

## Tiarnan o' Siodhachain

### Archimagus of House Merinita

Gender: Male	Age: 84 (38)	Decrepitude: 0
Size: 0	Mater: Uriana of Mora Cove Formerly Fenriata of Cad Gadu	Twilight points: 9
		Confidence: 2

#### Statistics

Int (Wily) +4	Per (Patient) +3
Str (Small frame) -3	Sta (Delicate) -2
Pre (Captivating) +2	Com (Calm voice) +2
Dex 0	Qui 0

#### Virtues and Flaws

Strong faerie blood +3	Min. magic def, (Perdo) -4
Versatile sleeper +1	Min. magic def, (Auram) -1
Free study +2	Min. magic def, (Ilgem) -1
Faerie sight +1	Min. discomfort iron -2
Bonus with familiars +1	Common fear (Fire) -2
Knack with guile +1	Susceptible to Divine -2
Faerie magic +1	Curse (No pleasure from food or drink) -1
Knack with Faerie Magic +2	
Faerie ally (Nynniaw)	

#### Personality Traits

Calm +1	Independent +1
Protective (Magic) +2	Dislikes Church +3
Otter +2	Playful +3 (from Kai)

#### Reputations

Own agenda (ST Magi) 5	
Unnatural (Grogs) 1	
Well connected (Merinita) 4	

#### Arts

Creo: 18 / 10	Intellego: 20 / 10 + 4	Muto: 21 / 19	Perdo:	Rego: 20 / 6
Animal: 17	Aquam: 19 / 5 + 2	Auram: 10	Corporem: 16 / 14	Herbam: 13 / 2
Ilgem:	Imagonem: 14	Mentem: 20 / 18	Terram: 8	Vim: 14 / 7

#### Talents

Athletics (Sprint) 2 / 1
Awareness (Search) 4
Climb (Waterfalls) 1 / 1
Dodge (Thrusting) 2 / 1
Charm (First impressions) 2
Folk ken (Magi) 3 / 1
Guile (Short answers) 1

#### Skills

Animal Handling (Otters) 1
Boating (Severn) 1 / 1
Chirurgy (Bind wounds) 2
Craft (Fishing) 2
Stealth (Hide) 5
Survival (Finding food) 2
Swim (Hunting; Strong Currents) 6
Track (Animals) 2
Bargain (Magi) 2 / 1
Etiquette (Faerie Courts) 2 / 1
Intrigue (Gossip) 2 / 2
Sing (Solo) 1
Storytelling (To faeries) 1
Certamen (Muto) 4 / 1
Concentration (Combat) 5
Parma Magica (Aquam) 7 / 1
Penetration (Muto) 4

#### Knowledges

Speak Latin 5
Speak Gaelic 4
Speak English 4
Speak Welsh 4
Scribe Latin 3
Hermes history (House Merinita) 4
Hermes lore (House Merinita) 4
Magic theory (Inventing spells) 8 / 3
Hermetic law (Faerie) 1
Faerie lore (Water faeries) 7 / 1
Legend lore (Wales) 3 / 1
Fantastic Beast lore (Werewolves) 1 / 1
Occult lore (Elementals) 1 / 1
Pagan lore (Festivals) 3
Pagan Knowledge (Gods) 3
Humanities (Ancient history) 1
Lowland Scotland lore (Carron Valley) 1
Hibernia lore (Covenants) 1
Irish Sea lore (Underwater currents) 1
North Sea lore (Underwater currents) 1
Somerset lore (Glastonbury) 1

#### Area lores

Dean lore (Geography) 3	Powys lore (Geography) 1	Lowland Scotland lore (Carron Valley) 1
Gloucester lore (Taverns) 1	North European lore (Coasts) 1	Hibernia lore (Covenants) 1
Bristol lore (Docks) 1	Narwold lore (Fens) 1 / 1	Irish Sea lore (Underwater currents) 1
Wye Valley lore (Magical places) 1	Mynydd Myddyn lore (Brood) 1	North Sea lore (Underwater currents) 1
South Wales lore (Coasts) 1	Rhine lore (Irencilia) 1	Somerset lore (Glastonbury) 1

#### Combat

Dodge +2 / +5 (spells)	Brawl -3 / -3 / -6	Brawl (spells) 0 / 0 / -6
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#### Body Levels

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

#### Fatigue Levels

### Formulaic Spells (59 spells & 1,400 levels)

Animal (145)	<ul style="list-style-type: none"> <li>• Weaver's Trap of Webs [CrAn 20] Str 12+</li> <li>• Tongue of the Beasts [InAn 20]</li> <li>• Transformation of the Ravenous Beast to the Torpid Toad [MuAn 20] Size 9+ Xp: 3</li> <li>• Transform the Gigantic Beast to the Torpid Toad [MuAn 30] Effects Size +3, Size 9+</li> <li>• The Beast Remade [MuAn (Co) 25]</li> <li>• Ward Against Beasts of Legend [ReAn 30]</li> </ul>
Aquam (150)	<ul style="list-style-type: none"> <li>• Mighty Torrent of Water [CrAq 20]</li> <li>• Teeth of the Icy Caverns [CrAq 30]</li> <li>• Spear of the Glacier's Heart [CrAq 40]</li> <li>• Voice of the Lake [InAq 25]</li> <li>• Lungs of the Fish [MuAq (Au) 10]</li> <li>• Speed of the Nereids [ReAq 25]</li> </ul>
Auram (40)	<ul style="list-style-type: none"> <li>• True Sight of Air [InAu 15]</li> <li>• Eyes of the Bat [InAu (Im) 25]</li> </ul>
Corporem (225)	<ul style="list-style-type: none"> <li>• Stalwart Heart of Cúchulainn [MuCo 25]</li> <li>• The Swordsman's Swift Arm [MuCo 25]</li> <li>• Fleetness of Mercury [MuCo 25]</li> <li>• Shape of the Artful Fisher [MuCo (An) 25]</li> <li>• Gift of the Bear's Fortitude [MuCo 30]</li> <li>• Dancer of the Waves [MuCo (An) 35]</li> <li>• Transformation of the Slithering Eel [MuCo (An) 35] <b>Faerie</b> Xp: 2</li> <li>• Hoist the Dangling Ogre [ReCo 25] +2 size, An casting requisite</li> <li>• Seven League Stride [ReCo 35]</li> </ul>
Herbam (80)	<ul style="list-style-type: none"> <li>• The Bountiful Feast [CrHe 30]</li> <li>• Intuition of the Forest [InHe 10]</li> <li>• Talk with Plants and Trees [InHe 25]</li> <li>• Part the Yielding Boards [MuHe 15] R: Tou; D: Conc</li> </ul>
Ignem (25)	Ward Against Heat and Flames [Relg 25]
Imagonem (230)	<ul style="list-style-type: none"> <li>• Image of the Inanimate Thing [Crlm 10] <b>Faerie</b></li> <li>• Phantasmal Animal [Crlm 20] <b>Faerie</b></li> <li>• Ear For Distant Voices [InIm 20]</li> <li>• Discern Images of Truth and Falsehood [InIm 30]; affect 25 + 5 for Scene <b>Faerie</b></li> <li>• Aura of Ennobled Presence [Mulm 10] Pre +1 Social talents +3 <b>Faerie</b></li> <li>• Illusion of the Altered Image [Mulm 10] <b>Faerie</b></li> <li>• Disguise of the Transformed Visage [Mulm 15] <b>Faerie</b></li> <li>• The Chameleon's Skin [Mulm 20] <b>Faerie</b></li> <li>• Grant the Shroud of New Blown Glass [Mulm 40] <b>Faerie</b> Touch/Sun</li> <li>• The Captive Voice [Relm 15] <b>Faerie</b></li> <li>• Haunt of the Living Ghost [Relm (Co, Aq) 40] R: 300/1200 miles; any Archimagus</li> </ul>
Mentem (180)	<ul style="list-style-type: none"> <li>• Tongue of the Folk [InMe 20]</li> <li>• Posing the Silent Question [InMe 25]</li> <li>• Peering Into the Mortal Mind [InMe 30]</li> <li>• Memory of a Distant Dream [MuMe 20]</li> <li>• Confusion of the Numbed Will [ReMe 15]</li> <li>• Beguile the Mortal Mind [ReMe 25] Int 10+</li> <li>• Ward Against Spirits of the Night [ReMe 45]</li> </ul>
Terram (15)	Silvery Scales of the Knight [CrTe 15]; Scene duration
Vim (275)	<ul style="list-style-type: none"> <li>• Sense the Magical Presence [InVi 10]</li> <li>• Sense the Nature of Vis [InVi 10]</li> <li>• Sense the True Gift [InVi (Co) 10] Ritual</li> <li>• Sense the Elusive Boundary [InVi 15]</li> <li>• Scales of Magical Weight [InVi 15]</li> <li>• Perceive the Magical Scent [InVi 20]</li> <li>• Keen Intuition of the Magical Veil [InVi 25]</li> <li>• Sense the Lingering Magics [InVi 30]</li> <li>• Sight of the Active Magics [InVi 35]</li> <li>• Discern the Threads of Faerie Power [InVi 35] <b>Faerie</b></li> <li>• Rend the Mystic Veil [ReVi 30]</li> <li>• Circular Ward Against Demons [ReVi 40]</li> </ul>

Combat	TeFo	Base TeFo	Pen	Total
Weaver's Trap of Webs	CrAn	35	4	39
Transformation of the Ravenous Beast to the Torpid Toad	MuAn	38	5	43
Mighty Torrent of Water / Teeth of the Icy Caverns	CrAq	39	4	43
Spear of the Glacier's Heart	CrAq	39	4	43
Transformation of the Slithering Eel	MuCo(An)	47	5	52
Hoist the Dangling Ogre	ReCo	36	4	40
Confusion of the Numbed Will	ReMe	40	4	44

### Personal Vis <sup>(66)</sup>

Cr 5	In 2	Mu 5	Re 9	An 5	Aq 5	Au 0	Co 5	He 0	Ig 2
Im 7	Me 4	Te 14	Vi 6						

### Longevity Potion

Lab total 115 (-23 to ageing rolls). Can first break at 180, or 190 at Severn Temple.

### Strong faerie blood

- Naiad blood. +5 to swimming rolls. Webbing on fingers and toes.
- True Sight of the Water.

### Equipment

<b>Mundane</b>	<ul style="list-style-type: none"> <li>• Formal robes with shimmering water pattern (crafted by Bodkin).</li> <li>• 410 pennies.</li> <li>• +2 fishing rod (crafted by Bodkin).</li> <li>• Pieces of Jade and Magnetite</li> <li>• Wristband of otter hair (focus for Shape of the Artful Fisher)</li> <li>• 2 dolphin tooth necklaces (focus for Dancer of the Waves)</li> <li>• 4 bronze rings</li> </ul>
<b>Faerie</b>	<ul style="list-style-type: none"> <li>• Chain with V-shaped pearl design. Denotes ambassador for Gofannon.</li> <li>• Teardrop shard. Carries user through underground streams to the realm of Gofannon.</li> <li>• Round shield covered in fish scales. Protects vs. spells and powers of the Erechwyth &amp; her minions. No iron.</li> <li>• Faerie jerkin (+3 Sta vs. exposure; never gets wet) and trousers (Extra swim specialisation; never dishevelled).</li> <li>• Elixir (4 doses): Dream spying. Can enter dreams if know where target sleeps.</li> <li>• Magic light for Llyr – illuminates dark water.</li> <li>• Faerie iron/silver Ring of the Faerie Twin (only meat; year and a day)</li> <li>• Iron collar from the Erechwydd</li> <li>• Faerie silver bracelet; 2 In vis</li> <li>• 2 Fish scale hauberk: no enc in water; 3 Aq vis in each</li> <li>• 2 Darkwood spears: no enc in water; +1 to 1st, Atk &amp; Dam; 3 Aq vis in each</li> <li>• 2 Barnacle bucklers: no enc in water; +1 to Parry; 3 Aq vis in each</li> </ul>
<b>Magical</b>	<ul style="list-style-type: none"> <li>• Cloak (The Travelling Thistledown [ReAu 25]; 24 uses per day).</li> <li>• Powder (2 doses): Scales of the Salmon [CrAn(Aq) 20; scale mail (Prot 5; Load (1.5; 0 in water))]</li> <li>• Bowl inscribed with celtic runes: focus for Haunt of the Living Ghost</li> </ul>

### Bonuses and penalties

+5 to swim rolls	+2 to studying from vis (before multiplier)
+3 to natural resistance rolls	+2 to spell casting when in water (from Gold cord)
+3 to resist characteristic loss through ageing	+3 to stamina rolls involving exposure (from clothes)
-3 to social rolls involving mundanes	
Boon from Nynniaw: Can enter tree one time if pursued (touch and say Nynniaw)	

### Familiar <sup>(61 levels; 55 spent)</sup>

Cords: +3 Gold / +1 Silver / +1 Bronze	
Shared Protection +5	Seek water when in danger
Primary Power +5	Aquam
Secondary Power +10	Intellego
Mental Bond +5	Int; Shake off water
Unlimited cord +10	
Shared Ability +5	Swim: 2 to 6
Shared Speech +10	Land animals; chatter
Shared Pain -5	Lick wounds
Independent -5	
Shared Ability +5	Stealth: 3 to 5 (Low to ground)
Shared Ability +5	Folk ken: 1 to 3 / 1 (Humorous)
Linked Targets +5	

### Faerie bond with Marissa

Direction Sense	Shared Pain
Alone: +5 Aq for each fatigue level	Together: Can distribute fatigue between each other

### Unusual spells

**Spear of the Glacier's Heart** [CrAq 40, R: Near/Far, D: Inst.]

The spell creates a huge spear of hardened ice that flies towards the target, doing 1d10+35 damage if it hits. If target may be pinned to a nearby wall or tree if there is a suitable surface within three paces. If so, pulling free from the spear requires a Str roll of 9+, with an extra body level being lost on a failure.

**Speed of the Nereids** [ReAq 25, R: Self/Touch, D: Sun/Year]; As per The Travelling Thistledown, but allows great speed in water. In dolphin form, this allows cruising at 10 knots, twice normal speed.

**Part the Yielding Boards** [MuHe 15, R: Touch / Near, D: Conc]. Makes the wooden boards of a door or wall pliable so that the caster can part them to allow access while he concentrates.

**The Skin of the Chameleon** [Mulm 20, Faerie, R: Self / Touch, D: Scene / Sun]. The target's skin and clothes take on the properties of a chameleon, changing rapidly to match his surroundings. Beyond Near range, the target cannot ordinarily be seen, though spells such as Vision of Heat's Light and such could see the target as they could an invisible person. Within Near range, the difficulties to spot the target are: Perception + Awareness – Stealth roll of 12+ if the target is moving or 18+ if he is stationary. The Stealth bonus does not apply if the target is completely in the open or attacking. Anyone actively looking for the target gets a +3 bonus to the roll. If someone wishes to track a moving target, they must make a roll every three rounds to keep sight of him.

**Grant the Shroud of New Blown Glass** [Mulm 40, Faerie, R: Touch / Near, D: Sun / Moon]. Transforms the target's image so that it is as transparent as new blown glass. In normal circumstances, this renders the target effectively invisible. The effect is particularly good underwater. The light from lamps or torches occasionally glints off the target, which could give him away if he is observed closely.

**Discern the Threads of Faerie Power** [InVi 35, Faerie, R: Near, D: Instant]. Provides information on which faerie courts have influence over an area. It also provides information on the approximate focus of the area (e.g. a particular tree or glade).

### ST covenant service item ideas

**The captain's mask** (Shroud the Ship's Passing [Relm 30 Faerie, R: Sight, D: Sun/Year, 3 uses per day]; As per Illusion of the Misplaced Castle, but works on the Severn Boar). This item moves the image of the ship up to one mile distant from its actual location. The direction is chosen based on the way the caster is facing when the item is activated. Anyone on the ship at the time is unaffected. The spell's main use is to help evade pursuing vessels. Lab total required: 30 (base) + 2 (3 uses) = 32, so 64 required to create in one season.

**Glass pane** (Discern Images of Truth and Falsehood [InIm 25 Faerie, R: Near/Sight, D: Conc/Moon, but item mains concentration; penetrates based on Tiarnan's Arts at the time of creation]. Allows the caster to see through illusions of up to the sixth magnitude by peering through the glass. This includes Veil of Invisibility, allowing the Magi of Severn Temple to detect invisible intruders. Lab total required: 25 (base) + 5 (maintains concentration) + 4 (penetrates using creator's Arts) = 34, so 68 required to create in one season.

**The Herald's Horn** (Message From Afar [CrMe 25, R: Arc (100 miles/400 miles), D: Conc, 3 uses per day]; As per Words of Unbroken Silence, but three magnitudes added to boost range to Arcane Connection and one magnitude added to boost duration to Concentration. Allows the caster to speak into the target's mind as long as he concentrates. It is unlikely to penetrate a Magus' Parma Magica, but casting it at a pre-arranged time could provide a signal that communication is desired, allowing the target to lower his magical resistance. The item could also usefully be combined with Ear for Distant Voices to allow for two-way communication. Lab total required: 25 (base) + 2 (3 uses) = 27, so 54 required to create in one season.

**The Learned Scribe's Quill** (Thoughts Within Babble [InMe 25, R: Body/Touch, D: Conc, 24 uses per day]). Useful for understanding books written in unusual languages or foreign speech. Lab total required: 25 (base) + 5 (24 uses) = 30, 60 required to create in one season.

**The Covenant Banner** (Glade of Contentment [MuMe 20, R: Near, D: Constant]; as per the Wizard's Grimoire spell, but one magnitude added for size; penetrates (if this is needed?) based on Tiarnan's Arts at the time of creation). Promotes a sense of peace and harmony within the Great Hall. Positive personality traits are increased by one and negative traits decrease by one. Useful for keeping morale up and for delicate negotiations. Lab total required: 20 (base) + 5 (constant) + 4 (penetrates using creator's Arts) = 29, so 58 required to create in one season.

### Spell ideas

**Glide Across the Snow's Surface** [ReCo(Aq) 15, R: Self/Touch, D: Conc (while moving)] and **Glide Above the Snow's Surface** [ReCo(Aq) 20, R: Self/Touch, D: Conc (while moving)]; Allows the caster to walk atop and walk an inch above the snow, respectively.

**Safe Passage Through the Snowdrifts** [ReAq 20, R: Self/Touch, D: Conc (while moving)]; pushes snow out of the way, allowing a party to pass by.

### 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

### Activities

- Make Peace with Arawn
  - Cormoran investigated - sacrifice perfect animal (hound / bird) or willing victim
- Hortensia of Thebes - magical/faerie magic origins
- Marissa - Explore undersea kingdoms
- Magic theory study ideas
  - Study giant's heart
- Irish heritage
  - Visit Uriaan at Mora Cove
  - Visit mother and father (dead)
- Faerie regio
  - Locate the lake of the giant pike
  - Jack the giant Killer - any chance to convert back to the Palug?
- Ask Holy Isle why attack Blywyddan if trying to be cautious (Summer 1219 AD)
- Symposium (Autumn 1220 AD)
- Spell foci
  - Toadstone (+3 WToW)
  - Aquamarine (+3 MToW)

### Detecting others:

- Learn Eyes o/t Bat [InAu 25] & True Sight Air [InAu 15]
- Invent Sense the Hidden Foe [InCo 30]

### CrAq combat:

- Invent Shackles / Erechwydd's Prison [CrAq 30]
- Invent Fragile Shroud of Winter [CrAq 15]

### Healing:

- Learn Free the Accursed Body [CrCo 35]
- Learn Incantation o/t Body Made Whole [CrCo 45]

### Travelling underwater:

- Invent Tongue of the Fish [InAn(Aq) 30]; Sun
- Invent Voice of the Bjornaer [MuAn(Co) 20]

### Demons:

- +18 Pe / +9 Vi
  - Learn Demon's Etrnal Oblivion [PeVi 35]

### Urban

- Invent Command Mortal Mind [ReMe 35]; 2 seasons
- Learn Call to Slumber [ReMe 15] and Oneiros' Curse [ReMe 20]
- Invent A Hasty Decision Unmade [MuMe 25]; Vision of the Haunting Spirit [MuMe 5]
- Invent The Traveller's Disguise [Mulm(Co) 30; Touch; Moon; Changes touch sensation)
- Learn Silence of the Smothered Sound [PelM 25]
- Invent Rising Ire & Panic o/t Trembling Heart (both CrMe 15)

### Shape changing

- +1 Mu/Co req for Touch range cat, rat & squirrel
- +5 Mu / +10 Au required
  - Invent Trans to River Bird [MuCo(An, Au) 35]
- Learn Form o/t Rainbow Scale [MuCo(An, Aq) 35]
- Learn Transform to Water [MuCo(Aq) 45]

### Combat

- Invent Flight of the Barbed Shafts [Mu(Re) 25]; far
- Invent Create the Wooden Staff [CrHe 10]
- Item: Ward Against Wooden Weapons [ReHe 30; constant]; Lead jewellery +8
- +3 Re/Te
  - Item: Ward the Deadly Blade [ReTe 30; constant]; Lead jewellery +8
- Invent Scales of the Salmon [MuAn (Aq) 20 F]
- Item: Two Rings of Endurance of the Berserkers [ReCo 10;const]; lab total = 15-5+5=15\*2=30
- Spell mastery
  - Transformation of the Ravenous Beast to the Torpid Toad (1)
  - Transformation of the Slithering Eel (5)
  - Confusion of the Numbed Will (3)

### Other

- +3 Mu / Vi
  - Invent Wizard's Reach [MuVi 40]
  - Invent The Sorcerer's Fork [MuVi 40]
- Learn Stone Tell of the Mind that Sits [InTe 30]
- Invent Transparency of New Blown Glass [Mulm 25]; one side
  - +6 In / Im
    - Invent Summon Distnt Images [InIm 35]
- Invent Light Step o/ Frozen Wastes [ReAq 25]
- Learn The Wizard's Sidestep [ReIm(Co) 20] and Ward Against Faeries of the Woods [ReHe 25]
- +1 Re/An
  - Learn The Gentle Beast [ReAn 20] and Command Harnessed Beast [ReAn 30]
- Talisman option 1 (Mirror with jade inlay)
  - +4 Aquam, +3 Imagonem, +5 scrying, +3 seeing past, +1 seeing possible future, +3 creating images within
- Talisman option 2 (wand tipped with jade)
  - +4 Aq, +4 destroy, +4 control, +3 bolt / missile
    - Requires 12 Vim vis
  - Transform to staff (MuHe 5; item maintains conc; unlimited uses; works on talisman alone); Lab total = (5+10+5) / 2 = 10 and Strength of Iron (MuHe(Te) 20; constant; talisman alone); Lab total = (20+5) / 2 = 13
- Weapon ideas:
  - Despair of the Quivering Manacles (ReCo 10; weapon act; item maintains conc; 24 uses; pen 40); lab total = 10-5+10+5+5+4 = 29
  - Icy Dart (CrAq 20; weapon act; 24 uses; pen 44; +15 dam); Lab total = 20-5+10+5+4 = 34

### Item lab texts

- Seal the Assailant's Eyes (Sword): MT 8
- Circular Ward Against Demons (Wand): MT 8
- Waves of Drowning & Smashing (Sea shell): MT 8
- Save the Stricken Ship (Wooden staff): MT 8 & 6
- Gift o/t Bear's Fortitude (Lead brooch): MT 8 & 7
- Weigh the Turncoat's Silver (Silver penny): MT 7
- Command the Unruly Waters (Ship's oar): MT 7
- Intuition of the Open Seas (Silver ring): MT 6
- Disguise of the Transformed Image (Cloak): MT 6
- Call the Rushing Waters (Bucket): MT 5

## Animal forms

### Dolphin

Str +1	Sta +3
Dex +1	Qui +6
Per +3	Size 0

Combat			
Dodge +10	Ram +12, +7, +2	Soak +6	Fatigue +3

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

### Otter

Str -3	Sta +1
Dex +1	Qui +1
Per +2	Size -3

Combat			
Dodge +5	Bite +4, +4, -1	Soak -1	Fatigue +1

Body Levels		Fatigue Levels	
Medium Wounds	-3		Tired
Incapacitated	X		Unconscious

## To do this session:

Su: LS - TSoA / EotB  
 Au: CS - MM  
 Wi: CS - Ex vis  
 Sp: Adv  
 Su: Te 2  
 Au: Adv - Symposium  
 Wi: CS

## Near term aims:

- Black Knives:
  - See whether any sign of Masters
- Sea exploration
  - Try to get a copy of Tressilio's map of the undersea.
  - Investigate movements of the Western Star.
- Mynydd Myddyn
  - Further investigation: celts; undead (details of Great Barrow)
  - Disappearance of the great wolf - Jack o'the Green
- King's Council
  - Candidates: Mynnor; Mckeidh; Augustus
  - 1220 AD: prince reaches majority

## Notes

### Archimagus:

Powers: Can only be investigated by Archimagus of Guernicus

Challenge: Be welcomed in all four faerie courts plus visit Arcadian village (Arlechwydd)

Sylvania's challenge: Visit and be given permission to return to Lugh's Court

Merinitans:

- Mervan (Rhine)
- Palleaus (Rhine)
- Radeuc (Hibernia)
- Open

Bjonaer:

- Olafsson (Novgorod)

Guernicus:

- Praetorius (Rome)
- Nevaria (?)

Bonisagus:

- Elexia (Greater Alps)

### Ceridwen

Can be summoned by leaving treats suitable for an old peasant woman by the site of a natural well. Believed by some to be connected to the Anu and Morrigan, and often linked with the Washer at the Ford. Powers involving childbirth and weaving.

1195AD - Tiarnan agrees to find her a black pearl within three years in return for her weaving the veil back together. Retrieved from Llŷr and paid back in 1197AD.

### Fells

Black Knives gang of Bristol: Lambert (merchant); Gerald (scribe); Benedict (friar); Captain Jake of Western Star. Pay off harbourmaster.

1205 AD - Slew tax collector. Knight under pressure.

1212 AD - Carl, Knight of Epney arrested for helping Rufus collect info from the Earl's court.

1214 AD - Ghosts at Berkeley & Stone. From Gudrun: meet Lambert monthly at Red Lion. Location of one of his houses. Two disciples: tall, pale, bloodshot eyes; small, wiry, dark features.

1215 AD - Slew Idolon in Bristol. Breached Aegis. Demon (flames) and Auram spell.

### Glastonbury

Level 1 faerie aura linked to Nimue in marshlands around Tor. Level 5 magic aura on Tor, rising to 6 at the top. Ruined Christian chapel at top that contains green moss (Te vis). Guarded by Sir Maurice. Claims as burial place of Arthur/Arcturus.

### Grey Hill

Regio: Level 2 (normal; buried stone); 3 (half buried stone) - Terram vis buried (bronze objects - 1000 years old); spirits; 5 (full stone) - can interact with ghosts; 7 (stars) - visions in the patterns

- Kai's vision: Man with star on forehead, pointing at sword; spiral serpent arrayed against the man's ship

### Hibernian covenants:

**Muinner Carn:** Reamba of Ex Misc  
Padraig of Ex Misc  
Tytalus of Tytalus  
Cygnia of Merinita

**Carrowcrom:** Drusila of Merinita: Faerie sorceress (dark air) good at interpreting dreams

**Crannagh Tomb:** Radeuc of Merinita: Myanaran

**Cliffheart:** Ictus of Flambeau

### Ieuan

Black flame sigil. Found in cave off St David's. Abducted three serpents (6-8 magnitude) from Queen of Snakes.

### Irencilia

Magical aura. Journey via currents of the North Sea (Tilena the Naiad) and then secret rivers shown by fish creature at the mouth of the Rhine (5R, 3L, 4L & 2R). 10 days travel.

### Isle of Moon Setting

Home of Tresilio the Scholar. 9th magnitude faerie aura. Map that shows underwater realms and is a portal to Arcadia (Tiarnan travelled to Arlechwydd in the forest of Ednowain and encountered the lady of Willows). Reached via the Racing Moon. 4th magnitude magical aura on board the ship.

### Landoddwyn

Previously in House Merinita, but left as he was a Myanaran. Friends with Nynniaw - feeds him acorns. Sacred glade in Wales (reached as an eagle from the Myddyn Stone). Silver gate from which Nynniaw emerged. Tiarnan's gift healed by drinking from the spring in the glade.

### Limbo

Dry riverbed with mountains. Dust storms. Kitherion (infernal hounds) patrol. No magic.

### Loch Leglean covenants:

**Glenrisdal:** Pinipus of Bjornaer  
Duncan of Ex Misc  
Aonghus of Merinita

**Carron Valley:** Arctoria of Bonisagus  
Lucor of Tytalus  
Orbus of Verditiis  
Lorraine of Ex Misc  
Drunwyr of Merinita

### Marius

King's Council (4 magical, 4 mundane & 4 faerie). Called midsummer 1205AD & ADD DATE.  
Faeries: Yago; Turoid; Erechwydd; Drellala  
Magical: Tiarnan; Cynfelyn; Vacant; and Llandolwyn  
Mundane: Cardigan; Gwynedd; Glamorgan; Ynnodoc

### Merinita knowledge from Irencilia

History: Diedne convinces Merinita to join. Merinita teaches Bjornear Hermetic Magic. Myanar - Obviously, problems with Ig given its extreme position. Some issue between Merinita and Diedne prior to Order.

Familiars: Faerie cord. Also ability to reforge normal cords. Magical cord - affects magical entities/areas. Forging unknown.

Tressilio, short apprentice under Quendalon, prior to Q becoming faerie. Also taught by Merinita and Myanar.

Spells: How to tell time in mundane world in regii

**Mynydd Myddyn**

Aura levels: 5 (start); 6 (Awakened Forest); 8 (Standing Stones)

Tombs: Carranog, held from Cadwalladir, son of Cadfallon.  
Agreement not to trespass on barrows nor Great King.

**Myddyn Stone**

Guarded by spirits. Ancient stag can show the path. Various shapes (except dragon) can be activated by tracing their outline on the stone.

**Otherworld**

Knight of Haybrook - White Lion. Fionn the White Hart.

**Toraigh Island**

Island off the northeast coast of Ireland. Reached via underwater causeway. Tower of glass inhabited by Formorians who kidnapped Marissa. Infernal aura in regio.

**Trellech Stones**

Magical aura 2 or 3 close to the stones. Spirits protect site, but may return good deeds if offerings left

**Unnamed House**

- Lorcan (Twisted serpent). Kidnapped Marissa and killed Morphesia. PeCo/PeAq. 1201 - Driven out of Toraigh Island.
- Zekiel (Dark eyes). An spells. Used to be Jewish moneylender in St David's.
- Unknown (Oily sheen on stone). Te specialist.
- Unknown (Bristol gaol). Smell of urine/droppings. Demon summoner.