

# Lysimachus

Magus of House Bonisagus

Ministrator, Civilitor, Magna ex parte (KCG; Legal situation) and Chancellor of KCG

Gender: Male	Age: 70 (36)	Decrepitude: 0
Size: 0	Mater: Acantha of Minerve covenant	Twilight points: 3
	Sigil: Division into four parts	Confidence: 5 / 5

## Statistics

Int (Deep thinker) +5	Per (Insightful) +2
Str 0	Sta 0
Pre (Imposing) +1	Com (Orator) +1
Dex (Awkward stance) -1	Qui (Slow reflexes) -2

## Virtues and Flaws

Elementalist +5	Disjointed magic -2
Hermetic Prestige +1	Severe Delet. Circ. (Out of alignment) -2
Gentle Gift +1	Overconfident -2
Inventive Genius +1	Weakness (Philosophy) -1
Elemental Insight +1	Compulsion (Gambling) -1
Empathy +1	Driving goal (Incorporate Aristotelian
	Physics into Hermetic Theory) -1
	Personal hatred (Venetians who sacked Constantinople) -1

## Personality Traits

Cultured +2	Analytical +2
Ambitious +3	Optimistic +2
Brave +2	Proud +1

## Reputations

Hermetic Prestige (Order) 3	Scholar (Tribunal) 3
Philosopher (Council) 5	
Adventurous (Covenant) 3	

## Arts

Creo: 13	Intellego: 11	Muto: 12	Perdo: 11	Rego: 15 / 8
Animal: 6	Aquam: 5	Auram: 12	Corpore: 8	Herbam: 6
Ignem: 10 / 8	Imagonem: 6	Mentem: 11	Terram: 8	Vim: 7

## Talents

Awareness (Search) 3 / 1	Charm (First impressions) 1 / 1	Finesse (Auram) 6
Athletics (Keep footing) 3	Empathy (Crowds) 3 / 3	Penetration (Creo) 2
Climb (Cliffs) 1	Folk ken (Magi) 2	Affinity with the Elements (Creo) 8 / 1
Dodge (Beasts) 2	Guile (Prepared lies) 1	
	Pretend (Surprised) 1	

## Skills

Boating (Rowing boats) 1	Bargain (Books) 2	Quarterstaff attack (vs. 2H weapon) 1
Brawl (Grappling) 1	Craft masonry (Sculpture) 1	Quarterstaff parry (Beasts) 3
Chirurgery (Bind wounds) 1	Craft paper (Quality) 1 / 1	Dagger attack (Regios) 1
Stealth (Sneak) 2 / 1	Debate (Philosophy) 2 / 1	Concentration (Combat) 5 / 1
Survival (Winter) 2	Drinking (Keep head) 1	Parma Magica (Mentem) 6 / 2
Swim (Rough water) 1	Etiquette (Nobles) 2 / 1	
	Evaluate (Writing materials) 1	
	Intrigue (Gossip) 2 / 2	
	Leadership (University) 1	

## Knowledges

Speak Latin 5	Magic Theory (Inventing spells) 13 / 6	Arundel lore (Castle) 1
Speak Greek 4	Hermes Lore (Thebes) 3 / 2	Cambridge lore (University) 1
Speak English 4 / 1	Hermes History (Pre-history) 2 / 2	Dean lore (Geography) 1 / 1
Speak French 4	Hermetic Law (Tribunal law) 1 / 1	Dublin lore (Watch) 1
Speak Irish Gaelic 3 / 2	Canon law (Theology) 1	Durenmar lore (Library) 1
	Church lore (Saints) 2	Exeter lore (Taverns) 1
Scribe Latin 3 / 1	Church knowledge (Miracles) 2 / 1	Gloucester lore (University) 1
Scribe Greek 3	Civil law (Great Charter) 2	Irish Sea lore (Storms) 1
Scribe Arabic (Numerals) 1	Faerie lore (Faerie Regio) 3	London lore (Markets) 2
	Fantastic beast lore (Elementals) 1 / 1	Malta lore (M'dina) 1
	Humanities (Philosophy) 5	Mynydd Myddyn lore (Crystal caves) 2
	Legend lore (Arthurian) 2 / 1	Narwold lore (Fens) 1
	Medicine (Apothecary) 3	Oxford lore (University) 1
	Occult lore (Witchcraft) 2 / 1	Paris lore (University) 1
	Templar lore (Rule) 2	Provençal lore (Covenants) 1
		Somerset lore (Glastonbury) 1
		Suffolk lore (Towns) 1
		Thebes lore (Covenants) 1

**Formulaic Spells** (60 spells & 1,350 levels)

Aquam (115)	<p>Conjure the Elemental Ally: Water [CrAq 5]  Curse of the Desert [PeAq 25] – <i>Breakthrough; fatal flaw: self target</i>  Curse of the Desert [PeAq 25] – <i>Breakthrough; enhanced effect: +20 damage; same level</i>  Destroy Ice and Snow [PeAq 25] – <i>Circle of 15 paces radius around caster</i>  Cloak of Duck's Feathers [ReAq 5]  Pull of the Watery Grave [ReAq 25] – <i>Breakthrough; fatal flaw; self/touch range</i>  Ward Against Faeries of the Waters [ReAq 30]</p>
Auram (310)	<p>Conjure the Elemental Ally: Air [CrAu 5]  Wreaths of Foul Smoke [CrAu 15] - R: Near; Sta 9+ or lose Body level per round (9 paces)  Chamber of Spring Breezes [CrAu 15]  Clouds of Rain and Thunder [Cr(Re)Au 35] – <i>Breakthrough; +10 violence; lightning at centre</i>  Arc of Directed Lightning [Cr(Re)Au 35] – <i>Breakthrough; Far range; same level; Xp: 1</i>  True Sight of the Air [InAu 20] - D: Scene  Eyes of the Bat [InAu 25] - <i>Breakthrough</i>  Thief of the Stolen Breath [PeAu 10] - <i>Lose 1 Fat; Sta 7+ or lose another</i>  Command the Elemental Will: Air [ReAu 20]  Wings of Soaring Winds [ReAu 25]  Catapult of the Winds [ReAu 25] – <i>30ft up/40ft along; Dex 9+ or lose body level</i>  Climb the Aeolian Steps [ReAu 25] – <i>Peels of thunder</i>  Climb the Aeolian Steps [ReAu 25]  Bar the Path of Air [ReAu 30] – <i>Breakthrough; R: Spec; D: Conc</i></p>
Corporem (240)	<p>Sense the Approaching Presence [InCo 30] – <i>Fatally flawed – own location</i>  Voice of the Elemental [MuCo 20]  The Swift Swordsman's Arm [MuCo 25]  Gift of the Bear's Fortitude [MuCo 30]  Form of the Darting Lizard [MuCo 30]  Cloak of the Raven's Feathers [MuCo (An, Au) 35]  Purloin the Valuable Possession [ReCo (An, Aq, He, Te) 15]; Near/Sight  Endurance of the Berserkers [ReCo 20] – R: Touch; D: Scene; Hair growth  Seven League Stride [ReCo 35]</p>
Herbam (10)	Conjure the Wizard's Staff [CrHe 10]
Ignem (180)	<p>Conjure the Elemental Ally: Fire [Crlg 5]  Arc of Fiery Ribbons [Crlg 25] - R: Near; +20 damage, -1 per pace; Qui-Enc 18+ (-1 pace)  The Explorer's Ingenious Lantern [Crlg 25]  Ball of Abysmal Flame [Crlg 30]  Winter's Icy Touch [Pelg 20] – <i>Sta 10+ or lose ST fatigue; Breakthrough; Works as Pelg 10</i>  Conjuration of the Indubitable Cold [Pelg 20] - R: 10 paces; One fatigue; Sta 6+ or second  Ward Against Cold and Ice [Relg 25]  Bar the Path of Fire [Relg 30] – <i>Breakthrough; R: Spec; D: Conc</i></p>
Imagonem (135)	<p>Summon the Distant Images [InIm 35] – <i>Also reveals taste, touch and smell</i>  Disguised of the Robed Traveller [Mulm(Co) 20]  Enhanced Disguise of the Transformed Image [Mulm(Co) 30] – D: Moon; can change image  Veil of Invisibility [PelM(Co) 30]  The Wizard's Sidestep [Relm(Co) 20]</p>
Mentem (150)	<p>Tongue of the Folk [InMe 20]  Pose the Silent Question [InMe 25]  Vision of the Haunting Spirit [MuMe 5]  Call to Slumber [ReMe (Co) 15]  Oneiros' Curse [ReMe (Co) 20]  Beguile the Mortal Mind [ReMe 30] – D: Moon  Enforce the Wizard's Will [ReMe 35] – <i>Eye/Near; Sun/Moon; Int 12+</i></p>
Terram (185)	<p>Conjure the Elemental Ally: Earth [CrTe 5]  Silvery Scales of the Knight [CrTe 20]  Peering Through the Earth's Pores [InTe 25] – <i>Breakthrough; 1 pace</i>  Hands of the Grasping Earth [Mu(Re)Te 15] - R: Near; Qui-Enc 11+/8+; Str 15+/12+  Create the Airy Passage [MuTe(Au) 25] – <i>3 paces of metal or stone; R: Reach; D: Conc</i>  Shrink the Awkward Load [MuTe 35] – <i>Breakthrough; large chest size 8 times; Reach/Moon</i>  Rusted Decay of Ten Score Years [PeTe 15]  Pit of the Gaping Earth [PeTe 20] – <i>Affects rocky ground</i>  Application of Unseen Force [ReTe 25] – R: Near/Sight; D: Scene</p>

**Personal Vis** (52)

Cr 1	In	Mu 6	Pe	Re 13	An 5	Aq 7	Au 2	Co 1	He
Ig 7	Im	Me 3	Te 7	Vi 0					

**Longevity potion**

Level 65 (-13) + Living modifier (-2) = -15. Can first break at 110.
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**Lab totals**

Base: 30 (31 invent spells)	Learn: 18
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## Spells

### Combat

Spell	TeFo	TeFo	Bonus	Pen	Total
Curse of the Desert	PeAq 25	24	0	2	26
Arc of Directed Lightning	Cr(Re)Au 35	34	0	3	37
Thief of the Stolen Breath (Note: An or Co req)	PeAu 10	17 / 19	0	2	19 / 21
Arc of Fiery Ribbons / Ball of Abysmal Flame	Crlg 25 / 30	32	0	3	35
Conjuration Indubitable Cold / Winter's Icy Touch	PeIg 20	29	0	2	31
Oneiros' Curse	ReMe (Co) 20	23	0	2	25
Hands of the Grasping Earth	Mu(Re)Te 15	28	0	2	30
Rusted Decay of Ten Score Years	PeTe 15	27	0	2	29

### Wards

Ward Against Faeries of the Waters [ReAq 30]	Ward Against Cold and Ice [ReIg 25]
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### Mundane interaction

Summon the Distant Images [InIm 35] Tongue of the Folk [InMe 20] Pose the Silent Question [InMe 25] Purloin the Valuable Possession [ReCo (An, Aq, He, Te) 15] Call to Slumber [ReMe (Co) 15] Oneiros' Curse [ReMe (Co) 20] Beguile the Mortal Mind [ReMe 30] – Moon Enforce the Wizard's Will [ReMe 35]	Disguised of the Robed Traveller [Mulm(Co) 20] Enhanced Disguise of the Transformed Image [Mulm(Co) 30] Veil of Invisibility [PelM(Co) 30] The Wizard's Sidestep [Relm(Co) 20]
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### Combat

Quarterstaff (+4 / +2 / +5)	Brawl (-1 / +0 / +1)	Quarterstaff parry +9	Dodge +0
Dagger (+0 / +4 / +3)			

### Body Levels (Soak: +0)

### Fatigue Levels (Fatigue: +0)

Hurt	0	Winded
Light Wounds	-1	Weary
Medium Wounds	-3	Tired
Heavy Wounds	-5	Dazed
Incapacitated	X	Unconscious

## Equipment

### Mundane

- Telescope: +2 to Humanities (Astrology) rolls
- Gown and scroll denoting Visiting Master of Oxford University
- Charter demonstrating position as Chancellor of the King's College
- Metaphysics (Aristotle): Humanities (Philosophy) 3xp; Greek
- Ethics (Aristotle): Humanities (Philosophy) 2xp; Greek
- Physics (Aristotle): Humanities (Philosophy) 2xp; Greek
- Pouch of chalk for circles
- Ingested poison (foul-tasting; victim does not wake up)
- 1,056d / 10,750d

### Magical

- Gloves of Runic Residue (Sense the Lingering Magic [InVi 30]; Touch/Conc; 3 uses per day); leather; silver
- 1 potion of Leap of Homecoming
- Arcane connections: Lab; Lydney inn; Blackthorn; KGC room; Emma; Staff

### Lost

- Silver ring (Deflect Three Blades [ReTe 15; constant])
- Quarterstaff: +1 attack / +1 Damage / +3 parry. Magical resistance: 20.
- 1 Leap of Homecoming potion
- 1 potion of giant spider antidote
- 8 potions of Tongue of the Beasts (Sun duration)

### Lab texts

- Deflect Three Blades [ReTe 15; constant]: MT 8
- Ward Against the Noxious Fumes [ReAu (Ig, Aq, Te) 15; Touch/Near; Sun/Moon; 24 uses]: MT 11
- Caeruleo Flamma [Cr(Re)Au 30; 50 uses per day]: MT 12
- Scales of the Darting Lizard potions [MuCo(An) 30]: MT 12
- Wand of Flames Extinguished [Pelg 30; Sight; 50 uses]: MT 12
- Sift the Woody Pulp [ReTe 20; unlimited uses]: MT 12
- The Cloudless Sky Returned [Pe 30; 24 uses]: MT 12
- Raise the Mighty Wave [ReAq 25; 50 uses]: MT 13

## Unique spells

### The Explorer's Ingenious Lantern [Crlg 25; R: Touch, D: Spec, Spell Focus: A lantern (+1)]

A more powerful version of Lamp Without Flame, this spell creates light that shines forth from a designated object as long as it is held. By concentrating for a round, the caster can change the intensity of the light. The lower bound is equivalent to that of a single candle, whereas at its greatest extent, the light illuminates a circular area of 15 paces around the object as though it was in daylight.

### Disguise of the Robed Traveller [Mulm(Co) 20; Self/Touch; Sun/Moon; Spell Focus: An icon (+2)]

As Disguised of the Transformed Image, except that clothes feel as though they are made of the material in the disguised image, rather than their true material. For example, a suit of chainmail could be made to feel like a silk doublet.

### Peering Through the Earth's Pores [InTe 25; Near/Sght, Con/Sun, Focus: The eye of a faerie of the undermountain (+2)]

The caster is able to see through up to a pace of intervening earth or stone (but not metal) as though it was not there. Can be used to peer through most walls, though castles and other very imposing structures may have walls too thick to pierce. *Breakthrough*.

### Create the Airy Passage [MuTe(Au) 25] Reach/Near; Conc/Scene, Spell Focus: The claws of a mole (+1)]

Temporarily transforms metal or stone into air, allowing movement through a barrier. Works on up to three paces of metal or stone. *Breakthrough*.

### Application of Unseen Force [ReTe 25; R: Near/Sight, D: Scene, Spell Focus: A silver shaving (+1)]

As the Unseen Porter, except the caster can control horizontal and vertical motion (which requires temporary concentration, but does not require further concentration while the actions are being carried out, unless the caster wishes to change them). The object(s) being carried cannot move more than the range of the spell from the caster at any point. Living beings cannot be moved, and casting requisites are required for other Forms.

### Climb the Aeolian Steps (ReAu 25); Self/Touch; Sun/Moon

Allows the target to walk on air as though supported by solid ground. The target may move no faster than walking pace, though unlike Winds of Soaring Wind or The Travelling Thistledown, the spell requires no great gusts of wind, which makes it more suitable for infiltrating a settlement in a stealthy manner. Concentration rolls are not required unless the target wishes to do something complicated, such as dodge a missile.

## Magical breakthroughs

**Minor:** Int+Humanities 12+ to predict experimentation

**Level 10:** Spells/items with an elemental primary Form do not require non-elemental spell or casting requisites. For example, Thief of the Stolen Breath would not require a Co or An requisite.

### Spell foci

Silver ring	Silvery Scales of the Knight	+2
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### Other covenants' vis sources

Cr: Bl	In: BT, Mo	Mu: Sc	Pe: CG, SC, LV	Re: BT, HI
An: CM, Tr	Aq: CG, Bl, SC, LV, Na	Au: CG, SC, LV, CM	Co: CM	He: CG, LV, Sc, Na
Ig: CG, SC, LV	Im: BT, Sc, Tr, Mo	Me: Mo	Te: Bl, HI, Na	Vi: BT, Mo

### To do list

#### Combat spells

- Ex: Ward Vs Lightning [ReAu 35]
- Exp: The Iron Dart (Sight) [Mu(Re)Te 25]
- Learn Wards vs Wind Heat [ReAu / Ig 25]

#### Travel spells

- Experiment: Grant Lungs o/t Fish [MuAq(Au) 20]
- Learn Form Rbow Scale [MuCo(An, Aq) 35]
- +8 Mu / Co
  - Exp: The Silent Vigil [MuCo(Te) 30]
- +6 Mu / Co
  - Learn Transform to Water [MuCo(Aq) 45]
- Ex: Grant Christ's Footsteps [ReCo(Aq) 20]
- Learn Leap of Homecoming (ReCo 35)

#### Elementals

- Invent Conj Elem: Fire/Wat/Earth [CrIg/Aq/Te 20]
- Inv Com Elem Wil: Fire/Wat/Earth [Relg/Aq/Te 20]

#### Investigation spells

- Learn Voice of the Lake [InAq 25]
- Experiment: Spk w/t Spirits o/t Air [InAu 25]
- Exprimnt: Words o/t Flickerng Flme [Inlg 25]
- Learn Stone Tell o/t Mind That Sits [InTe 30]
- Learn Discern Elusive Boundary [InVi 15]

#### Mundane interaction spells

- Exp: Moon Aura Ennoble Presence [Mulm(Me)15]
- & Discern Own Illusions [InIm 10]
- Exp: Loss of Complete Memory [PeMe 25]
- Exp: Moon Disguise Trans Image [Mulm(Co) 25]
- Inv: Peering Into the Mortal Mind [InMe 30]
- Inv Sense App Pres [InCo 30]

#### General utility spells

- Exp: Discern Faintest Glimpse [Inlg 15]

#### Talisman: Staff with vial of mercury

- Invest with vis: 8 pawns
- Talisman
- Enchant: Transformation of the Wizard's Staff [MuHe 10; unlimited uses] and Thaumaturgical Transformation of Wood to Iron [MuHe(Te) 20; constant]. 45 levels.
- +5 Muto
- +3 Terram
- +3 Aquam
- +3 arts and sciences
- +3 project bolt or missile
- +4 control things at a distance
- +4 destroy things at a distance

#### Items

- +3 Re / Te (+lab text):
  - 2 rings of Deflect 3 Blades [ReTe 15; const]

#### Familiar ideas

- +2 In or Me, +5 An [3 seasons]
- 35 points (10 back from Indep and Shared Pain)
  - +2 Gold, +1 Silver, +1 Bronze
  - 10 Power \*2
  - 5 Shared Protection

- 5 Mental Bond
- 5 Primary Power
- 10 Secondary Power
- Ideas (Must be size -3 or smaller):
  - Salamander / Gecko
  - Parrot

#### Talents, skills and knowledges

- S: Ride, Track, French

#### Learning from books

Cr 15: 1, 1  
 In 20: 1, 1, 1, 1, 1, 1, 1, 1, 1  
 Pe 19: 1, 1, 1, 1, 1, 1, 1, 1  
 An 10: 1, 1, 1, 1  
 Aq 8: 1, 1, 1  
 Au 15: 1, 1, 1  
 Co 14: 1, 1, 1, 1, 1, 1  
 He 12: 2, 1, 1, 1, 1  
 Ig 12: 1, 1  
 Im 14: 2, 1, 1, 1, 1, 1, 1  
 Me 18: 1, 1, 1, 1, 1, 1, 1, 1  
 Vi 20: 2, 2, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1

#### Tasks

- Get KCG docs and fake death
- Retrieve goods from Dark Waters
- Travel to Malta about On Analytics
- Consider how to find Atlantis
- Rescue Philippe's body

#### Learning spell combinations

- Wards Vs. Flame [Relg 25] & Lightning [ReAu 25]
- Form of the Rainbow Scale [MuCo(An, Aq) 35]
- Fleetness of Mercury [MuCo 25] & Aura of Enob [Mulm(Me, Co) 10]

+1

- Ring of Warding vs Spirits [ReMe 45]

+ 2

- End of Phei [MuCo 30] & Lungs o/t Fish [MuAq(Au) 10]
- Str of Herc [MuCo 30] & Rise o/t Feath Body [ReCo 10]

+6

- Incant of the Body Made Whole [CrCo 45]
- Pan Trem Mouse, Rising Ire & Mem of a DD [CrMe 50]

#### Priority spells

- E: Endurance of Pheidippides [MuCo 30] + Eyes of the Cat [MuCo(An) 10]
- E: Ward Against the Witch's Hex [ReCo 35]
- L: Circling Winds of Protection [ReAu 20] + Incandescence o/t Escaping Wizard [CrIg[Re,Co] 25]
- E: Destroy Earth and Stone [PeTe 35]
- E: Quiet the Howling Storm [PeAu 35]o
- E: Sense the Approaching Presence [InCo 30]

## Notes

### Alesandres

Sum 1229: Bat form. Aged villagers at Witney. Offers information on how to Kill Benedict.  
Win 1229: Warns of demon's arrival at the Devil's stones.  
Spr 1233: Gloucester library. Text on pre-Hermetic history.  
Sum 1238: Gloucester library. Maximus discussion.  
Sum 1244: Assists killing of Benedict in Keynsham.  
Aut 1245: Discussion on theology in KCG.  
Win 1254: Kidnaps various masters and accounts  
1257: Master aged to death, while Barnaby flees

### Demonic rival's plans:

Rival got BiC to take item (Bethwyn's staff) to Huntley Priory, where recovered by Amabila. Corrupted her. She has been working on swaying the freeminers.

### Black Road Covenant

- Pontifex Andres/Andrea of Tytalus.
- Rose of Ex Misc (Romanian)
- Zysteia of Bonisagus
- Zaverus of Criamon (Medicine)

Library: Cr15, In18, Mu8, Pe19, Re14, An6, Aq11, Au15, Co10, He15, Ig9, Im16, Me18, Te7, Vi12

### Cambridge University

Gestion de La Maine (Master): will allow copying texts on a like for like basis. Library strong in CL, M (Arabic), Law.

### Castellan

Adelard Reynald, Baron of Derbyshire

### Cult of Mercury

1. Shaftesbury/Salisbury. Humpback cliff / woods.
2. Cirencester/Oxford. Small shrine.
3. Hastings/Sevenoaks. Great forest south of London.
4. Lincoln/Peterborough. Near Oakham.
5. West of Kidderminster.

### Dublin

- Maga Florida of Mercere from Glencoughlea; contacts amongst goldsmith in Jewish quarter
- Dublin run by Ronald le Parmeter - hard, but fair
- Sheriff's office well protected; contains ship records
- Ain Fian 3-4 times per month; iron, wood, tin, livestock, wine and beer
- Nunnery 7-8 leagues south of Dublin; Abbey of St Denis; Knight Sir Ralph Monterey; Water faeries; village of Darragh drgr

### Elementals

Petrus suggests the Lladra is not a water elemental, but may command them.

### Emma

Daughter of sister, Rachel Comte.  
Done: Cr, In, Mu, Pe, Re, An, Au, Co, Ig, Im, Me, Te, Vi

### Gloucester University

1230: Lysimachus becomes Chancellor  
Master: Augustus of Assisi – died 1237  
Master Raymond (Mathematician)  
Future VC: Stephanus (rather than Matthias)  
1239: argument between Stephen (Astronomy) and Everard (Ecclesiastical law)

### House Bonisagus

Meeting 1240 AD

1. Zysteia of Black Road, Normandy. Places linked to Twilight. Led discussion on Mongols.
2. Purnicia of Thebes; oldest in Thebes.
3. Archimagus Laterius. Discussed Mongols.

4. Primus Providus.
5. Viterius. Links with Bjornaer.

### Breakthroughs:

1. Timae. Correspondence of Forms
2. Julia: classifications of different types of rock; finite forms and essential nature.
3. Fransiscus. Humours. People change with balance of humours.

### Meeting 1253 AD

1. Epicurius of Rome. Essential Nature.
2. Palaria of the Rhine. Faerie-blooded. Living vs. Dead.
3. Vexarius of the G Alps. Corporem.

### Votes:

1. Call on GT to repeal investigation into Bjornaer
2. Lysimachus to investigate Theo's character
3. Supply Mongol War and Verditius to hold competition
4. Secret: Calll vote of no confidence in Primus Guernicus

### Meeting 1266 AD

1. Archimaga Alexia. Dominion.

### Investigations:

1. Magic of House Corpus Domini.
2. Religious tension.
3. Mongol horde miasma.

### Mongols

Nevskie (pagan) sides with Mongols. May attack Sweden.  
Rumours aided by Bjornaer. Viterius tries to discuss.

### On Analytics

- Per of Ventoux, south of Avignon: actually Magus Avaris of Tytalus (challenge: obtaining unique items)
- Map of the World by Gervase of Ebstof (12' x 12') – owned by Sir Frederick di Licarta (not a Templar)
- Oriabel, accused of Waldensiansim
- Abelard the rector; conservative [dead]
- Arbiribert, Master of Grammar [now rector]
- Jacques Henri, wealthy noble servant

### Oxford University

Run by Augustinian monks, but under leadership of Bishop of Oxford.  
Hubert de Foncent (senior student)  
Benedict (Master)  
Brother Alan (Librarian)  
Agreement: 1 season teaching for 3 seasons libraries.

### Magic theory: sources of xp

22 from elemental experimentation  
14 from vis  
10 from non-elemental experimentation  
8 from journals  
5 from studying the aura with Petrus  
4 from studying Mu/Pe/Re with Alicia  
3 from my symposia  
2 from reading Corlear's notes  
2 from Hermetic Philosophy symposium  
2 from distillation  
2 from House Bonisagus meeting  
1 from studying Arcanus' rituals  
1 from studying at KCG  
1 from discussions with Fabius  
1 from Petrus' book  
1 from website  
1 from synopsis

### Thebes

Theresa of Ex Misc. Ithakos covenants

Statistics in other forms

Gecko (size -4):

Statistics	
Int n/a	Per +3
Str -4	Sta 0
Pre n/a	Com n/a
Dex +3	Qui +5

Body Levels (Soak: -4)		Fatigue Levels (Fatigue: +0)	
Incapacitated		X	Unconscious

Raven (size -3):

Statistics	
Int n/a	Per +2
Str -3	Sta +1
Pre n/a	Com n/a
Dex +3	Qui +3

Body Levels (Soak: +0)		Fatigue Levels (Fatigue: +0)	
Incapacitated		X	Unconscious