to her master. She was an ideal maga, placing the goods of the covenant above her own, a practice which resulted in her quick death.

Lignatora was minorly skilled in learning information from trees and the Earth, but she died before her potential could be realized.

* Addictus, Tytalus, filius of Taratus; born 1154, joined 1174, died 1212; Favored Technique: Mu, Favored Forms: Co, Me; Private, Xenophobic, Follower

Addictus was the apprentice of Taratus, and he remained in his master's shadow for his entire life. Even after he became a full magus he often followed Taratus' lead in decisions. Perhaps because of thea sequestered environment he grew up in Addictus disliked foreigners intensely, which is to say anyone but the Christians or Moors of Spain. Addictus is presumed dead.

Addictus distinguished himself from his master only in the matter of his magic. Where Taratus turned his Muto magics inward, to make himself better, Addictus turned them outward, to harm his foes. [Storyguide: Chris]

* Ignisa Lamina; born 1148, joined 1188, died 1207; Favored Technique: Cr, Favored Forms: Au, Ig; Brave, Just

Of the last magi of Prospectus Locus Ignisa shined the brightest. She was self-sufficient and independent. She often stood up to Calefacto, unafraid to say when he was wrong. Her death at the hands of the Shadow Flambeau was the result of the same attitude, where she was willing to dare anything for truth.

A lone wolf Flambeau named Intentio once loved Ignisa. He blames the covenant for her death.

Ignisa used her magic to destroy by calling on flames, winds, and lightning. [Storyguide: Bill]

* FORTICULUS, Flambeau; born 1172, joined 1200; Favored Techniques: Cr, Favored Forms: Ig; Angry, Judgemental

The first magus to join Prospectus Locus primarily due the ravages of Calefacto. He joined in the destruction eagerly. Forticulus speaks little of the past, and has become even more hot-headed since the disaster of 1212.

Like many of his house, Forticulus is particularly skilled with Ignem. His magic is also subtle, requiring no hand gestures. However, Forticulus' gift is blatant, and he has made a bad name for himself among the mundanes of Aragon. Forticulus also can not heal people with his magic. In the past Forticulus studied under a master renowned for insanity, and some suspect Forticulus may have even darker secrets in his past.

Forticulus magics are unoriginal: he burns things.

* Shlachten, Flambeau; born 1166, joined 1205, died 1212; Favored Techniques: Pe, Favored Forms: An, Co; Destructive, Impulsive, Cruel

A German magus, Shlacten was the second magus to join Prospectus Locus primarily due to the ravages of Calefacto. Shlacten is presumed dead.

Shlacten was a Perdo mage, who evoked destruction by uncreating things.

* Centerin, Tremere, born 1176, joined 1210, died 1212; Favored Techniques: Re, Favored Forms: Co, Me; Sly, Jealous

Centerin joined the Covenant because he saw an opportunity for power if Calefacto succeeded in his battle against the Shadow Flambeau. Subsequent events prove his timing was poor. Centerin is presumed dead.

Centerin's non-gifted son is still residing at the covenant.

Centerin was a manipulator, controlling body and mind.

Prospectus Logs #1: A Wolf in the Fold (or: ABBOT!!!)

+—————————————————————————+ | Of the magi that came to Prospectus Locus and what they found there. | | Also, a party, a murder, and a theft. Wherein it is discovered that | | guilt is not always easily determined, and that justice may not be | | easily administered. | +—————————————————————————+

Dramatis Personae:

Albus of Tytalus Magus (Shannon Appel) Catorse of Quaesitor Magus (Kevin Wong) Fabricarious of Verditius Magus (Chris Van Horn) Incendium of Flambeau Magus (Eric Fulton) Lourum of Merinita Magus (Bill Filios) Risus of Criamon Magus (Dave Woo) Viator of Jerbiton Magus (Dave Pickering)

Drake of Bjornaer Elder Magus

Alacina Librarian (Eric Rowe) Enrico Stable Boy Isaac Jeweler

Julio Wall Grog Rodrigo Grog Storyteller Stefan Dumb Grog Torp Woodsman Grog

Abbot Castello Monk Leader Fredrico Merchant Marco Good Monk Nameless Angel Angel Paulus Bad Monk Zelipe Baron of the Delta

Gamemaster: Chris Van Horn

+—————————————————————————+ | "I'm hoping you're powerful enough to blow up a shrub." | | -Viator, to Incendium | +—————————————————————————+

Albus' Dialogues March 24, 1213 Evening

Risus and I have heard interesting word today. Prospectus Locus, a covenant in Iberia, is seeking new members. They ask for nothing but votes in their next Tribunal. It seems an ideal offer. Risus and I have decided to travel there to investigate it fully.

These months since leaving home have been good ones. She is gone. No more incessant whisperings. No more demands that I betray what I am. I was sure that geography could not bind her, but it seems I was wrong. I will not miss the Rhine.

Albus' Dialogues April 13, 1213 Evening

Movement at last. Who would have thought that it would take three weeks to find a boat heading for Iberia? We should have walked. We would have been half-way to Nicaea by now. A third-of-the-way at least. In any case we have a boat now. The Santa Maria.

The Holy Land has been an interesting place. Cyprus, Antioch-Tripoli, and Acre are all clearly doomed. It is but a question of how long they will hold off the Ayyubid Sultanate. Until they fall they will be like brands, burning brightly in the wind. I am tempted to stay, but much to my surprise I yearn for a covenant of fellows. This Prospectus Locus cries loudly to me.

Risus and I met two fellows here in the Holy Lands. Fabricarius of Verditius and Incendium of Flambeau. They are both stout warriors. Incendium is a bit hot-headed, but what Flambeau is not? They have heard the call of Prospectus Locus too. They will accompany us to Iberia.

The Santa Maria leaves with the tide this eve. She is a trading vessel, and so the trip will be long. We will weigh anchor in the Despotate of Rhodes, the Latin Empire, the Kingdom of Sicily, and the Almohad Caliphate. The voyage will be interesting, the destination even more so. Iberia awaits.

Albus' Dialogues May 14, 1213 Early Evening

So far, so good. Or to be more erudite, as Avitus would have preferred, "That which starts simply starts best."

Risus, Fabricarius, Incendium, and I arrived at Prospectus Locus this afternoon. I am not sure what I expected, but I was surprised by the beauty of the covenant. It is located in the middle of the delta of the Ebro River, atop a small island. The surrounding lands are green and verdant, full of life of every type.

We were let off the Santa Maria just a few miles from the covenant itself. There was a small trek, but nothing of particular note. We passed through the town of Bercula on the way. It is really a village more than anything else. I believe I counted twelve houses in all, each built from stone stolen from the nearby ruins of a Roman ampitheatre. There was some type of fair going on at the town, apparently a normal occurrence in summer.

The covenant itself is an interesting hodge-podge. The central tower predates the covenant itself, as does the Roman bath house, though the latter bears clear signs of reconstruction. The rest of the buildings have been built by a variety of people in a variety of times. They lean up against one another, sometimes allowing no passage except through the buildings themselves.

A grog named Julio met us at the gate. He was lazing up against the wall when we arrived, his hound dog sleeping at his feet. He quickly came to attention when alerted of our approach and greeted us properly. Upon hearing that we had come to join the covenant he escorted us to the Roman bath house, where the only elder member of the covenant present was resting.

The elder we met was Drake. A Bjornaer. A strong enough man, I'm sure. Reputedly a warrior of old. Today, though, his emotions controlled him. Our arrival reminded him of many recently dead friends. Their deaths were the reason for Prospectus Locus' offer, as I understand it. A great battle claimed five members of Prospectus Locus in 1212, and the covenant grew too weak. From death comes life.

We exchanged pleasantries with Drake for a time in the tempratorium. While we did two more newcomers showed up, a magus named Pablo Viator and a young woman named Alacina. Viator is a Jerbiton who is wide-travelled. He spoke of France, Germany, Italy, and Spain, and I lost track of which he claimed as home. The home of Alacina, however, I recall. It is the city of Barcelona, up the coast northeast of us. Her father is a magus at the covenant there.

+————————————————————————+ | "I guess I'll put on my pants and show you around." | | -Drake of Bjornaer | +————————————————————————+

Drake's Diary 14 May, 1213 AD

'Lo, there has come a change to Prospectus Locus. As Summer changes to Fall, as Winter changes to Spring, the old must give way to the new, and today has begun that process in our covenant.

It has now been almost half a year since that decisive covenant meeting on 21 December, 1212 AD, when we remaining three members of Prospectus Locus decided to throw open the doors of our home to all and sundry who might come. I was sure that the gambit had failed, for in the long months that followed but one new magus joined our fellowship–Docilli of Bonisagus. Even Aubrin, ever patient, had begun to give up hope, for a month ago he, Forticulus, and Docilli left the covenant to try and raise support for our cause among the other covenants of Iberia, for the Tribunal of 1214 draws dangerously close. I remained, token elder of the covenant, ready in the unlikely event that new magi accept our offer now.

And now, in the last two days, a plethora of magi have arrived, too many even, though I truly doubt Aubrin would take that view. The labs are overflowing. Great preparations are being made in the kitchen for a feast. There is life in Prospectus Locus again, young life.

Note to myself: greeting pretty young librarians from the bath is a poor idea, as they flush and turn bright red.

Yet there is pain too, for the coming of these young, vibrant magi reminds me of what all we have lost, of all those that I shall never see again this side of the veil, if ever. Calefacto, you loved too deeply; Taratus, you fought too boldly; Addictus, you followed too loyally. I could not keep my composure before these new magi, but they understood my loss, I am sure. They will be welcomed into this covenant, and when we have achieved a new equilibrium with the world, I am sure they will be ready to offer their hand in rightful vengeance.

Albus' Dialogues May 14, 1213 Early Evening (continued)

In all there are ten labs at Prospectus Locus: three in the central tower, six in a three-story building near the library, and a final one outside the walls. Five of those were allocated before my arrival. The three in the tower are taken by the three survivors of the old covenant: Aubrin of Merinita, Drake of Bjornaer, and Forticulus of Flambeau. Two new members had preceded us: Docilli of Bjornaer and Lourum of Merinita. They have taken the two labs on the ground floor of the lab building.

I have not yet met Aubrin, Forticulus, or Docilli. They are all away on some task. Lourum greeted us as we entered the lab building, as did his black-furred rabbit. Lourum seems pleasantly coherent. So many Merinita can be lost to the world.

We had no real trouble dividing the five remaining labs between the five of us. Forticulus deemed it prudent to take the external lab, far from the library.

When Viator learned that the third floor labs adjoined a beautiful garden on the roof of the library he requested one of them. Risus and I thus took the two second floor labs and Incendium ended up with the other lab on the third floor.

Five magi of Prospectus Locus died that day in 1212. I can name them here, though the names mean little to me: Calefacto of Flambeau, Taratus of Tytalus, Addictus of Tytalus, Shlacten of Flambeau, and Centerin of Tremere. Taratus is reputed to have been a private person who kept to himself. The northern lab of the second floor belonged to him. This was the one I selected.

Calling Taratus private was no exaggeration. A chunk of solid stone blocked the entrance to his old lab. He must have used magic to pass through it. With no other option I began Perdoing. As with all magic my proficiency in Perdo Terram is adequate. Not spectacular, not poor. I realized it would take some time, and so called for help. I was pleased to learn that Lourum was adequate in Perdo Terram too. He joined me while the others began searching through their new labs, uncovering the treasures of the dead.

+——————————————————————————+ | "I just want to make sure there aren't any grogs hiding in there." | | -Viator, on secret hiding places | +——————————————————————————+

This is no smell like that of the long dead. It is the smell of dust, of time, of rot long-gone. It is the last scent of life departed. It was that smell which began to slowly permeate the stairwell as Lourum and I worked upon the block. As the block slowly disappeared the smell enveloped us, pulling the shawl of death tight about us. We choked on the dry, musty air, but at last the task was done. My new lab was opened. I gazed upon it with watering eyes.

I've seen death frequently enough. Some of it was impersonal, like the young lad Horst who was scalded to death in my old covenant's kitchen. Some of it was very personal. My mother's life passed from between her lips as I clutched her hand. My pater died just days after he made me a magus. Somehow the repercussions of death on others never made themself entirely clear to me before today.

Drake I have already writ of. His sorrow today was obvious–the loss of friends. Within Tarratus' lab I found the dessicated corpses of a dog and a cat. Tarratus' pets. They had suffered the loss of a provider. Viator later told me of an insane ferret that inhabited his lab. A magical talking beast. It had been the companion of Centerin, and the magus' death had driven it near to suicide. Loss is a web that forever connects the dead to the living. In the end it draws us all in.

+——————————————————————————+ | "What!? Cats and dogs living together!? | | -Anonymous | +——————————————————————————+

It was two and a half years ago that I met the Quaesitor named Olverus and his apprentice Catorse. I had thought Overus was my Avitus' friend. I have since learned that he was spying on my pater. His apprentice was a fine enough man. A little older than me, but my fellow in the magical arts. Risus, he, and I went out drinking on the nights while Olverus visited my pater. The Order is a large place. I did not expect to see Catorse again so soon, definitely not today. I was still standing before my freshly exhumed lab when, much to my surprise, I saw Catorse climbing the stairs.

I learned two valuable lessons last September. Always treat a Quaesitor with the utmost respect. And, tell them everything. Precept Segundus: I at once explained to the Quaesitor that the animals were dead long before I had opened the lab. Further, after searching my lab I discovered two secret doors. One led up to the lab above me. Incendium's. The other was hidden in the bathroom and led outside the covenant. The Quaesitor was promptly notified of their existance. Precept Primus: when I learned that the Quaesitor had come to join Primus Locus I offered him my lab for I knew there were none left. He politely declined and has taken temporary quarters with the specialists until a new lab cab be built.

I dearly wish I had never found Avitus' books. Now I can not help but wonder, friend or spy?

My lab still needs some work. Walls to be shifted around, windows to be opened up, that type of thing. There is a large amount of stained glass in the lab building, but none in my own lab. Taratus was too private to have windows open to the sky.

I have heard work that Catorse has begun organizing a feast for this evening. We magi will attend, of course, and also all the local villagers and even a number of merchants who are visiting for that fair over in Bercula. I stink of death but a quick bath in the frigidorium should clean me for the feast tonight.

Albus' Dialogues May 15, 1213 Morning

My head throbs. Even Creo Corporem is but little help this morning. Yesterday evening is a painful blur.

The feast hall is a grand place. The main hall stands over twenty-foot tall. Yesterday evening it was full of people. Over a hundred. I'm not sure my entire covenant in the Rhine could hold that many people! We magi have a special alcove that stands ten foot above the main hall, overlooking it. It is the trophy hall and the meeting room for the covenant. There are all manner of amazing things in it: shields, swords, favors, banners, stuffed animal heads, everything. There is even a glowing green gem hanging above the table said to be won from the faeries over a score years ago.

We took our places. Drake was at the head of the table. The rest of us sat along its sides. Myself, Risus, Incendium, Fabricarius, Lourum, Viator. Catorse. Viator did not stay with us long. After eating some of the fine fare he went down to join the mundanes. I was tempted to do so as well, but Catorse looked at Viator so scornfully.

Risus lifted the first tankard of ale and challenged us to do the same. Fabricarius and I were happy to accept the challenge. Drake wished to drown his sorrows. Catorse joined the contest as well.

My most vivid recollection of Catorse visiting Risus and myself two and a half years ago involves him retching out behind The Painted Lady. It happened three times, once each night the Quaesitors stayed with us. Some things do not change. After just five tankards Catorse fled for the bathrooms across the hall. Drake, Risus, and I did better. We each collapsed in our various ways after nine tankards. Fabricarius claims he drank himself into a stupor afterward.

And that is all I recall of the evening. Good food. Good ale. Good friends. Good night. My head throbs still.

However, I missed quite a bit of excitement afterward. Enrico was found dead in the bath house. He was a stable boy at the covenant. Incendium and Lourum did their best to investigate.

+——————————————————————————+ | "I'll try to keep the party alive." | | -Viator, on priorities | +——————————————————————

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They found a small ruby near the body which seemed to imply that the murderer had been someone wealthy. They further discovered that Enrico had been seen recently with a local prostitute named Sarah. Finally they learned that Sarah had left the party early, at the arm of a rich merchant named Fredrico. Incendium decided to go into town to talk with Fredrico. He took a big, dumb grog named Stefan with him.

I can only guess that Incendium engaged in normal Flambeau tactics in town. That is to say force. He brought Sarah back with him, but Fredrico managed to escape. He has been questioning Sarah all morning, it seems, without success.

By the forked beard of Tytalus, someone outside is yelling about gems now. It is like knives in my skull. I must go shut them up.

Tales of the Grogs of Prospectus Locus as told by Rodrigo

May 14 1213, there is a date I recall well. It was a day of fresh faces, of new sorrows, and of exciting pageantry. It a new beginning.

It had seemed a normal enough day until Julio began to shout that four strangers were coming. At first we thought a magus and his three mundane companions had arrived, for only the flame wielder was deeply touched by magic. Later we learned that all four were magi in their own rights.

That day Lady Luck was greatly enjoying exerting her wiles, for within the hour two more magi had arrived. Six in all and all within the hour. Kind Pablo, commanding Albus, brave Incendium, enigmatic Risus, just Catorse, and wise Fabricarius. I have spoken of their adventures since, the triumphs and tragedies.

We grogs spent much of the afternoon lifting and carrying, as the magi moved furniture and books out of their new labs. Unromantic work, but necessary.

It was not until evening that the true excitement began. The magi had declared there would be a great feast, but they could not predict the tragedy that would strike. It was watchful Julio who brought the news of the murder, who told the magi and us grogs that innocent Enrico had been found brutally slain in the bath house.

Stealthy Torp was sent for at once, for no clue could escape his watchful eye. He was able to track the murderer from the tempratorium to the frigidorium and then outside to a stone path. Alas not even his eagle eyes could find marks of passage in the solid stone. But, he proved his worth once more when he returned to Enrico's body and found a small red gem, a clue which would prove vital the next day.

Sly Torp was quick to tell the magi of one who had left the covenant recently, abandoning the party while it was still going strong. It was cunning Fredrico, a merchant, and upon his arm had been beautiful Sarah, a woman of renown. At once brave Incendium exclaimed his intention to pursue the merchant the town. He took strong Stefan with him, and they set out for tiny Bercula.

The merchant was in Bercula, no doubt, and the twain from Prospectus Locus were able to corner him in his room at the inn. Brave Incendium demanded the merchant's surrender but the knave would not offer it, so strong Stefan began to batter at the door to his room. With but two blows it flew open, shards of wood covering the room. Beautiful Sophia cowered in the bed, but of the cowardly merchant there was no sign. Coarse curtains fluttered before the room's single window.

+————————————————————————————+ | "Give him a second. Second's up." | | -Incendium, on the Flambeau Credo | +————————

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Stout Stefan gave chase at once. He plunged through the window, plummeted to the street below, then picked himself up without word to go after the fleeing merchant. But, alas, stamina and strength are no match for the cunning of a coward. Strong Stefan chased the merchant long and hard, but in the end the knave escaped.

Our flame wielder returned to the covenant with beautiful Sophia in tow. It was several more hours before stout Stefan joined us. The night grew long and cold and it was decided that the mystery and the murder could wait for the dawn of another day.

When it came it would shed new light on the mystery, and we would discover that, despite his cowardly actions, cunning Fredrico was not the culprit, but that is a tale for another day. This day we grogs could be satisfied for we had accomplished the tasks set us by the magi as best we could.

Albus' Dialogues May 15, 1213 Noon

A nice breeze, some invigorating spell casting, and lots of water have helped me recover. I am preparing to ride northwest along the Ebro, but am taking a few minutes to write of the morning's happenings.

I did not properly appreciate this covenant's affluence yesterday. It is quite rich. I suppose I should have realized it by the ubiquitous stained glass and by the plumbing that runs through all the buildings. Prospectus Locus also maintains several highly skilled artists on staff. They include a very fine stained glass maker and a jeweler. The jeweler's name is Isaac. It is he who was screaming this morning.

Isaac apparently maintains a large number of gems on hand, just in case a magus might need a specific one. His screaming this morning was to alert the covenant that a large number of gems had been stolen in the night. The equivalent of fifty pounds of silver! Even for an affluent covenant like this, that is a good year's surplus income. I had been rather nonchalant about the murder previously. Death happens. Upon learning of the theft from the covenant I became deadly serious.

We magi spent our morning fruitlessly casting spells. Risus and I tried to identify the killer. I emptied the jeweler's room of arcane connections to him and his family and then Risus began to test remaining bits of hair to determine whom they belonged to. Unfortunately the only other person who had left hair in Isaac's room was the maid. Viator meanwhile impressed Sarah with his Aura of Rightful Authority. He learned nothing new. She knew nothing about the murder or any gems; Incendium was too quick to blame her and Fredrico for the murder. It will be an interesting task to win that merchant back to our side.

Finally Risus tried to search first the covenant then Bercula for the gems using Intellego Terram magic. There were no gems of note in our covenant and too many in Bercula.

Tytalus teaches us that a man may not succeed with one skill alone. Only the man knowledgeable in all things may meet all challenges. I failed to show knowledge of Tytalus' lesson today. I depended on my magic. It was Viator who turned to other methods.

While I helped Risus to search Bercula for the gems using magic, Viator used words. He asked around and eventually came to speak with Abbot Castello. The Abbot had brought two monks to our party, Marco and Paulus. Marco was still about town but Paulus had left. The Abbot was sure that he had not given

Paulus permission to do so, though his recollections of the latter part of the party were hazy.

+——————————————————————————————+ | "I had this weird thing where I was talking to a suicidal ferret." | | -Abbot Castello | +——————————————————————————————+

I decided to return to the covenant while Viator, Risus, and Incendium headed out to the covenant. When they returned they announced that Paulus had fled the monastery, breaking his vows. Everything clicked into place. We had our murderer and thief. We just need to find him.

Paulus' home is far up the Ebro River, many days to the northwest. We presume he is heading there. He has approximately ten hours' head start. It is most likely that he is either heading up the old Roman road to Barcelona, or up the river, perhaps hoping to find a boat in Mantiun, the nearest real town.

We have divided into four groups. Drake will fly northeast up the Roman road, getting ahead of Paulus if he takes that route; Lourum and Incendium will follow him on the road. Viator will fly northwest over the Ebro; Risus and I will follow him along the river. Unless Paulus has gone to ground we will catch him.

Albus' Dialogues May 15, 1213 Evening

The flora and fauna of Mantiun await, but first a few notes.

Paulus headed up the river. He got to Mantiun where he was accosted by two other monks. He killed them both. Risus and I were the ones who found the two bodies. After that Paulus' trail grew a little colder.

Three ships left Mantiun this morning, one headed up-river and the other two down-river. I assumed that Paulus was heading home and so made preparations to race upstream after that boat.

Mantiun is the largest town in the area. It houses perhaps 400 people. The baron of the area is a man named Zelipe. He lives in a fine manor house just outside of Mantiun. Word of the murder was brought to him at once and Risus and I were ordered to wait until the Baron arrived to question us.

We rode out to meet him and told him of the situation and my belief that Paulus was on the boat heading up the Ebro. We caught up with the boat and boarded it and discovered that I had been wrong. Zelipe was unimpressed by our investigatory techniques. He left us while Risus and I continued upstream, hoping that Paulus had instead followed the road. A few hours later we ran into Viator. He had gotten far enough ahead to double back. It was clear that Paulus was not on the northwest road. He must be on one of the boats heading out to sea.

Viator has agreed to fly south, to get to the coast before the boats reach the Balearic Sea. If he can beat the ships there we will capture Paulus. Else, the monk and the gems are lost.

Even riding our horses to death Risus and I would not reach the coast in time. Thus we have decided to enjoy Mantiun. Risus waits impatiently for me to finish writing so that we may go and drink and be merry. The ale shall not defeat me this eve.

Albus' Dialogues May 16, 1213 Mid-Day

Prospectus Locus is not home yet. But, it is a beautiful place and I can easily see that it could become home in the future. This is what I was thinking as Risus and I approached the covenant this morn.

As Risus and I rode toward Prospectus Locus we saw Abbot Castello waiting on the side of the road. I am not an impolite man, so when he greeted me I greeted him back.

+——————————————————————+ | "Hi Father Jorge." | | -Risus of Criamon | +——————————————————————+

Peter is the name I was born under. My Christian name. For fifteen years now I have been Albus. It was a taunt the first time it was spoken, for my very pale skin. I made it a name to be feared. After greeting me this morn the Abbot asked me if I was also known as Peter. I knew something was very wrong.

I acknowledged the name and the Abbot began to preach the gospel to me. I tried to politely explain that I was not interested, and then suddenly I felt a burning flame by my right ear. There was a brightness not of the world and an unearthly music. The Abbot dropped to his knees before me. Then her heavenly voice began to whisper into my ear.

"Repent," she said.

The abbot sobbed at her beauty.

I fled as quickly as I could back to safety. I left her and the Abbot and even Risus behind.

She is back.

I do not know what to do.

I suppose I should note the conclusion of that other matter. After leaving us yesterday Viator flew straight south. He arrived at the mouth of the delta ahead of both ships and managed to get a fishing boat to intercept the first one. Paulus was indeed aboard and Viator was more prepared for his wiles than I. He had the sailors take the man prisoner, managed to recover the gems, and in just a few minutes was back on that fishing boat heading for shore.

+——————————————————————+ | "Gag that man before his devil tongue can spread more lies." | | -Viator of Jerbiton | +——————————————————————+

Poor Enrico had been but a pawn. Paulus had used him cruelly, convincing him to steal the gems, then murdering him for his trouble. Truly it can be said that life was a challenge that Enrico did not meet.

As is proper Viator returned Paulus to the Abbot for justice. Apparently Castello has odd ideas, for he did not turn Paulus over to the lord for blood justice, but rather had the man confined in the monastery. Somehow Prospectus Locus even managed to pay a small fee to help implement this judgement. I don't understand precisely what happened.

+——————————————————————+ | "He said that he was tired of being a monk." | | "Well, he'll probably get kicked out." | | "Stern but fair." | | -Viator and Castello, on ecclesiastic justice | +——————————————————————+

During his conversation with the Abbot Viator apparently mentioned my Christian name, and that was what led to the confrontation on the road. Viator apologized and said he would have warned me if he could have. It does not matter and the fault is not his. Fate is inevitable.

I have much to think about. I am tempted to flee once more. I fear my dreams tonight.

Albus' Dialogues May 17, 1213

Life is a series of challenges. By defeating these challenges an individual learns more about himself and also about the world around him. This is the credo that Tytalus taught.

There are many in my house who misunderstand Tytalus' credo. They believe it asserts that they must fight. They believe that it praises physical confrontation and nothing else. This is manifestly false.

In recent days I have engaged in a multitude of challenges though I did not raise my sword. I drank heartily with compatriots. I raced a horse along the roads of Iberia. I matched wits with a thief and sadly found myself lacking. Victory or defeat, they both increase understanding.

There is one further lesson that I learned yesterday. I erred when I left my home covenant in the Rhine. I did not err for the leaving. That was a necessary thing, for the challenges at home will always be lesser things. I erred for the reason, which was to flee the angel which has plagued my dreams for twelve years now.

She is a challenge. She seeks to test my magic with her faith. She pits her ecclesiastical unity against my hermetic individuality. I welcome her return. I welcome her challenge. I shall prove myself worthy of it.

+——————————————————————————+ | "I'm not plagued by an angel, I'm plagued by an a abbot." | | -Albus of Tytalus | +——————————————————————————+

2.8 Non-player covenants

2.8.1 Arabelle

Year: 1197
Location: Castile, near Duero river
SG: Aaron W.

2.8.2 Arabelle

Year: ??
Location: Near Bayonne, on the coast **SG:** Eric P.

2.8.3 ArM Covenants

- Duresca
- Jaferiya
- Estancia es Karida
- Barcelona
- Interrius

Chapter 3

Covenants of Adjacent Areas

3.1 Unnamed Covenant of 'Makt og Avmakt'

Season: Spring
Year: 1193 and 1197
Location: Not founded yet
Web site: (Norwegian) http://www.ii.uib.no/%7egeorg/alt/rpg/ars/sagas/france/

In April 1193 the magus Tartatius, follower of Verditius, comes to Provence from the covenant of Verdi on Sardinia in the Tribunal of Rome, Domus Magnus of house Verditius, to find a covenant where he can settle, or most probably found a new one.

In Perpignan he meets Aeiliendée, hedge wizard and follower of Merinita, who joins him in the search for a site for a new covenant.

3.1.1 Other covenants

We assume that Doissetep and Val Negra exist as in 3^{rd} edition, so that Doissetep is in Aquitania and dominates the tribunal, and Val Negra is lost in time and space, but used to be Domus Magnus Flambeaux and located in the Pyrenees.

Chapter 4

Redcaps of the area

4.1 Maritius of Mercere

Maritius is in his late twenties. He has a friendly face, and he is usually in a pleasant mood. He is curious and enjoys meeting and talking to other people. He spends a lot of time listening to and talking to people he meets on his travels.

Maritus wears a knee-long, redish brown (?) tunik and the red cap (though not as tall as some other redcaps). He has a quarterstaff and a bag with writing tools. Around his neck, he has a amulette (?), which is said to be his charm of luck; actually it's a charm against magic. It resembles Verditii symbol for Rego.

He is assigned to Languedoc in the Provençal tribunal. He will probably travel as far as Rhône in the East, Doissetep in the West and Barcelona in the South.

4.2 Juliana of HouseMercere

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

Personal Informations Age: 27, Sex: Female, Height: 65", Weight: 130 pounds

Personality Traits Brave +2, Dedicated +1, Kind +3, Unassuming +2

Virtues & Flaws (incomplete) Herbalism +1, Long-Winded +1, Redcap +1, Social Contacts (peasants) +1, Well-Traveled +1, Soft-Hearted -1, Weakness (those in need) -1

Abilities Animal Handling 2, Awareness 1, Bargain 2, Brawling 1, Chirurgy 3, Church Lore 1, Etiquette 2, Faerie Lore 1, Folk Ken 2, Guile 2, Herbalism 3, Hermes Lore 3, Hermetic Law 1, Occult Lore 1, Ride 2, Scribe Latin 3, Speak Arabic 2, Speak Basque 2, Speak Catalan 4, Speak Latin 5, Survival 1

Description

At first glance, this young woman looks like an humble peasant travelling the roads with a pack mule. Her brown hair and eyes are unremarkable, and it looks like if her nose has been broken in the past (it was, by the kick of a mule). Juliana is a Redcap, a messenger of the Order of Hermes. She was sent to replace the previous Redcap (Gregory) who was covering the kingdoms of Castile, Navarre, and Aragon-Catalogna within the Tribunal of Iberia. She travels as an herbwoman, tending the poor and selling medicinal herbs while moving from a covenant to another. All her moving about allows her to harvest many plants she needs. She is not a member of a particular covenant, but rather moves from place to place with a pack mule. When she needs to rest, she either asks a covenant for shelter, or lives within some peasants' village while tending their ills.

When Juliana first gets to the covenant, she asks to meet the council. This young woman initially gives the impression of someone who has been on the road for quite a while. Once before the council, she will announce that from now on she will be replacing the previous Mercere who was covering their covenant (Gregory). He was gravely ill last winter, and will be taking on less strenous and more sedentary duties from now on. She goes on to explain that she is making an all-round trip to all covenants now under her care (those within the knigdoms of Castille, Navarre, and Aragon-Catalogne). For now, she only have one message (it's about the magic item contest for the next Tribunal).

Chapter 5

Tribunals in Iberia

5.1 What the game says

According to "official" Ars timeline, the Tribunal would be either in 1186 or 1194. Iberia appears to meet every 7or eight years, since it meets in 1207 and 1214. Also 1194 is the Grand Tribunal and the three magi representing Iberia will ahve too be chosen - a political and important event and some matter of discussion will be held on this.

5.2 Tribunals in the list

Starting June 1997, Jasmin Bouchard (bouchard@auguste.ift.ulaval.ca) has been coordinating a Tribunal that will take place in 1194 A.D.

5.3 Tribunal of Iberia 1194

Date: sometime in 1194 A.D. (real time about May-June) **Site:** still undecided (see Work To Be Done) **Praeco:** Matlus of Jerbiton (Barcelona, played by Jasmin) **Head Q:** Baruch of Guernicus (Duresca)

Covenants Participating:

- Amphoria (Jasmin Bouchard, Spring/Summer, 4 magi)
- Barcelona (NPC, Autumn, 4 magi)
- Duresca (NPC, Autumn, 7 magi)
- Estáncia-es-Karida (NPC, Autumn, 8 magi)
- Iturriaga (Jan Wagner, Spring, 4-7 magi)
- Jaferiya (NPC, Autumn, 8 magi)
- Pugilista (Joseph Zakszewski, ???, ?? magi)
- ??? (Javier, ???, ?? magi)
- ... (others are most welcome)

Issues To Be Discussed:

- Discussion about the recognition of the Iturriaga covenant as a member of the Iberian Tribunal.
- Electing the representatives for the Grand Tribunal of 1195.
- The Reconquista.

  The activities of an islamic sorcerer, who blatantly used magic in mundane battles between the Christians and the Moors. (I was working on this one for my Saga. I'll detail it.)
- A Wizard's March against Panaga for the crime of Diabolism.
- Discussing the problem of Hermetic books found in mundane hands (begun in 1186, in the Amphoria Saga; a message was posted).
- Conflicts and grievance between covenants (about vis sources, spying, making trouble, etc.).
- Judging various transgressions of the Code.
- ... (other ideas are welcome)

Other Activities During the Tribunal:

- The magic item contest.
- Presentation of discoveries by Bonisagus magi.
- Trades of books, vis, magic items, informations, tales, etc.
- Certamen between rivals.
- The murder of a grog or companion occurs, and have to be solved.
- ... (other ideas are welcome)

5.3.1 Work To Be Done

- Find or create the covenant where the Tribunal will be held. In ToH:Iberia, this place is described as (quote): "...to meet at a Covenant in the foothills of the Pyrenees. The previous Praeco lived there before he entered Final Twilight." From what I have seen so far, most of the covenant from the people in the list are in spring. If nobody from the list volunteer their covenant to play the host (I hope someone will), we will have to create it. If someone volunteer, we could ignore that bit about the former Praeco.

  Jan previously mentionned Paul Williams as someone who have a covenant that would fit the bill. Are you interested, Paul? Even if you do not want to participate directly, a good description of your covenant would be very helpful.

  Joseph also volounteered his covenant (Pugilista) for this, even though it's in a different timeline. We'll see if we can work things out.

- Have a couple of additionnal covenants represented at the Tribunal. Ideally, this would be from the list. Otherwise, we will have create some. Even if we have to create them, they could be controlled by some of the people on the list, who would decide their vote (some sort of play by e-Mail game, at a more "strategic" level).

  Jan suggested (and I agree) that we could play the informal get together before the Tribunal and talk as NPCs to our players to get their most likely decision on some cases (or to get their vote by bribery). We decide beforehand how the NPCs vote (may be modified by bribery/begging from the players side in the informal talks).

  We then set up the formal proceedings and "replay" to all of our groups the final votes and events connected to them. Thus we assure continuity without having to fudge or fix.

- For each NPC covenants, detail the magi present, their opinions about the issues discussed, their goals and objectives. How will they vote in various situations? What are their capabilities in case of Certamen? Also, each covenant and/or magi could have a list of things available for trade (new spells, vis, books, items, etc).

  We would at least need the names and basic description of the most important figures of the Tribunal, plus a couple of others. I will probably develop at least four or five magi from NPC covenants (mostly Barcelona, since I'm supposed to be the Praeco). At a guess, I would say that the total number of magi attending the Tribunal should be around 40, in about equal number Pro/Against/Neutral in regard to the Reconquista. So, anyone interested in creating some of those are welcome.

  Who wants to be the Head Quaesitor?

- Specifics about the Reconquista. Battles fought, notable personalities involved, magical interventions, and so on. For now, I don't have much on this on, so there is a lot of work to be done. Feel free to work on it, even if you are from a different timeline. Past occurences and future battles are always a good way to spark the imagination.

  For example, one of the companions in my Saga had such an encounter with an islamic sorcerer and a djinn. The Quaesitoris have been called in, and should at least report their findings to the Tribunal.

  Any other such occurrence could be used when we will discuss the (touchy) subject of the Reconquista, and how the Order of Hermes should act.

  There should at least be a case of a Flambeau being accused of breaking the Code by using blatant magic in front of mundanes, or a Jerbiton helping the mundanes in battle. I guess there could be at least 5 problems related to the Reconquista, in addition to the general discussion about how involved the Order of Hermes should be in this situation.

- For the Panaga issue, detailing some of his discovered crimes. Maybe a calendar of the various crimes he commited (and where), so we can run short stories involving him?

  Jan posted a good description of Panaga, and a good story idea involving him during the Tribunal.

- Preparing a handful of conflicts between covenants, to be judged during the Tribunal. This could be about contested vis sources, spying on someone (mundane or magical), making trouble with mundanes near a covenant, etc. Jan said that he would have a vis source conflict ready. Anyone else is welcome to post a problem, even if they are not within the same timeline.
- A formal letter for the magic items contest, from the hosting covenant, would be great if done in character. It would give the exact conditions and limits of the contest. That will of course depend on the hosting covenant.
- Possibilities for some short stories during the Tribunal. Jan suggested a more detailed murder plot in his post on Panaga.

5.3.2 Topics to be solved

1. Last call for the hosting covenant. If you want to do it, say so. If not, I'll begin creating it. You have one week to manifest yourself...
2. I'd like all participant to confirm their implication. This way, we'll know how many covenant are present at the Tribunal.
3. Who wants to play the Head Quaesitor? I'm already the Praeco, so it would be better if someone else does it.
4. I'm beginning to develop the magi of Barcelona. I'd like to know if anybody else is doing (or will do) the same for the other important NPC covenants like Jaferiya, Estáncia-es-Karida, and Duresca.
5. For each issue that will come up at the Tribunal, we'll need a description of what actually happened, what is reported to the Tribunal, and a description of the protagonists. I'm already doing at least two issues (books found in mundane hands & problems caused by an islamic sorcerer). Jan is doing the Panaga issue and a vis conflict. Again, tell me what you'll be doing.
6. And last but not least, timeline coordination. That will be the hardest thing to do. Maybe we should just prepare a description of the issues and how they should go, then let everyone play it when they're ready. I'd like your opinions.

I await your answers. Bye!

5.4 Tribunal of Iberia 1213

+——————————————————————————+ | Of Shadow Flambeau, the battles between Reconquista and Roman, and a | | possible peace between Arabic sorcers and Hermetic magi. Also, deals, | | broken promises, bribes, truth, and lies. A panoply of magi. In short, | | all of the usual ingredients of an Iberian Tribunal. | +——————————————————————————+

The Named Magi of Iberia:

Baruch of Quaesitor Head Quaesitor of Iberia Matlus of Jerbiton Praeco of Iberia

Farusca of Jerbiton Leader of Barcelona (Eric Fulton) Carles of Jerbiton Member of Barcelona Franc Severel of Jerbiton Member of Barcelona Matlus of Jerbiton Member of Barcelona

Baruch of Quaesitor First of Duresca Haubero of Quaesitor Seventh of Duresca Maria of Quaesitor Second of Duresca Takibon of Quaesitor Eighth of Duresca

Terril Adan Ex. Misc. Leader of Estancia-es-Karida (Dave Woo) Alvar Dawla of Criamon Member of Estancia-es-Karida

Fatuus of Tytalus Leader of Hamus Acerbus (Dave Pickering)

Mortis of Flambeau Leader of Interritus (Bill Filios) Gloras of Bonisagus Member of Interritus

Ferrilynna of Flambeau Leader of Plateau (Chris Van Horn) Ansalek of Jerbiton Magus of Plateau Antonius of Mercere Member of Plateau Generarus of Verditius Member of Plateau

Aubrin of Merinita Leader of Prospectus Locus (Shannon Appel) Albus of Tytalus Magus of Prospectus Locus (Shannon Appel) Catorse of Quaesitor Magus of Prospectus Locus (Kevin Wong) Docilli of Bonisagus Magus of Prospectus Locus (Eric Rowe) Drake of Bjornaer Magus of Prospectus Locus Fabricarius of Verditius Magus of Prospectus Locus (Chris Van Horn) Forticulus of Flambeau Magus of Prospectus Locus Lorum of Merinita Magus of Prospectus Locus (Bill Filios) Risus of Criamon Magus of Prospectus Locus (Dave Woo) Viator of Jerbiton Magus of Prospectus Locus (Dave Pickering) Xanti Ex. Misc. Magus of Prospectus Locus (John Tomasetti)

Asadel of Tremere Leader of Sader (Eric Rowe) Durbo of Bonisagus Magus of Sader

Xurxo of Jerbiton Leader of Victrix (Kevin Wong) Casius of Merinita Member of Victrix

Borico Ex. Misc. Independent Magus Intentio of Flambeau Independent Magus Miguel of Jerbiton Independent Magus

Gamemaster: Shannon Appel

Guest Author: Kevin Wong (Personal Log of Xurxo of covenant Victrix, Catorse's Personal Log)

5.4.1 The Council Record as recorded by Lucindia the Seneschal - June 1, 1214

In attendence: Albus, Aubrin, Catorse, Docilli, Drake, Fabricarious, Forticulus, Lorum, Risus, Viator, and Xanti; also myself, Lucindia the Seneschal.

Quorum was achieved and Aubrin called the meeting to order as elder.

Aubrin requested the sigils of the other magi of Prospectus Locus and was given them. Prospectus Locus holds 11 sigils for the Tribunal of 1214.

Points of Debate:

- AUBRIN asked how the Council should vote on the issue of the Shadow Flambeau. It was suggested that we vote with the majority, but if our sigils made the difference we vote against the Shadow Flambeau. In addition it was decided that if anti-Shadow Flambeau legislation was introduced we would suggest the added incentive of a reward, where each covenant put forth between 5 and 10 pawns of vis for each Shadow Flambeau head.

- AUBRIN asked how the Council should vote on Reconquista-Roman issues. It was determined that we would generally stay neutral, but offer to sell use of our sigils for vis.
- AUBRIN brought up Docilli's suggestion that we should champion an issue. Three issues were put forth: Hermetic olympics, a neutral Tribunal location, and renaming the Order of Hermes. Each issue was voted down. It was determined that Prospectus Locus needed to rebuild its power base before it could truly champion issues at Tribunal.

With all points of information and debate completed the council was concluded. In two weeks time the majority of the magi of Prospectus Locus will be leaving for Tribunal.

IBERIA: LAND OF DEADLY DISSENT

From The Tribunals of Hermes edited by Augusta of Mercere First Published January 1, 1214

Iberia is a land of tragedy, for its Hermetic inhabitants have allowed themselves to be torn apart by the lowly concerns of mundanes. We should be above them, but the magi of Iberia prove countless times that they are no better than their non-gifted fellows. The main conflict of Iberia is the battle between the Moslems and the Christians, and it is along those lines that the magi of Hermes have allied themselves.

The Roman covenants are those allied with the Moslems. They first formally declared their allegiance after the Flambeau atrocities of 1118. The term "Roman" arises from the covenant of Estancia-es-Karida's belief that it is the Moslems who are the true heirs to the culture of the Roman Empire, not the Holy Roman Empire At their height, from 1207-1209, there were four Roman covenants. Now there are two.

The Reconquista covenants are those allied with the Christians, or at the least allied against the Moslems. Some of these allegiances are ancient, but the term did not come into common usage until the Roman covenants began to declare themselves. For a few moments in 1207 there were five Reconquista covenants. Now there are three.

The neutral covenants are those that try to stay above the fray, each for their own reasons. Some have minor alliances with either the Christians or the Moslems. There are currently four neutral covenants.

Times grow dark in the Iberia Tribunal as the Shadow Flambeau continue to ravage the land. We may only hope that this disaster turns the covenants of Iberia away from their dangerous bickering, before it is too late.

THE RECONQUISTA COVENANTS

INTERRITUS

- Founded 975.
- Proclaimed Reconquista 1119.
- Leader: Mortis of Flambeau.
- Members: 9.

- House Affiliation: Flambeau, Tremere, Tytalus.
- Location: northeastern Aragon, in the foothills of the Pyrennes.

Originally formed as an adjunct to Val-negra, Interritus has long been a bastion of Flambeau within Iberia. Its members participated in the Flambeau atrocities of 1118, and when the covenants of Iberia began to choose sides Interritus was the first to name itself Reconquista. As the wars in Iberia began to flare Tytalus and Tremere flocked to Interritus. Toward the end of the twelfth century Interritus was at the height of its powers. The Praeco of Iberia was a member of the covenant and its power continued to wax. A series of disasters caused Interritus to fall: the death of the Praeco; the disturbance of a magical regio beneath Interritus' very foundations; and an emigration of members to Jaferiya. In 1214 Interritus is still powerful–at least in part because the current Praeco still holds tribunals there–but it may never again reach the height it knew in the past.

Jaferiya (disbanded)

- Founded 1014.
- Proclaimed Reconquista 1140.
- Disbanded 1207.
- Leader: Rasus of Flambeau.
- Members: 5 members of Jaferiya are rumored to still live, among them Rasus.
- House Affiliation: Flambeau.
- Location: eastern Portugal.

Although initially founded on the southern border of Leon, Jaferiya was not extremely active in the Reconquista until the coming of a magus named Rasus in 1135. Rasus is a demagogue who convinced many others to join the covenant under his banner. There were 19 members of Jaferiya at its height. Unfortunately Rasus bore a dark secret–he was also a diabolist–and his downfall was also the downfall of Jaferiya. They were discovered in 1207, the covenant was disbanded, and the remaining 8 members were Wizard Marched. They became the Shadow Flambeau that have so plagued Iberia in the last seven years. To this date three Shadow Flambeau have been slain and the remaining five are still at large. All told they have slain between one and two score magi.

Pello (destroyed)

- Founded 1015.
- Proclaimed Reconquista 1145.
- Destroyed 1213.
- Members: 2 members survive, Gloras of Bonisagus at Interritus and Xanti Ex. Misc at Prospectus Locus.

- House Affiliation: Bonisagus, Ex. Misc., Flambeau.
- Location: western Navarre, in Basque lands.

Although originally founded by Jerbiton members of Estancia-es-Karida, they quickly lost power in the covenant. The Jerbiton welcomed Basque shamans into their covenant and then found they had insufficient political clout to keep those shamans from inviting Flambeau in as well. The Basque knew the bitter taste of invasion, and so were happy to unite with Christians against the new Moslem enemy. Thus Pello became a Reconquista covenant. In its last decades of life Pello was oddly sundered, between crusaders, peaceful shamans, and magical investigators who wished to discover the secrets of shamanism. The covenant was destroyed in 1213 by the Shadow Flambeau, proving that the Shadow Flambeau's demons have finally turned them against their old fellows.

PLATEAU

- Founded 1207.
- Proclaimed Reconquista 1207.
- Leaders: Ferrilynna of Flambeau, Ansalek of Jerbiton.
- Members: 9. House Affiliation: Flambeau, Jerbiton.
- Location: central Iberia, in Castile.

Plateau was originally founded for two goals: to strengthen the Castilian crusaders then pressing southward, and to take advantage of the magical resources of central Iberia, long left uncollected. Plateau has been very careful to follow Hermetic laws. They do not take part in the battles, but instead are closely allied with the king of Castile, and subtly use magic to his benefit. In 1209 Plateau underwent a metamorphosis when the three surviving members of Andalusia, a destroyed Roman covenant, joined them. There was some friction between the factions at first, but they have remarkably joined together into a cohesive whole. The Jerbiton artists and philosophers of Andalusia seem determined to bring Moorish culture into Christian society, at the same time preaching the fall of the Almohad Caliphate as inevitable.

VICTRIX

- Founded 1140.
- Proclaimed Reconquista 1140.
- Leader: Xurxo of Jerbiton.
- Members: 7. House Affiliation: Flambeau, Merinita.
- Location: southern Portugal.

A covenant with disturbingly close connections to the mundanes, Victrix was originally founded by Xurxo of Jerbiton at the request of Afonso I, then king of Portugal. Xurxo is a remarkably warlike Jerbiton, and he conspired with

Afonso to make Portugal great. The covenant has moved several times as the boundaries of Portugal have expanded, always staying on its south border. The initial magi which Xerxo brought to Victrix were Flambeau, but a strong fay presence in the lands have caused a number of Merinita to join the covenant as well. Currently Victrix is second only to Interritus for its crusading zeal, though the Merinita try to remain above these politics.

THE ROMAN COVENANTS

Andalusia (destroyed)

- Founded 1207.
- Proclaimed Roman 1207.
- Destroyed 1209.
- Leader: Ansalek of Jerbiton.
- Members 3 members of this destroyed covenant live at Plateau, among them Ansalek.
- House Affiliation: Jerbiton.
- Location: the mountains of Andalusia, in the Almohad Caliphate.

Andalusia was founded to revel in the art and philosophy of Arabia. It was the least violent of all the Roman covenants, and only wished to be left alone–as it wished the Arabs would be left alone. Sadly Andalusia was destroyed by the Shadow Flambeau just two years after its foundation. Three survivors fled to Plateau, another covenant also formed in 1207, where they were taken in and accepted as fellows by the Reconquista magi of that place.

ESTANCIA-ES-KARIDA

- Founded 978.
- Proclaimed Roman 1118.
- Leaders: Terril Adan Ex Misc. and Alvar Dawla of Criamon.
- Members: 8, plus other magi of non-Hermetic status.
- House Affiliation: Criamon, Ex.
- Misc. Location: southern Moslem lands, near Granada.

Originally a Jerbiton covenant enamored by the culture of the Caliphate of Cordova, Estancia-Es-Karida soon became a haven for Moslem sorcerers under the House Ex. Misc. Following the Schism War there was an exodus of Jerbiton, who wished to form new, stabilizing covenants elsewhere in Iberia. It was in this time that a Criamon presence developed in Estancia-Es-Karida, as seekers searched for Sufi wisdom. Today Estancia-Es-Karida is steadfastly Roman, but it is out of love for Moslem culture, not love for violence.

SADER

- Founded 711.
- Proclaimed Roman 1118.
- Leader: Asadel of Tremere.
- Members: 12.
- House Affiliation: Bonisagus, Criamon, Tremere, a few scattered other houses.
- Location: southern Spain, the rock of Gibralter.

Sader is a rare covenant, able to trace its origins to an era before the Order of Hermes. It was originally founded by Berber sorcerers with permission from the Berber chief Tarik. In the years that followed Sader did something unprecendented for its time: it formed a community of magicians from a variety of traditions: Visigothic, Berber, Arabic, and Roman among them. They came together for protection against the chaos of the time. When Flambeau sought members for the early Order of Hermes, Sader was quick to join. Today Sader continues to be accepting of a variety of cultures but it fights fiercely for the Moors, knowing that unless something is done they will be swept from Iberia forever. The Tremere of Sader are some of the most powerful politicians of the Tribunal. Sader has also become home to Criamon studying the mysteries of the Sufi and a Bonisagus who investigate the inter-relations of Sader's many ancient magics.

THE NEUTRAL COVENANTS

BARCELONA

- Founded 1014.
- Leader: Farusca of Jerbiton.
- Other Notable Members: Matlus of Jerbiton, Praeco of Iberia.
- Members: 5.
- House Affiliation: Jerbiton.
- Location: northeast Aragon-Catalonia, in the city of Barcelona.

Barcelona has always been a non-traditional covenant. It was founded by former members of Estancia-es-Karida mainly to gain Hermetic jurisdiction over the city. It is said that its members only rarely congregate, instead pursuing mercantile and other mundane interests in the city. Despite the fact that the Praeco of Iberia is a member of Barcelona, Tribunals are not held there. Instead these meetings occur in nearby Interritus. The main concerns of Barcelona seem to be mundane knowledge, mundane power, and privacy.

DURESCA

- Founded 917.
- Leader: Baruch of Quaesitor, also Head Quaesitor of Iberia.
- Members: 8.
- House Affiliation: Quaesitor.
- Location: northwest Leon, near Santiago de Compestela.

In the years after its foundation, Duresca was a small covenant. This all changed in 937 with the discovery of the Duresca scrolls. A large group of Quaesitors was sent to investigate the scrolls, and in the half century that followed they took over the covenant. Today Duresca is the center of Hermetic law in the Iberian Tribunal, and a summons to that place can strike fear to the heart of even the bravest magus of Hermes. Although mostly Traditional, younger members of Duresca have been allowed to consider Transitionalist thoughts.

HAMUS ACERBUS

- Founded 1107.
- Leader: Fatuus of Tytalus.
- Members: 5. House
- Affiliation: Ex. Misc, Tytalus.
- Location: islands east of Iberia.

A private covenant that remains aloof of the affairs of Iberia. The covenant is reputed to have been founded upon a font of ancient magic, but this is a secret that they guard fiercely. Rumors claim that certain acts of piracy may be traced to Hamus Acerbus, but such rumors have never been verified. If they are true Hamus Acerbus is sufficiently subtle that it poses no threat to the Order by these acts.

PROSPECTUS LOCUS

- Founded 1141.
- Proclaimed Roman 1144.
- Proclaimed Neutral 1213.
- Leader: Aubrin of Merinita.
- Members: 12. House Affiliation: none; members are from 10 different houses, with all but Mercere and Tremere accounted for.
- Location: southeast Aragon-Catalonia, in the Ebro river delta.

After its foundation Prospectus Locus quickly fell in with the Roman covenants. Prospectus Locus' members advocated Moslem superiority at Tribunal, and according to rumor even fought for them–of all of the Roman covenants, it is said, Prospectus Locus was the most active on the Moslem battlefield. In these early days the covenant was affiliated with Flambeau and Tytalus. Disaster struck the covenant in 1212 when over half of its members were killed at Las Navas de Tolosa. Since that time the covenant has been very accepting of young magi. In addition they have openly announced their disassociation from the Roman covenants. The future of Prospectus Locus is unknown and unwrit.

5.4.2 Matlus' Scribings, The Notebook of the Praeco - June 21, 1214

Our meeting gathering for Jerbiton is complete and I do not know whether to feel hope or despair for the Tribunal. I will opt decide upon the former, for I could not bear the latter. There were ten of us at attending the meeting. Two coven heads leaders and also a Praeco me, a powerful combination. There was a new face too also, one Viator, of the reborn resurrected Prospectus Locus.

We talked about unity, for it is my only hope desire that I may leave a unified Tribunal behind me. But the old break fracture was there, for while Farusca whole-heartedly endorsed agreed with my plan, Xurxo was less positive, and I should not have been surprised for he leads a Reconquista covenant.

Finally, though, we came to a decision determination. Farusca will spearhead lead legislation against the Shadow Flambeau. Xurxo will stand remain at her side, and they will find a Roman leader to do so as well. In this way manner, with Roman, Reconquista, and Neutral standing side by side by side, I hope pray we may set an example for the entire Tribunal to follow.

5.4.3 Genererarus' Burnt Notes, Second Day of Tribunal

Ferrilyna will be pleased. Fabricarious, the new Verditius of Prospectus Locus, has agreed to make magic items for Plateau in exchange for vis. He must be provided with a want list. The Reconquista marches on.

5.4.4 Albus' Dialogues - June 22, 1214, Mid Morning

I understand now what my pater meant when he said, "The Tribunal floor is a most glorious battlefield". I have watched Aubrin with envy this last day. He holds power on this battlefield while I have none. He is quiet and unimposing. He allows others to approach him. It is proper given the status of our covenant. All the same I am sure he makes progress for our covenant. He smiles–even to his enemies–and nods his head. Then I can see his lips forming the word, "but...."

Yesterday evening I attended my first house meeting as a magus. There are seven Tytalus in Iberia including myself. We were all at the meeting. We talked of war. Of peace. Of challenges. Of successes. Of failures. I was most impressed by a magus named Fatuus. He is the leader of Hamus Acerbus. A pirate too from what I hear. He has a great charisma. A self-confident sense of pride. He answers to no one.

Fatuus spoke words that reminded me of my pater. He said that we must choose our battles. That by unifying our Tribunal we can face an even greater challenge–the entire empire of the Arabs. His words require thought. I think I agree but some of the other Tytalus did not. Still, Fatuus is nearly a hundred. Such age does not come without wisdom. He may very well be the oldest living Tytalus. Like Flambeau we are a young house.

In a few short hours the voting begins. At midday. I am sure the battles will really begin then. Someday I will be in the midst of it. In Aubrin's place. Or Fatuus'. Today I will watch. And learn.

5.4.5 Aubrin's Memoirs - June 22, 1214

This is my third Tribunal since I have become the leader of Prospectus Locus, the third Tribunal since Isabel died, and somehow it seems hollow.

blowing in the wind at the mercy of the sea a boat without oars

Asadel was the one who confronted me with this fact, though the feeling had already been growing within my heart. He derided me for leaving the Roman faction, said that I should not let myself be pushed around my "younglings." He does not understand the need for individual respect, irrespective of age–I think no Tremere does–but he is right when he says we must take a stand. I shall not allow our neutral state of affairs to remain seven years hence. Now it might have been a necessity, for despite our sigils we are weak, but in seven years that will have changed.

I can not say the last day has been without success, for I convinced Terril Adan to give me a small amount of vis, so I could vote Roman, and I talked to many people about issues of relevence to both Prospectus Locus and the Roman covenants. Victrix had grown wary of our agreement last year, and offered to give me an excellent Aegis of the Hearth in exchange for the vote they owed us. After extracting a promise to help if we seemed personally in danger I agreed, and I think it will be for the best. We still owe Victrix some future service–Hamus Acerbus too for that matter, for I hold a vote from them too–but I consider the Aegis book worth as much as a possibly irrelevent vote, perhaps more.

Barcelona and Interritus are bickering, and so are Estancia-es-Karida and Plateau, and in both cases I have promised to help my friends. Still, I offered the kindest words I could to their opponents, for Isabel always taught me that is the best policy. I was surprised when Catorse approached me to tell my of a legal case pending against Haubero of Quaesitor. He stated the Durescan was innocent, and I at once began to spread the word. Early this morning, when a magus I had not yet spoken to told me of Haubero and asked that I vote innocent for him, I knew my job was complete.

The voting is about to start, and we shall soon see how everything plays out. I have sensed great hatred for the Shadow Flambeau, but I fear it is not enough to keep our Tribunal together, for the old Reconquista-Roman cleavages have begun to appear again.

5.4.6 Excerpts from the Peripheral Code of Iberia as determined by the Tribunal of 1214 and officially issued to the covenants of Iberia with commentary by Antonius of Mercere

IB-1353-BAR-08. Freedom of Supernatural Information Act. All officially recognized covenants of Iberia shall open their records on supernatural encounters to all magi offering reasonable requests.

This was a proposal that was put forth by Victrix, apparently at the request of the Merinita at that Covenant. As it was originally stated it only applied to records regarding faerie encounters, but by suggestion of the Tribunal it was expanded to include all supernatural encounters. The issue passed 77-0.

Duresca has stated that supernatural encounters are those involving faeries, demons, angels, spirits, and other magical creatures. It most specifically does not include magi of any sort. The reasonable request clause was added by Duresca. Any requests which do not put undue or unfair burden upon covenants should be considered reasonable.

It should be noted that this law places no requirement upon covenants to keep records, but simply requires that any extant records be made freely available if requested.

IB-1353-BAR-09. Shadow Flambeau Extirpation Act. A strike force shall be formed to hunt down and destroy the remaining five Shadow Flambeau. Each covenant of Iberia shall be required to offer volunteers to join this strike force whose years of experience total 60, to be measured by the span of years since the swearing of the Code of Hermes. Grogs and knights may be substituted for magi, with each grog being worth half-a-year of experience, and each knight being worth two years of experience, but these substitutions may not be used to replace more than 30 years of experience. If a covenant is unable or unwilling to offer volunteers of sufficient experience they may hire magi from beyond their covenant, but each year of experience of a hired magus is only worth two-thirds of a year of experience for terms of meeting the 60 year requirement. The strike force will be led by the oldest magus who is a member of the strike force. To further encourage the destruction of the Shadow Flambeau each covenant of Iberia will offer a reward of ten pawns of colored vis per Shadow Flambeau that is killed, where the Shadow Flambeau are defined as the surviving members of the eight magi listed in IB-1346-BAR-5. This reward will be split evenly among all magi who participated in the battle where the Shadow Flambeau or Shadow Flambeaus were killed.

This was a complex piece of legislation. The original issue, which simply required each covenant to offer 60 years of magus-experience, was put forth by Barcelona. The three main modifications were offered by Estancia-es-Karida, Hamus Acerbus, and Prospectus Locus. Estancia-es-Karida suggested that grogs and knights could be used as substitutes, though at different levels than in the final proposal. Hamus Acerbus suggested that the oldest magus be the leader. Prospectus Locus suggested the additional incentive of a reward. Almost every covenant of Iberia contributed to the final version of this legislation.

The final vote on this issue was 46-31. This did not reflect a lack of unification on the issue, for all the magi of Iberia wish the Shadow Flambeau to be destroyed, but rather it reflects the fact that not all magi were entirely happy with all of the clauses in the final law. Most specifically Sader offers the heartfelt request that no covenant take undue advantage of the rules allowing grog and knight substitution, lest it cost the lives of magi.

The strike force is convening immediately at Plateau. If you have not already sent your representatives, please do so at once. Duresca has expressed that any covenants who do not comply by August 28 will be penalized. This deployment must also be done with the utmost discretion. Sources confirmed to be close to the Shadow Flambeau claim that Plateau is in very immediate danger of attack.

IB-1353-BAR-10. Mundane Conflict Nonintervention Act. Repealed by IB-1353-BAR-16.

This legislation, originally suggested by Barcelona, sought to restrict magi from any participation in mundane battles, as opposed to current laws that only prevent overt magical intervention. After consideration it was determined that this act was very inflammatory, and it was repealed in favor of the more lenient IB-1353-BAR-16. The original vote on the issue was 46-31.

IB-1353-BAR-11. Barcelona Tax Relief Act. Each magus visiting the city of Barcelona must pay a tax of one pawn of colored vis to the covenant of Barcelona per year. In addition each magus must report in at the covenant Barcelona each time they visit the city. This act repeals IB-1178-CRA-3.

The legislation was originally proposed by Interritus as simply an abolishment of the Barcelona Taxation Act, IB-1178-CRA-3. In the spirit of compromise it was reduced to its current form. The final vote on this issue was 77-0.

Please note that this marks a reduction of the Barcelona tax. Previously each magus had to pawn a pawn of colored vis each time he visited the city. Now each magus must pay only a single pawn of vis per year, no matter how many times he visits the city.

IB-1353-BAR-12. Barcelona Tax Reallocation Act. All tax collected as part of IB-1353-BAR-11 shall go to the Shadow Flambeau Extirpation strike force until such a time as the Shadow Flambeau are destroyed, where the Shadow Flambeau are defined as the surviving members of the eight magi defined in IB-1346-BAR-5.

Originally suggested by Barcelona as a compromise, withdrawn after IB-1353-BAR-11 passed, but then resubmitted by Hamus Acerbus. The vote on this issue was 54-11.

Duresca has stated that taxes must be given over to the leader of the Shadow Flambeau Extirpation strike force for as long as that strike force is in existence, and that these taxes must be paid at least quarterly. Vis is to be used at the discretion of the leader of the strike force, and if any remains at the end of the Shadow Flambeau effort it is to be added to the pool of reward vis for the last Shadow Flambeau(s) killed.

IB-1353-BAR-13. Arabic Sorcerer Mutual Non-Agression Pact. Repealed by IB-1353-BAR-16.

Like IB-1353-BAR-10, this act was considered inflammatory in its original state, particularly as it interacted with IB-1353-BAR-10. It was repealed then reintroduced in a slightly reformed version as IB-1353-BAR-16. This act was originally suggested by Sader. The original vote on this act was 59-18.

IB-1353-BAR-14. The Magus Independence Act. No new fealties shall be sworn by magi of Iberia to mundane lords.

This legislation was offered by Sader as a counterproposal to earlier legislation put forth by Estancia-es-Karida. The earlier legislation was much more politicized. It forbade magi from associating with Christian lords. The legislation that was actually passed extends to all Mundane lords, and has no effect upon current fealties. This act passed 50-27.

Duresca clarifies that no current fealties (specifically those of Plateau, Prospectus Locus, and Victrix) are affected. They may

even be resworn to new lords when the old lords pass away. This act only forbids new swearings of fealty where there are none currently. It is most likely to affect new covenants, or covenants newly seeking fealty, but it could also affect a covenant that currently swears fealty if that covenant decided to withdraw their fealty for a time. It also prevents any covenants currently swearing fealty from expanding upon their oath.

IB-1353-BAR-15. The Hermetic Magic Protection Act. Non-hermetic magi may not taught be Hermetic magic unless they first swear to the Code of Hermes.

This issue was suggested by Plateau, though in a different form. It originally sought to utterly forbid the teaching of Hermetic magic to non-Hermetic mages. The Head Quaesitor was able to suggest a compromise by referring to a similar act that was put forth in Novgorod (NO-1339-OUC-07). The compromise seems a very acceptable one, because it clearly delineates when steps will be taken against non-hermetic magi. The issue passed 77-0.

IB-1353-BAR-16. Arabic Sorcerer Mutual Non-Agression Pact and Mundane Conflict Nonintervention Act. This act shall form a pact between the Hermetic magi of the Iberian Tribunal and Arabic sorcerers of the Almohad Caliphate that shall go into effect at such a time as 50 Arabic sorcerers have agreed to it. All signatories of this act shall agree to the following conditions: No magus shall interfere in any mundane battle that is more than twenty miles from his domicile unless a magus is already interfering on the battle on the other side. No magus shall harm another signatory of this act.

This proposal is a combination of two other proposals, originally suggested by Barcelona and Sader, as noted above. It passed 49-15.

Duresca has stated that mundane battles are only those between mundane forces, and thus this act has no bearing, for example, upon a mundane force attacking a faerie forest. Duresca has also stated that it plans to take a hard line on what interference in a battle means, and that it will be determined mainly by intent. Do not try to interfere in a mundane battle more than twenty miles from your covenant or domicile in any way, direct or indirect, or you will be in violation of this act.

In regard to the clause giving permission to interfere in a battle if there is already a magus on the other side, Duresca wishes to state first that this is no way changes the restrictions against overt use of magic, and second that the first magus interfering in a battle is clearly either a non-signatory of this act or a violator. Arabic violators of this act should no longer be offered the protection granted by this act.

5.4.7 What I Saw, Unofficial Notes on the 1214 Tribunal by Antonius of Mercere

By this time you should already have received the official additions to the Peripher Code of Iberia, along with my own commentary. What follows is my totally unofficial view of the Tribunal, which tries to describe the atmosphere to those of you who did not attend, as well as to discuss those issue which did not pass.

As usual the Tribunal unofficially began on June 21. By this time most magi had congregated, and shortly thereafter the house meetings began. I still haven't seen the official count, but I estimate somewhere between 50 and 60 magi showed. I hope the rest of you were deep in extremely important studies, because Tribunals are vital for our order.

House meetings were held for all houses except Bjornaer, Ex. Misc., and Mercere. None of the three Bjornaer of Iberia attended. (Where were you guys?) The Ex. Misc choose not to hold a house meeting. I was the only Mercere in attendence.

Early meetings were frantic, as usual. I checked the buzz and discovered that the primary topics of discussion were the Shadow Flambeau and the old Reconquista / Roman conflicts. Sadly the latter seems to have really returned in full force after being quiet in 1207. I was surprised to hear the Barcelona tax, Andalusia's old vis, and also the fate of a Quaesitor named Haubero being bandied about a lot as well. There's no telling what exactly's going to emerge at Tribunal time, and that's half the fun of the game.

The official opening of the Tribunal was at dusk on June 22, again as normal. You've already heard about what suceeded and has been entered into our Peripheral Code. So that you're up on what's up, here's what failed, and a few more comments on what succeeded.

IB-1353-BAR-08, -09, and -10 were the first three issues brought forth. It was pretty clear to me that the Praeco led things off easily, to try and develop a feeling of unity in the Tribunal. I was pretty surprised -08 passed without problem because Iberia magi are so often protective of their privacy. -10 had no real heat associated with it when it went through. That didn't develop until -13 was discussed.

The fourth issue brought forth concerned the vis in the land once controlled by Andalusia. As you no doubt recall Andalusia was destroyed in 1209. Three magi survived and joined, much to everyone's surprise, the Reconquista covenant of Plateau. The covenant of Andalusia was officially disbanded by Duresca in 1209, after all members were either confirmed dead or had joined Plateau. Thus their claim to the vis within 20 miles of old Andalusia expired.

Plateau was trying to push forward an intitiative that would allow them to have rights to Andalusia's vis. Many covenants were upset at Plateau trying to double their vis collection range, but there was much sympathy for Andalusia as well. In the end the issue failed 19-45. Afterward a watered-down version of the proposal was put forth which clearly stated that the vis would only go the survivors of Andalusia, not Plateau as a whole. This also failed, but the vote was 32-45.

IB-1353-BAR-11 and -12 were discussed next. They were relatively calm debates, and a spirit of compromise ruled.

+——————————————————————————+ | "I owe you an inconvenient event." | | -Mortis of Interritus | +———————————————————————————————————+

The seventh issue discussed regarded the location of the Tribunal. They are, of course, traditionally held at the home of the Praeco, but in recent years the Praeco, a member of Barcelona, has occasionally resided at Interritus so that he may hold the Tribunals there without dissent. This has unfortunately opened up whole can of worms.

Four different proposals were offered. Interritus asked that Tribunals be permanently held at Interritus. Barcelona asked that Tribunals float around the covenants of Iberia in a regular manner. Sader asked that Tribunals never be held at Interritus. (This seems to be part of an unfortunate growing antipathy between Interritus and Sader that we may only hope is righted quickly.) Hamus Acerbus asked that Tribunals be held at neutral location. The Praeco managed to squish these issues into one vote by simply asking the Tribunal if they wished to hold Tribunals in a non-traditional location. The answer was no, with a vote of 27-50.

The eighth issue discussed was IB-1353-BAR-13. It was at this point that open, nearly violent, discord broke out at the Tribunal. The issue was a very simple one, and many of us were surprised by the anger that it caused. It only suggested a pact of peace between us and the Arab sorcerers. However, the Reconquista covenants believed that it combined with IB-1353-BAR-10 to create a great advantage for the Moors. I doubt such was the intent, and the damage had already been done by -10.

The ninth issue discussed was an addition to our Peripheral Code that would read, "I will not molest Arabic sorcerers, lest their vengeance fall upon my sodalis." It was suggested by Sader. It seemed superfluous in light of the non-agression pact, and truly marked the continuation of our pointless Reconquista / Roman bickering. It failed 38-39.

The tenth issue discussed was an act I have already mentioned in my official commentary. It was the act requiring that all magi withdraw all future relations with Christian lords. This was suggested by Estancia-es-Karida, and the reason given was that these associations the attention of demons. Discussion was violent and voting was tense. Several people talked about invalidating the entire Tribunal. The vote originally passed 46-31, but then word got around that there was almost no chance of the Tribunal being invalidated in whole, even if this act was passed. The vote then failed 35-42, with Interritus providing the swing.

IB-1353-BAR-14 was next discussed. It was a much more acceptable alternative.

At that point the Head Quaesitor was recognized, and he brought forward three cases, as noted in my official records of the hearings. The case against Terril Adan in particular served to increase the discord of the Tribunal even more. By now thought of the Shadow Flambeau was almost gone, and the old rivalries had been clearly delineated once more.

5.4.8 Asadel's Analyses - 06/25/14

How is it that whenever seven years pass, whenever the span between Tribunals is crossed, I forget? How do I forget that this Tribunal is so full of imbeciles? And those who are not morons, they are spineless lapdogs, who need to be taken firmly in hand, and shown what is right. Every seven years it is the same, but still I forget.

We are three days into the Tribunal now. It is nearly done. Some remaining scant issues exist: the Quaesitors' useless trials, and a few spiteful proposals put forth by Ferrilynna; we shall see how she likes not being able to practice her religion in her own covenant, but that is a matter for tomorrow. This has been my first real opportunity to write, and I must gather my impressions while they are still clear in my mind.

Calefacto's death has left AUBRIN spineless. His covenant is larger and so more powerful than ever before, but he plays games for paltry vis and books. I will bring him back into the fold by begging for help on behalf of Estancia-es-Karida.

FERRILYNNA seeks to use the destruction of the Shadow Flambeau to snatch power. Though she is grasping, she retreats when attacked. She has been put in her place. When Terril Adan sends magi to collect the former vis of Andalusia my Tremere will be there to certamen any who try and steal it from them.

MORTIS is infinitely more dangerous than I had thought. Where did he find a brain? His attempt to grasp control of the Tribunal was startling. He must be watched carefully in the future. For now I may only build on his plotting by taking the next Tribunal for my own.

5.4.9 A Beginner's Guide to Hermetic Law by Arstileus of Quaesitor

Hermetic Law is a simple thing that has grown complex through 400 years of decisions and precendents. Many young magi feel overwhelmed when they are called upon by the Head Quaesitor of their Tribunal to decide the fate of one of their fellows. What follows is a short description of the main types of crimes and punishments. Specific sections discuss degrees of crime (High and Low), immediacy of punishment, and what exactly to do at Tribunal.

DEGREES OF CRIME: HIGH VERSUS LOW

There are two types of crime for Hermetic magi, High and Low.

High Crimes are specific violations of the Code of Hermes to which each of us swears. The main High Crimes are: depriving a member of the Order of his magical power; unjustly slaying a member of the Order; violating the decision of a Tribunal; endangering the Order through interference with mortals; dealing with demons; endangering the Order by molesting faeries; and scrying on members of the Order of Hermes or into their affairs. If a magus is found guilty of a High Crime the only punishments are death or destruction of the magus' gift.

Low Crimes are violations of the peripheral code. This is a complex set of interpretations of the code, Quaesitor rulings, and Grand Tribunal decisions. Some Tribunals have what have been termed Peripheral Peripheral Codes, which consist of rulings made at individual Tribunals. Every High Crime has an equivalent Low Crime, except for the crimes of slaying a magus or destroying his gift. For example the High Crime of molesting faeries is equivalent to the Low Crime of interfering with faeries. The difference is a matter of degree.

Punishment for a Low Crime is determined by a Quaesitor or magi at a Tribunal. It should be based upon precedent, and in general match the rule "an eye for an eye". Punishment for a Low Crime may never be death of destruction of a magus' gift. The Head Quaesitor of a Tribunal has the right to reject any punishment which he feels is inappropriate.

IMMEDIACY OF PUNISHMENT

When the peripheral code was first written all punishment of magi was done at Tribunals. The infrequency of Tribunals, the size of the Order, and the danger inherent in certain criminals have all caused this to change. Quaesitors see crimes as falling into three categories, each requiring judgement and sentencing at different times.

Dangerous Infractions are those which could cause "immediate and considerable danger to the Order as a whole, or to its individual members". They are always High Crimes. Quaesitors may take immediate action or allow others to do so by calling a Wizard's March. Any such actions must be affirmed at the next Tribunal.

Lesser Infractions are small problems, the exact boundary for such a violation being determined by a Quaesitor. Usually they have sentences of no more than a year of service (or equivalent Vis). They are always Low Crimes. Quaesitors may take immediate action, judging and sentencing the guilty magus. A magus may appeal the decision of a Lesser Infraction at a Tribunal, but a Tribunal will rarely hear a trivial case that the Quaesitor was correct in judging on the spot.

Greater Infractions are larger problems, the exact boundary for such a violation being determined by a Quaesitor. They may be Low Crimes or High Crimes. In general any Crime with a potential sentence of a year or more of service (or equivalent vis) is judged a Greater Infraction. Such crimes are presented at Tribunal by the High Quaesitor; guilt and sentence are determined by majority vote of the Tribunal, though the Head Quaesitor may reject any punishment which he feels is inappropriate.

WHAT TO DO AT TRIBUNAL

Some time during Tribunal the Praeco will call upon the Head Quaesitor to present cases. The Head Quaesitor will fully examine each case in order.

First, the Head Quaesitor will describe the magus, the crime, and the circumstances.

Second, the Head Quasitor will allow the magus to speak.

Third, the Head Quaesitor will allow debate, to be moderated by the Praeco.

Fourth, the Head Quaesitor will explain the specific violations you will be voting on. A Quaesitor will often offer several, similar violations, to be voted on from the most to least serious (for example, a Quaesitor may announce he will be putting forward the violations of "molesting fay", a High Crime, and "interfering with fay", a Low Crime, in that order. If a majority of magi vote guilty for a violation, the magus is found guilty and sentencing proceeds. Otherwise the next less serious violation is voted on, until all violations have been voted upon, in which case the magus is found not guilty by reason of innocence.

Fifth, the Head Quaesitor will suggest a punishment. In general the Quaesitor understands the code best, and his punishment should be accepted. A vote will be taken, and if a majority agree, the punishment is undertaken, and the case is closed. Otherwise anyone may suggest a new punishment, forcing a new vote. If no punishment can be determined in a reasonable amount of time (determined by the Praeco), the magus is found not guilty by reason of irreconcible Tribunal differences. In this case the magus may be retried at a future Tribunal.

Remember that the Head Quaesitor has spent decades researching the code. His suggestions for specific violation and punishment should be respected. By doing so you will be helping the Order and your Tribunal by upholding 400 years of proud tradition.

+———————————————————————+ | "Flambeau years are like dog years; multiply them by three." | | -on the age of magi | +——————————————————————————+

5.4.10 Excerpts from the Legal Journals of Iberia as recorded at the Tribunal of 1214 and officially issued to the covenants of Iberia with commentary by Antonius of Mercere

Case #BAR-371. In Brief: The defendent Borico Ex. Misc, an independent magus, was accused of the High Crime of "dealing with demons" and the Low Crimes of "aiding and abetting dealing with demons" and "aiding and abetting a wizard-marched magus." The defendent was found not guilty of the first count, guilty of the second count, and the third count was waved. His punishment is to spend seven years of service working about infernal powers. This shall include joining the Shadow Flambeau Extirpation strike force. For each Shadow Flambeau that Borico personally kills he will be forgiven of one year of service, and if he personally slays all five Shadow Flambeau he shall be forgiven of all seven years of service.

Borico's precise crime was to give aid and shelter to the Shadow Flambeau, though he knew who and what they were. He claimed to do so only due to severe coercion, and this was confirmed by Frosty Breath of the Spoken Lie. However, Duresca stated clearly that, no matter what the circumstances, aiding the Shadow Flambeau was unacceptable. The Tribunal took this to heart and found Borico guilty of the second of the three crimes he was charged with. The failed vote of the High Crime was 23-52. The successful vote of the first Low Crime was 41-36. The second Low Crime was not voted on, after Borico was found guilty of the first. The vote on sentencing was 70-7.

My Hermetic law tomes included the following notes:

DEALING WITH DEMONS usually applies to any magus who directly and with foreknowledge and intent deals with demons. It is a High Crime. The only penalty is death.

AIDING AND ABETTING DEALING WITH DEMONS usually applies to any magus who knowingly aids another to deal with demons. It is a Low Crime. The typical penalty is 7 years of service working against demons or equivalent vis payment (being 15 Vim per year, 10 Form per year, or 5 Technique per year).

AIDING AND ABETTING A WIZARD-MARCHED MAGUS usually applies to any magus who aids a magus who he knows has been Wizard-marched. It is a Low Crime. The Typical penalty is 1 year of service searching for the wizard-marched magus or equivalent vis payment (being 15 Vim per year, 10 Form per year, or 5 Technique per year).

Case #BAR-372. In brief, the defendent Terril Adan Ex. Misc., a magus of Estancia-es-Karida, was accused of the Low Crime of "interfering with the movements and actions of magi of the Order of Hermes". The defendent was found not guilty.

Terril was brought to trial for harassing several Reconquista magi who visited the lands surrounding Estancia-es-Karida. He freely admitted that he forced his peasants to withhold food and shelter from the visiting magi, but claimed that it was only because the visiting magi were in turn harassing, threatening, and brutalizing his peasants. The majority of the visiting magi submitted to Frosty Breath of the Spoken Lie and Terril's accusations were proven. The final vote for guilt was 11-65.

I can only suggest that, though Terril was found not guilty, we magi should place our good above those of mundanes, for actions like Terril's will not held the unity of our Tribunal. As a side note Terril has promised not to do it again.

My Hermetic law tomes included the following notes:

INTERFERING WITH THE MOVEMENTS AND ACTIONS OF MAGI OF THE ORDER OF HERMES usually applies to magi who restrict the movements of other magi in unlawful ways. It is frequently lawful within your own covenant and sometimes lawful within your covenant's 20 mile radius, but precedents are very mixed. It is a Low Crime. The typical penalty is half-a-year's service, or equivalent vis payment (being 8 Vim, 5 Form, or 3 Technique).

Case #BAR-373. In brief, the defendent Haubero of Quaesitor, a magus of Duresca, was accused of the Low Crime of "a Quaesitor ignoring infractions of the Code". He was found not guilty.

This case hearkened back to certain cases from 1207, where several Reconquista magi were found guilty of using magic overtly on mundane battlefields. It was revealed that Haubero had been on some of those battlefields. Since he refused to submit to Frosty Breath of the Spoken Lie he was presumed guilty. Remarkably, Reconquista and Roman covenants alike voted for Haubero's innocence, with the final vote for guilt being 26-50.

This was a rare opportunity to see inside the minds of Quaesitors. Such cases are normally dealt with entirely internal to Duresca. It was only by Haubero's insistence that he was given a public trial–a fact he is no doubt quite glad for.

My Hermetic law tomes included the following notes:

A QUAESITOR IGNORING INFRACTIONS OF THE CODE usually applies to a member of House Guernicus who does not report a crime he sees, typically for political, magical, or monetary gain. It is almost always an internal House issue, not discussed at Tribunal, and thus there are almost no precedents. It is a Low Crime. The penalty relates to the crimes viewed.

5.4.11 What I Saw (cont.) Unofficial Notes on the 1214 Tribunal by Antonius of Mercere

To a certain extent the Tribunal was tainted by discord from the start. When the Praeco was first preparing the agenda, bickering began to break out between Interritus, Plateau, and Sader. It was the typical Reconquista / Roman line, something that has not grown fresher with age. Toward the end of the agenda setting, it was like one-up-manship gone terribly wrong, as each covenant tried to propose something even worse for his opposition. The Praeco kept these issues all at the end of the agenda, in the hope that matters of import could be dealt with first. The last three issues I will discuss all came from this group of proposals. I hope all the magi of Iberia will see that nothing useful was gained by this bickering.

The eleventh proposal should have been an act proposed by Plateau that suggested be stringent investigation and punishment of all those who associated with Arabic mages. At the Praeco's suggestion Plateau withdrew it.

The twelfth proposal was also put forth by Plateau. It was the original form of IB-1353-BAR-15. Totally forbidding teaching magic to non-hermetics would have caused great discord, but the Head Quaesitor was able to effect a compromise.

The thirteenth issued discussed was a proposal put forward by Sader which sought to forbid all religious rites within covenants. It was directed at Plateau, whose leader is a fervant Christian. The vote failed 19-38.

If the Tribunal had ended here it probably would have been disastrous, for the Reconquista covenants were filled with a great anger, and talk of Wizard's War was filling the air. The Praeco correctly realized this, and he asked that -10 and -13 be revisited. The resulting compromise, IB-1353-BAR-16 was much more acceptable to all concerned.

That was pretty much the end of the Tribunal, folks. A group of magi gathered almost immediately to head toward Plateau. Since rumors say the Shadow Flambeau will strike there, it seems the best place to wait for them. Please remind your covenant leader to send his forces if he has not already. The future of the Iberian Tribunal hangs in the balance, for if the Shadow Flambeau win, there may be no Reconquistas and no Romans to war again in seven years.

5.4.12 Personal Log of Xurxo of covenant Victrix - June 27, 1214

I fear I have done a great disservice to my covenant and our cause during this last Tribunal. Due to my negligence, Victrix will certainly have to relocate and our power may start to wane.

The Tribunal started well. I met with the others of House Jerbiton. Praeco Matlus requested that our House work to repair the rift that has developed in Iberia between the Reconquista and Roman covenants. Farusca of Barcelona and Viator of Prospectus Locus readily agreed. I also concurred since I felt that the Christians had turned the tide against the Moors and I knew that the Roman faction had lost Prospectus Locus. It was decided that we will propose an expedition against the Shadow Flambeau to unite the factions to a common cause.

The next day I met with my fellow Reconquista leaders. I had not spoken directly with them for some time and had not realized how far apart we had become. Ferrilynna of Plateau wanted our support against Estancia-es-Karida; at times she lost her temper and even yelled at me. Mortis of Interritus wanted all future Tribunals to be held at Interritus. Both kept trying to convince me of how their initiatives would help the Reconquista cause. I thought their initiatives had no hope of passing and would only polarize the other covenants against us. But I did not say anything and let my younger brethren set the agenda of our faction.

Having come with almost no agenda I went around championing my fellow covenant member Casius' initiative. Fortunately, everyone approved of his initiative and it was one of the few that passed unanimously.

On another matter, I learned that Haubero of Duresca would be charged with some minor violations of the Code. Haubero is the Reconquista's only ally among the Quaesitori. Although I knew he was guilty I lied to Terril Adan of Estancia-es-Karida to get his support in acquiting Haubero. To try to make amends, I used the sigils of Victrix to help aquit Terril when it was his turn to be charged.

In the end, I had to vote against some of my Reconquista associates' initiatives. Ferrilynna snapped under the pressure and started threatening everyone. Mortis declared that the others were out to destroy our faction and he almost came to blows with Asadel of Sader. I did not help the others, for I was shocked at their actions. In the end I felt I had to distance my Victrix from the other two covenants.

So, with the Tribunal now over, we of Victrix will have to decide what to do next. I fear our problems must be solved with our own resources, and perhaps I have isolated us from any help.

5.4.13 Catorse's Personal Log, June 28 - The Year of Our Lord 1214

My first Tribunal was intidimating in its grandeur and disappointing in its baseness. Virtually all of the mages of the Tribunal were present, a sight I had never seen before. I made some new aquaintances and renewed fledging friendships. I believe the other young mages at Prospectus Locus were also impressed.

Unfortunately, that feeling did not last long. At the House Guernicus meeting I was called in late and missed the first part. I was shocked to discover that one of our own House would be charged with a crime. After speaking with Haubero I became convinced of his innocence. It just seemed to be a plot against a young member of our House by the old guard. I spoke to Aubrin and asked him to vote in Haubero's favor during the trial, to which he readily agreed.

The actual voting was perhaps the most blatant display that I have ever witnessed of how fractured the Order truly is. Interritus and Plateau in turn ranted and threatened the others. Sader attacked anyone who dared to offend them. Victrix seemed to be at odds with their own allies. There were many arguments and almost a few fights. Surprisingly there were very few Certamens–perhaps everyone was too busy yelling to remember.

So, with the Tribunal now over we can get back and continue with our lives. Prospectus Locus was never threatened by any of the other covenants as Aubrin steered a neutral course for our covenant. I look forward to speaking with Cecilia again.

5.4.14 Matlus' Scribings, The Notebook of the Praeco - June 28, 1214

And so another Tribunal year is done. I suspect fear it will be my last. The twilight calls beckons strongly though only I can hear its whisper. How much good I have done given I can not say. There is a hope for unity with the war hunt for the Shadow Flambeau but in this fragile egg there are cracks growing for the struggle fight between Reconquista and Roman has reemerged again. I have done my best and if it is Xurxo who leads counsels in seven years I can only wish him luck.

Now I feel my obligations promises have been fulfilled and I can turn to the other matter of import. The books records of all the covenants have been opened concerning the supernatural. I will shall investigate them. I can only hope pray that somewhere in those tomes is the answer secret to the final Enigma. I must shall know, though in truth the answer will shall be mine soon enough no matter what I do. It beckons. The future.

Chapter 6

Story Ideas

6.1 The copied books

Sent by : Jasmin Bouchard <bouchard@ift.ulaval.ca>

I had an idea for story that could be shared between covenants, regardless of relative time frames. Here it is:

During a visit to the nearby city, one of the magi sees, at a copyist shop, he is shown a book talking about hermetic magic ("Now, this is a strange book, my lord. I certainly wouldn't show this to anyone but an open-minded scholar like you. But see this fine script and illumination? I can do the same, for a price.").

When the magus (or maga) asks the copyist about it, he is told that he received this book as payment for another job, just a month ago, from a merchant who found it [somewhere undefined]. Unfortunately, the merchant have left town a week ago, so can't immediately be questionned.

Of course, the magus should realize that this is could be a dangerous thing for the Order (what if the Church found out a book about magic).

At the next Tribunal someone (either the magus or one from another covenant) will bring up the problem. It will then become clear that more than one book has been found all over Iberia! Where do those books come from? Who sold them? Who wrote them?

Some possibilities:

- These books were stolen from various covenants.
- They come from the ruins of a destroyed covenant.
- They were written by a Failed Apprentice, out of spite. It could also be from a magus who lost his Gift.
- They are copies from the library of several covenants.
- A diabolist out to destroy the Order is copying those books, and they are tainted!
- or just about anything else....

Note: I plan to introduce the first elements of this story during the current adventure, so I,ll keep you informed about my players' reactions. I haven't decided yet where the books come from.

6.1.1 Part I: The Initial Situation

Some of the situations that could put up in any Saga. They are presented as scenes, that can be used in any order. Also, you don't have to use them all.

Scene 1: An Hermetic Book in Mundane Hands

During a shopping trip to the city of Tortosa, one magus from Amphoria was visiting the various copyist shops. To his great surprise, in one of those he is presented with a book about hermetic magic (a Tractatus on Magic Theory).

"Now, this is a strange book, my lord. I certainly wouldn't show this to anyone but an open-minded scholar like you. But see this fine script and illumination? I can do the same, for a price."

The book is not signed, and if asked where it comes from, the copyist can only tell that is was given to him as payment for a job he did for a foreign merchant.

What happened in my Saga

The magus who found the book was Guillaume of Jerbiton, a great lover of books and knowledge. When Guillaume found this book, he tried to show no particular interest in it, to avoid being labelled as a magus. He then asked to buy another book. The copyist then told him the rates for making the required copy. He then asked to buy the "strange" book, supposedly as a gift for a friend who could be interested. He wanted the original "because my friend is leaving soon, and I don't have time to wait for a copy to be made".

Sensing an interested customer, the copyist then proceeded to haggle, asking for a considerable sum. His argument for such an high price was that one of the Bishop's assistants had shown an interest in this book, and asked for a copy to be made. Selling the original would mean disappointing a good customer... The whole thing is a lie. Anyway, Guillaume decided to borrow some money to buy his books.

Scene 2: Cervantes of Verditius

Some months after the discovery of the book, the covenant receives the visit of a middle-aged magus, Cervantes of Verditius. He will present himself to the covenant as an independent magus who is visiting other covenants in hopes to be allowed to study in their libraries. In exchange, he offers raw vis and potions as payment. He is not interested in joining a covenant, though he would accept offers of future exchanges. He say that he is a Seeker, searching for long-lost magical items throughout Iberia.

If the covenant seems receptive to his offer, he will stay one season to study in the library, paying generously for the privilege. If showed the book that was found in Tortosa, he won't know anything about it, though he finds it interesting.

Scene 3: A Disappeared Book

When one of the magi decide to study a particular book in the covenant's library, he finds that this book is missing. After some asking around, it seems that nobody have it in their possession!

If the magi find a way to investigate the disappearance by magic means (I don't know how they could, but maybe they will find a way), they will find out that the book is now either in the library of another covenant (don't forget that the Aegis could have prevented them from finding out), at a copyist shop, or in the hand of a local Churchman.

As an added twist, the missing book could one that was written by someone from your covenant, and his name his present in the book. This would cause more problem if in the hands of the Church. It should also motivate the magi to find out where the book is, just in case...

Scene 4: A New Book

While visiting library (to study or bring back a book), one of the magi (or a companion, if they have access to the library) see a book (about magic) he is unfamiliar with. That, of course, suppose that this magus knows the library enough to identify all the book inside.

You will have to decide if the book contains something that could help identifying the author or the owner of this book. If there is, they could try to trace him to give it back. Else they could use magical means to identify the owner. In any case, the book comes from the library of another covenant.

Scene 5: Give Me What Is Mine!

A magus turns up at your covenant, claiming that you stole a book from their library. He is threatening to bring in the Quaesitoris if you don't give it back, and pay his covenant a compensation (probably in vis). He can give the title and description of the stolen book. If the magi looks for it in their library, they will find it, much to their surprise (or not, if you used Scene 4).

Scene 6: Accusations and/or Blackmail

A local member of the Church comes investigating the activities of a magus (or the whole covenant), sent by the Bishop. They found a book treating of magic (or Occult Lore), which identified the magus (or covenant). The Churchman has been asked to verify if the persons living at the covenant are good christians, and if they practice magic.

If they do, or if he finds something suspicious about them, he will make a report. Later, someone will be accused of heresy by the Church.

Alternatively, the instigator of the investigation could be a local noble, who wants to blackmail the covenant. Or the Bishop could do the same...

6.1.2 Part II: Background Informations

The perpetrator of all these complications is the magus Cervantes of Verditius. He arranged for Hermetic books to be available to mundanes by stealing them from various covenants, while also leaving some of the books he stole in other covenants as false trails. His overall goal is to provoke a conflict between the Order of Hermes and the Church, because he wants to destroy the Church.

An important note on Cervantes. Since he has lived most of his life far from the politics, both of the Order and of mundanes, he doesn't realise that his plan could cause the destruction of the Order of Hermes. He is convinced that the might of the Order can destroy the Church in Iberia, though it will be a painful war. The following, which describe his background, explains his motivations.

For most of his life, Cervantes of Verditius has been someone who enjoyed life and tried to make life happier for those around him. He was sensible to the needs and concerns of mundanes, since he lived among them, and even married a non-Gifted woman. Though she died some years ago, they had a son they called Mathias. Mathias had the Gift, and became his father's apprentice.

While the Reconquista raged in Iberia, Cervantes and Mathias (still an apprentice) never directly implicated themselves in it. Their only contribution was to provide charms against magic to protect the nobles from the depredations of Islamic sorcerers. They lived in a small village in Aragon, near the town of Rueda, until the greed and intolerance of the Church destroyed their small world.

Father Jacques Longchamp, the confessor to the lord of Rueda, is a strong supporter of the Reconquista. Learning of the existence of Cervantes, he decided that this sorcerer's might should be controlled and used to further the Church goals (meaning his own ambitions). Playing upon the greed of the lord of Rueda, Longchamp convinced him to bring the wizard under their control. If that proved impossible, he would have to be eliminated to prevent such heresy (sorcery) from spreading.

It was thus that Mathias was abducted, while his father was absent gathering some vis for his work. When he came back to his house, he found it destroyed and his son gone. In their place, a message from Longchamp ordered him to come to Rueda, where he was ordered to work for Longchamp and the lord of Rueda. His son was kept hidden from him, to prevent any rescue attempt.

Torn between his love toward his son, and his loyalty to the Order of Hermes, he capitulated to the demands of his son's captors. They asked him to create more powerful and destructive items, to aid them in their wars.

Still, he used his magic to spy upon Longchamp, trying to find out where his son was held in order to rescue him, and leave the war-plagued Iberia. It was in this way that he finally found out the Mathias was dead. Longchamp had though it fitting, because "a sorcerer is a servant of hell, and should go there as soon as possible".

Broken and beside himself with grief, Cervantes used his magic to destroy the castle of Rueda and kill his tormentors. This magical display quickly brought the Quaesitoris to Rueda. Cervantes was judged, and found guilty of dealing with mundanes, thus "bringing on his sodales the wrath of the Church".

The heartless behavior from the Quaesitoris, and the greed displayed by Longchamp, a representative of the Church, has driven Cervantes to seek further revenge. He wants to provoke an open war between the Order of Hermes and the Church, so that the Church is destroyed. That way, the other magi of the Order will also learn what it feels to see their lives destroyed by war.

6.1.3 Part III: How This Affect Your Covenant

The revenge of Cervantes can affect your covenant in various ways. In the Part I, I descrided some situations that could result from his actions. Usually, he travels from covenant to covenant in order to scout out their physical locations, under the guise of studying from their libraries. Then, after some time have passed since his visit, he will come back to either steal a book or put a book from another covenant in the library. He does this last action to put suspicion on someone else.

His most damaging actions, however, concern mundanes. He put most of the books he steals in places where members of the Church can find them. In that way, the Church will become more and more aware of the existence of the Order of Hermes. This will certainly cause problems, and could drive the more aggressive members of the Order (such as Flambeau magi) to kill those members of the Church that are aware of their existence.

6.1.4 Part IV: The Tribunal of 1194

During the Tribunal of 1194, someone should address the problem of stolen books from their library. This could be by accusing another covenant of the deed. If no further investigation of the theft was done, this will probably result in a fine to the covenant perceived as the perpetrator (regardless of their claims of innocence).

Another way that this problem could influence the Tribunal is if someone share their concern about some magical books found in mundane hands. At this point, it should become clear that this has occured many times at many different places. At that point, Cervantes' implication could become apparent.

6.2 Panaga

Panaga is a former pupil of one of the last demon dealing Tytalus that survived the wizard's march in the 11th century. His master, Tancred di Catania, hid from the forces of the Order on Malta. Here he took his apprentice and guided him in the developments of the Arts as well as in the way to deal with demons...

Tancred died a bit more than that, however, since he actually summoned a demon, with the help of an number of diabolists. He bound the demon-heart and cut the demon's eyes, horn and tongue from his head, hiding them away in turn. The demon was then made to serve first him and later Panaga, by lending them his magic might.

The diabolists that aided them became sort of a coven. The group disbanded shortly thereafter, with Tancred entering the final twilight. One of them, a Castilian knight named Alfonso de Gormaz, had a deal with a demon granting him a lifespan of 150 years in exchange for his soul (the devil was patiently waiting for his price). He went back an joined the Knights of Santiago, bringing many of them into the reach of hell by corrupting them. He is now one of the leading members of the knights with a diabolist circle at his side.

Panaga devised of a plan to revenge his master (something he swore to do at the the deathbed of Tancred). He wanted to create turmoil in the order and fire the quarrels until war would break out and he then, in one decisive stroke, could destroy them. He carefully planted powerhouses in various parts and started his "work" in Iberia, where he (correctly) viewed open conflict to be imminent. He planted seeds of dissent, posing as someone else, killing grogs or stealing vis etc. (This is how he could be "encountered") His choleric temper and arroagance hindered his endeavors sometimes and he would simply torch or curse a village for "improper behaviour", but then again, this increased pressure on the magi... He may use the opportunity of a tribunal to further his plans. He will take on the guise of a companion he kills and spread trouble... He will start a fight by insulting someone from the "Roman" covenants. After the ensuing brawl calms down, no one can remember who started it (magic...but that should not be obvious). Then, at night, he will mind control someone to kill a companion or grog. This someone might be a PC, so the magi will be inclined to believe in his innocence. (Do not let him know what transpired, roll secertely for his resistance, then allow other people to find his bloody dagger). Panaga has no special goal apart from cerating more pressure on the strained relations. The death is a political issue rather than a question of the worth of the victim's life...

Powers: As I said, leave them open. He is very good at changing his appearance and has considerable power over minds. He can curse quite well and has some fire spells. Most of this is fueled by demonic power.

He will be making trouble basically anywhere. He is a very powerful mage and has been known to abduct people (the occasional child or maiden) and steal valuable materials (like gold) out of churches. He is extremely arrogant and will use magic casually to punish disrespect. Should leave quite a track...He is clever enough not to cross the order (yet) and has access to fast-vanishing-spells, that take him away quickly. Also he has some hidden agenda that is yet unknwon, but his actions may seem to make some sort of sense. he is known to confer with demons, though he is no servant of the infernal yet. Panaga is an NPC from the Harnworld, so some players may know him if they know Harnmaster - but I have changed the story, so this is no problem. He should never be encountered directly, only leave a track of frightend and bewitched or cursed villagers. His appearance keeps changing, but he mostly takes the form of a tall, gey haired and bearded man in a long white-grey robe with a furious look in his eyes and short temper...

6.3 Mythic Places

6.3.1 Roncesvalles

Between St Jean Pied de Port and Pamplona, south of the Col de Ibaneta, on the pilgrim's road to Santiago de Compostella.

It is easy to reach and well known from the Chanson de Roland, a famous tale sunfg in all of Europe. The town consists mainly the Augustine monastery and the Chapel of St Roland, around 1217 work has begun on another chapel donated by the King of Navarre, so many workers will camp here. A few Basque houses are scattered around it. East of the town in a small valley, the actual battlefield is still full of the ghosts opf the dead, re-enacting the battle until they can be buried in consecrated earth. The Magi of Iturriaga visited the site and have left some impression with the prior of the Augustine canons, by the name of Bonifacius with their leraned yet strange ways. They have payed for mass and burial rites of a pile of bones from the battlefield. The Abbot is not too keen on anyone knowing this, for fear of people robbing the relicts.. The leading Hospitalller knight has bested in duel one of the magi's knights, a choleric German Templar named Rutger.

The horn of Roland can be heard during stormy nights in the mmountains near Roncevalles. The magi have discovered some magiuc weapons and have yet failed to claim the site.