Kapittel 23

Idéer

23.1 Steder

Pasaquine En grog, Bix[1], får en dag besøk av sin halvbror som ber om hjelp.

Veikrysset Jfr. *More Mythic Places*

Storbyer

Handel

23.2 Utfordringer

23.2.1 Den forsvunne Piken

En skummel kappekledd person observeres i en mørk krok på tavernaen. Det viser seg med tiden at dette er en ung, vakker pike som gjemmer seg for faren og en forlovede som hun ikke vil ha. Gruppen eller deler av den blir engasjert, både av faren for å finne henne, og av henne for å hjelpe med å rømme.

23.2.2 Den ulykkelige Kjøbmann

Minuel Miche is very depressed after a series of problems:

[1] NB! Bix er en vesentlig rolle, og man må finne er spiller og en rolle som kan ta hans plass

1. A ship has disappeared
2. The insurance lost due to fire
3. The insurerer threatened not to admit the insurance
4. His wife has left with his partner.

Leonard Criffel is a Jewish insurance agent, he is rather rich, even though it does not show...

The d'Arfil family is one of the most wealthy mercahnt families in the city – this i very

23.3 The Squirrel Tribe

(Mike Gearman[2])

One of the magi, by the name of Sterling Hotz, of the covenant of Stonegate, was searching for vis as his season of service to the covenant. As this player regards vis the say way that the dog in the "Beggin Strips" commercial regards bacon ("Vis....I *smell* vis!!!") I decided to have a little fun with him.

I had already decided that one of the sources of vis near the covenant was a "tribe" of albino squirrels. (Yes, I know tribe isn't the right word, but *what* do you call a group of squirrels?) You could get 1 pawn of Animal vis/5 squirrels or 1 pawn of Mentem vis/10 squirrels.

Sterling had seen one of the squirrels two months earlier and decided to track it down. He eventually found the grove they lived in, and used a spontanious spell to capture one so he could cast "Sense the Nature of Vis" on it. This caused all the other squirrels to stop whatever they were doing and stare at him (with beady red eyes). I had decided to give the squirrels the ability to cast any Animal or Mentem spell with a level no higher than the number of squirrels present.

The Level 15 Creo Mentem spell they cast blew threw his Parma of 2 ("I don't need a high Parma...I won't be leaving the Covenant that often" – Sterling Hotz) and made him deathly afraid of the grove. He did manage to keep from soiling himself, and run the 1/2 mile back to covenant. The other magi were not able to keep from laughing when they heard his story.

[2]This was posted to the Ars Magica mailing list Tuesday April 1st 1997 by mikegearman@pmsc.com (Mike Gearman). It has been slightly proofread and modified.

He has since had midnight visits from squirrels, squirrel dropping left on his windowsil, etc. (And that's just the spontanious spells cast by the other players!)

Hope you all enjoyed that!

23.4 Books

- *The Apprentice's Grimoire* (45 levels)
  - Eyes of the Cat, MuCo 5
  - Palm of Flame, CrIg 5
  - Edge of the Razor, MuTe 5
  - Wielding the Invisible Sling, ReTe 10
  - Rise of the Feathery Body, ReCo 5
  - Sense the Nature of Vis, InVi 5
  - Call to Slumber, ReMe 10
- *Artes Flambeaux* av Vox Mentis av Jerbiton.

  Boken er full av sarkastiske kommentarer om Flambeaux, hans efterfølgere og deres interesser, og den kan leses som en tractatus i Hermes Lore, kvalitet 2.
  - Palm of Flame, CrIg 5
  - Leap of the Fire, ReIg 20
  - Arc of Fiery Ribbons, CrIg 25
  - Flash of the Scarlet Flames, CrIg 15
  - Ball of Abysmal Flame, CrIg 35
  - Test of Flames, CrIg 20