Kapittel 16

St. Bernie

St. Bernie er et kloster som er falt under Djevelens makt for et par år siden. Det ligger sydøst i Toulouse.

16.1 Riton

Riton er klosterets abbed. Han kler seg i klosterets vanlige drakt, de røde og sorte kuttene. Riton går sjelden ut, så all kontakt går gjennom de øvrige munker.

16.2 Klosteret

For det meste ser St. Bernie ut som et ganske allminnelig kloster, og der er intet spessielt ved munkene. Det mest påfallende er at klosteret har svært gode avlinger, men det er jo forståelig at Gud velsigner et kloster med slike gaver. Munkene der bærer røde kutter med sorte bånd og sort kalott. Stoffet munkene bruker er oppsiktsvekkende dyrt.

Folk legger stundom merke til munkene når de er på markedet eller andre steder og handler.

16.2.1 Aktiviteter

Munkene har en rekke seksuelle ritualer, det er en kjent sak at en del barn og unge piker er forsvunnet i byen.

16.3 Aura

Klosteret har fremdeles en hellig aura som resten av byen, som kun forsvinner ved spesielle vanhellige netter.

16.3.1 Kapellet

Kapellet ligger utenfor den hellige aura, og har en demonisk regio med tre nivåer:

Klosterkapellet (0) Her ser kapellet ut som et allminnelig klosterkapell.

Mellomnivået (+1) Dette er en demonisk møteplass. Kapellet er innredet som en allminnelig sal. Der finnes kanskje nogen bøker. Klosteret holder også sine fanger her.

Satans kirke (+3) Dette er en sann kirke for Satan. Røde vokslys brenner kontinuerlig. Her holder munkene sine messer.

16.4 Avslutningen

Dette eventyret[1] er hentet fra Berkeleyarkivet og er skrevet av Jeffrey C. Berry (© 1990 Jeffrey C. Berry).

16.4.1 Background note

Rinaldo was the diabolist leader of a corrupt monastary near our newly founded Covenant. After about 12 years, the magi figured out who was responsible and trashed the place with the aid of a fairly friendly member of the local nobility. Rinaldo escaped, therefore he was fairly peeved at the magi. Thus the title and the rationale.

[1] http://www.ii.uib.no/%7egeorg/alt/rpg/ars/ideas/story/demons.gz

16.4.2 The Final(?) Climactic(!) Thingie

16.4.2.1 Rough Timeline

Death of Iosef Animun	Day 0
First Kidnapping	Day 12
First Sacrifice	Day 15
Second Kidnapping	Day 27
Second Sacrifice	Day 29
Third Kidnapping	Day 43
Third Sacrifice	Day 43
Fourth Kidnapping	Day 56
Fourth Sacrifice	Day 57
Summoning Ritual	Day 62

16.4.2.2 Part One

Pavel Animun, son of Iosef Animun the Bookseller shows up at the Covenant. He is distraught. His father has been cruelly murdered. A book that he had laid aside for the magi has been stolen, and seems to be the only thing that was stolen. Pavel can tell them that the body was slain yesterday evening, and that it was burned and butchered. The book was entitled 'The Ritual of Vancillus'. Pavel has no idea where the book came from.

Note: Iosef Animun was our favorite bookseller, so there was a personal reason for the magi to be interested in his death.

The Murder Scene This may be searched. Search roll for each item:

10+ No sign of a struggle, but sign of a search

9+ A small scrap of metallic blue cloth, from a mask. **Note:** Rinaldo wears a mask of metallic blue cloth.

Information

Background Occult Roll of 7+ to know that Vancillus was a powerful diabolist.

If that is known, an occult score of 2+ and a roll of 15+ give the knowledge that: his speciality was summoning demons, and this book is reputed to hold his most powerful ritual, that which summons a demon capable of laying waste to whole cities.

Vancillus History Recent, Italy [2] 7+, Occult Lore 12+, or Church Knowledge 12+: Vancillus met his end at the stake in 1172 in the French city of Avignon.

16.4.2.3 Avignon

If they journey to Avignon, there are several places they can go for info.

The Seahorse Tavern This is where Old Mo hangs out. For a small bribe, and/or a roll of 4+ on some social skill, he will describe the burning of Vancillus.

> 'Vancillus was brought to the stake, as they tied him on, he laughed, saying that they could destroy his body, but his spirit was beyond them and it would reign in hell with his master. Those who harmed him would suffer the torments of the damned until they begged for death to release them. Then old Father Romeo lit the pyre, and Vancillus screamed "Fear the Solstice" and died. Father Romeo died soon after of a strange fever on the Winter Solstice.'

Play up Old Mo as much as possible.

The Church, Saint Thomas The priest Father Gustavus is not well disposed to Magi, they will require a Social skill roll of 12+ to get in. He likes Scholars, they only need a 6+. All others need 9+. Give them a roll every day or so if you feel nice, without this info, they are probably out of luck.

In the church records is the testament of Father Romeo. (The Testament is at the end of this file.)

Father Gustavus remembers that 12 years ago, a young priest named Rinaldo passed through and seemed very interested in the history of Vancillus.

He also recalls that 18 years ago a Monk named Adolph came with a writ from the pope, allowing him access to and power to claim any writings he felt needful, he might have taken the last half of Father Romeo's book.

[2] We have added a bevy of history skills, roughly breaking down into Recent and Ancient with specialities for location.

Information Note: Wyskerath is mentioned in the testament so...

Wyskerath Make one occult lore roll, and consult the table below, a score of three is required to try.

8+ Wyskerath is a not very subtle demon of great destructive power.

10+ Rituals to summon him always require human sacrifice, and often take place on the Summer Solstice

14+ He is associated with death in battle.

16+ And high places

Surmont *Surmont Lore of 8+:* There are two battlefields in Surmont, one near Northgate, and one on a Mountain top near Mountain Hall.

Note: Surmont is the barony that we are located in, use appropraite area lore. This roll should only be made if they inquire about battle fields. All locations will have to be fine-tuned.

Adolph *Church Lore 8+ or Church Knowledge of 12+:* Adolph was sent to protect the people from heresy. He gathered many dangerous books and dissappeared into Spain near the franco-spanish border, saying that he would guard these tomes with his life, for it was not in him to destroy them, but no man should read them.

Same roll again: These rumours coincide with rumours of a hermit near Nariz who inveighs against Satan, but bears with him always a locked chest, which seems to be very heavy.

16.4.2.4 Nariz

They may find Adolph without much trouble, although it will be difficult to persuade him to let them see the books (14+). In Father Romeo's book is the description of the ritual to summon Wyskerath.

16.4.2.5 The kidnappings

The first kidnapping The victim is a Northgate girl named Katerina Zimmorn. She is a middle class merchant's daughter. They probably will not even hear about it unless they are on the lookout.

The sacrifice This will draw their attention though. She is Bloodily slain just south of Virienne. Her body bears marks of rape and torture. Near her is the burned body of a farmer who lives nearby (poor sod wandered by at the wrong time). Note: Due to the nature of the summoning, Wyskerath may only devestate areas within the circle formed by the four sacrifices. Occult Lore of 16+ identifies sacrifice to Wyskerath.

Second kidnapping Daughter of Baron's tailor is missing. A tracking of 5+ rolling 15+ and a Surmont Lore of 4+ rolling 15+ will identify clay as coming from near the old monastary.

Second Sacrifice The body is not found, unless somebody wanders to the west of the battlefield near Mountain Hall.

Third kidnapping A farm girl.

Third Sacrifice Found South of Southgate the same day.

Fourth kidnapping A nun is missing, Sister Helga. She was snatched near Vrejecks.

Fourth Sacrifice Found by the Covenant guards on the East side of the Covenant.

Note on all sacrifices The important part about the sacrifices is to arange them so that the area you want destroyed and at least one battlefield are inside the area desribed by the four sacrifices. The battlefield I used was also on a mountain, for an extra clue.

16.4.2.6 The demon

The demon will raze Southgate, then head to the Covenant. Note: Or whatever you wish.

The Denoument As might be expected, everyone who goes up against the full-strength demon dies.

Fortunately, by the time the demon gets to the covenant, he will be tired and wounded. That is at 35 DP, and at the -3 level.

Good thing, too. Note: this is to give the magi a chance to survive while making them fel real bad because a city has been destroyed.

Rinaldo is hiding out in the old Monastary. He has 'The Ritual of Vancillus' which is a Vim 6, Re 4 book with only terrible demon rituals in it.

Note: Or hide him wherever appropriate. In the real play, Rinaldo spent a great deal of time running away and moving around (Damned Spell (The inexorable Search)).

16.4.2.7 Rinaldo, ex-Abbot of St. Bernie, now renegade diabolist

Magic Might: 20
Size: 0
Intelligence: +3
Stamina: +4
Soak: +4
Defence: +4
Fatigue: 0
Fatigue levels: OK/0/-1/-3/-5/Unc.
Body levels: OK/0/-1/-3/-5/Inc.
Weapons: Dagger (Init 0; Atk +1; Dam +4)

Powers

PeCo (up to Level 25) Roll d10+20, if it exceeds level of spell, not fatigue loss, otherwise 1 fat. loss. Favorites: Twist of the Tongue (20), Weeping Wound (15), Choking Fist (10), Incantation of the Milky Eyes (20)

CrIg (up to level 20) Roll d10 +15, if result exceeds level of spell, no fatigue loss, otherwise 1 fatigue loss.

Mentem (any up to level 20) Fat as CrIg. Faves: Conf of Numbed Will (15)

Special spell

Return to Diabloic Altar Works like Leap of Homecoming, but always works, with 1 fat. loss. Teleports Rinaldo to his altar (in this case the old Monastary).

Trap of the Mind (ReMe 28) removes a persons mind into a stone or objec that is held by the caster. The mind will remain there until it is released or until the next full moon. The body slumps where it is and will perform all autonomous functions. The trapped mind must roll an Int roll of 8- or go temporarily insane for 1d6 weeks after it is freed. This spell requires 1 longterm Fat level from Rinaldo.

Cancel any spell if he can match its level on d10+MM, then roll Stm of 4+ or lose 1 Fat. level.

16.4.2.8 The book of Romeo

This is the missing bits of info from Romeo's book, held by Adolph

> Find ye a place suitable to Wyskerath, despoiler in battle, and slayer from on high, then go ye to the four corners around it at a distance of some miles. Upon the dark and full of the moon make you sacrifice on these corners, then the following solstice, may you summon up the dark slayer Wyskerath to do you your bidding so long as it be a deed of mayhem and destruction.

16.4.2.9 Romeo's Testament

> This is the Testement of myself, Father Romeo, on the events touching the reign of terror of the servant of Satan known as Vancillus. I swear by our Lord that these words are true, as I know them, and are set forth without malice, but in the hopes of warding future generations from the folly that was Vancillus'.
>
> In the year of our Lord 1160 were we first plagued by demons. Several of the outlying farmers had cattle stolen, and their blood drained carcasses found miles away. Fearing the worst, I sent to Rome. But had no word. I know now, that we were a village under siege. My messengers, all 9 of them, may God forgive were slain,

foully murdered but scant miles from our village. May God too forgive me in doubting my superiors, for when they did not come I waxed most wroth.

But for nine long years did we labor in fear, not knowing what was our fate. Sending each year a letter bearer to his death, and feeling as though we were the abandoned of God. In that time, did the evil grow. No children were born living, save those who died in their first week of an evil wasting disease. The cattle were slain in great numbers, and no man walked alone after darkness.

Finally, I could take no more, and as my flock began to fear that God had turned his face from them, I felt I must take action. I gathered to me three of the bravest men in the village, Stefano the smith, Thomasino the Baker, and Guisseppe, who tends the sheep. Remember their names, for they are heroes and Martyrs. We tied a sheep in the field, with the blood of another spread around it, and lay in wait. Our vigil was not in vain. A horrific beast with the head of goat and the feet of horse approached the sheep and in one bite, devoured the most part of its head. It then bayed like a wolf at the moon and it is only by the grace of the Trinity that we were not seen and rent into shreds. Then the demon bounded off into the night.

We followed the foul creature to its lair, a cave in the hills surrounding the village. An unwholesome place, where none go to this day. There we confronted the murderous Vancillus. The three heroes with me were riven with fire and claw from the foul demons who inhabited that place, but the Lord protected me and smote the demons who were drawn shrieking into the nether regions from whence they came. Then faced alone with Vancillus I struck him with staff, indeed, rage transfigures me, and I beat most unpityingly. I then took him hence to the village.

There we held him for three years, abjuring him to confess his sins or be damned, and waiting for judgement from Rome. When it came, he seemed not surprised, and went unrepentant into the flames, may God have mercy on his damned soul.

In righteous wrath did we cause his home to be destroyed and his possesions to be burned, all save his writings which I, at peril of my soul did peruse. That such vileness exists sickens me. His depravity knew no bounds. But that which frighted me most dreadfully, and caused me to fall on my knees and give fervent thanks came as I perused a tome entitled 'The Ritual of Vancillus'. For in that tome, he described how one might, by human sacrifice summon a great demon, Wyskerath, to lay waste to whole villages. It was this tome that Vancillus had just finished the scribing of, and I know in my heart that had we waited a year more to confront him, our village would be but a memory, and the first victim of this foul ritual.

These books I caused to be burned on the pyre with their author, and to the best of my knowledge, all the workd by Vancillus the accursed perished with him.

All that I learned from these books, I wish to forget, and in this spirit, I shall write them

(The book ends abruptly here)

16.4.2.10 Wyskerath, the Demon

Demon Might: 50
Size: +2
Intelligence: 0
Soak: +30
Fatigue: N/A
Body levels: OK/0/-1/-2/-3/-4/-6/-8/-10/-12/-14/Inc.
Personality traits: Destructive +5

Våben				
	1st	Atk	Dam	Def
Sword	+12	+10	+15	+10
Sword	+12	+6	+20	+8

Powers

Arc of Flame (CrIg 25/3DP) Takes one sword attack, As arc of Fiery Ribbons CrIg 25

The Great Rot (PeHe 25/1DP) As the herbam Spell, No other Action that turn.

The Great Collapse (PeTe 35/2DP) as Great Rot, but on Stone, no other action that turn.

Double the Flame (MuIg 35/2DP) doubles the size of a Fire. No other activity for that round, no spells the next. Great for trashing towns.

Burning Wound (CrIg 20/1DP) affects one sword. If the weapon does damage, the target is afflicted with burning pain, and must roll a Stm roll each round.

3 or less No action and +1 body level

4-7 No action

8-10 Action

11+ Recover

Flaming Wound (CrIg 25/2DP) affects 1 sword, if it hits and does damage, the target is afflicted with a flaming wound and must roll Stm each round

6 or less 1 Body Level, no action

7-8 1 Fat level, no action

9-11 May take action

12+ Recover

Satans Breath (CrAu 25/3 DP, no other action) This spell causes a wind like Charge of the angry winds to take off, requiring no further concentration. The wind is also hot and scouring, so that each round a person remains in the wind they take +8 damage.

Wyskerath is associated with death in battle and high places. He delights in destroying whole cities with the Double the Fire power. He ought to be able to trash a goodly number of wizards if he is at full strength.

16.4.2.11 The Ritual of Vancillus

Ritual, ReVi 35
Range: Special; Duration: Special

Summon the demon Wyskerath. Wyskerath once summoned must be sped on a mission of destruction. He will stay and rampage and destroy 2 full days or until destroyed. This ritual may only be performed on a Solstice evening, and on the 2 full moons and two dark of the moons preceeding the solstice, human sacrifice must be made at four points. Wyskerath may only be summoned from a battlefield within the area described by those 4 points. The battlefield must have a clear view of the sky. When summoned, Wyskerath must stay within the area defined by the four points. Note: Use of this spell would be banned by the Order of Hermes, if they knew it still existed.