

Archimagus Astrius, filius Garius, discipulus Flambeau

Nominated Hoplite of the Stonehenge Tribunal

Age: 149 (+1 in regio) apparent 31, born 1122	Conf: 5	Size: 0	Decrep: 0	Twilight: 9 (next 1289)
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Int: +3 (shrewd)	Str: +3 (broad shoulders)	Pre: -2 (broken nose)	Dex: +3 (athletic)
Per: +3 (alert)	Sta: +5 (iron willed)	Com: -3 (talks too fast)	Qui: +1 (quick feet)

Virtues: Creo affinity, loyalty passion, fast caster, gentle step, animal ken, +1 knack (parma)
Flaws: Minor perdo deficiency, poor reader, sensitive (look stupid & animal cruelty), delet circs (-5 in cities)

Brave +3	Honourable +1	Wary +1	Determined +3	
Proud +2	Vengeful +2	Cautious +1		

Parma magica (Me/Co) +2	10	2	Awareness (in combat)	5		Dean lore (Severn Temple)	3	
Finesse (targeting)	10	1	Athletics (sprint)	4		Myn. Myrddyn lore (geog.)	3	
Penetration (creo)	5	1	Stealth (stalk)	4		Powys lore (Cambrians)	2	
Concentration (combat)	8		Climb (ropes)	2	1	Gwent lore (geography)	1	1
Creo affinity (ignem)	6		Boating (storms)	2		Pembroke lore (coast)	1	
Certamen (creo)	4	1	Swim (rough water)	1		Gwynedd lore (geography)	1	
Meditation (rest body)	2	1	Tracking (animals)	2		Wessex lore (Swallowcliff)	1	
Magic theory (spell invnt)	6	2	Chirurgy (bind wound)	1		Hall Forest lore (geography)	1	
Hermetic law (wizrd war)	2		Animal ken (hounds)	4	3	Norfolk lore (geography)	1	
Hermes history (houses)	2		Animal handling (hounds)	3		Narwold lore (vis sites)	1	1
Hermes lore (Flambeau)	3	3	Survival (woods)	3		W. Country lore (Moorstw)	1	
			Leadership (grogs)	2		Cad Gadu lore (geography)	1	
Scribe latin (quickly)	3		Intimidation (magi)	1		Lear Valley lore (geography)	1	
F. Beast lore (wyrms)	6		Intrigue (plots)	2		Scafell lore (geography)	1	
Pagan lore (Gods)	5		Ride (in combat)	3	1	S. Hibernia lore (coast)	1	
Pagan know (work rites)	5		Drinking (keep head)	1		Provencal lore (Doissetep)	1	
Occult lore (dark powers)	3	2	Folk ken (magi)	2		Iberia lore (Toledo)	1	
Occult know (rituals)	1	1	Storytelling (picts)	1		Rogaland lore (Bear Claw)	1	
Faerie lore (Erechwydd)	4	1				Finmark lore (geography)	2	
Pict lore (stories)	2		Spk Latin	5		Axum lore (geography)	1	
Legend lore (Arthurian)	4	1	Spk Welsh	4		Coeris lore (geography)	1	
Humanities (ancient history)	1		Spk English	4		Danube lore (Bulgaria)	1	
			Spk Italian	3				
Church lore (saints)	1		Spk Arabic	1		1H Sword Att (confined)	2	
Odin lore (capabilities)	1		Spk Norse	1	1	2H Sword Att (wild melee)	6	1
Suleiman lore (capabilities)	1		Spk French	1		2H Sword Parry (beasts)	5	
Mongol lore (capabilities)	1	1	Spk Ethiopian	1		Shield Parry (beasts)	1	
			Spk Scots Gael	1		Brawl (punch)	1	1
Loyalty (friends)	3		Spk Cymric	2		Dodge (beasts)	3	1
			Spk Magyar	1				

Weapon	1st	Atk	Dam
Spell stat boosts	+3	2	+2
1H long sword (bronze)	+6	+9	+11
1H bstd sword (Torrwrdur)	+7	+10	+15
2H bstd sword	+11	+12	+19
2H bstd sword (Ildenacht)	+13	+14	+20
2H bstd sword (Torrwrdur)	+13	+14	+21
Armour			
Chain cuirass (Ildenacht)	Soak +10	Load +3	
Chain hauberk (Constantius)	Soak +13	Load +4	
Full chain (Constantius)	Soak +15	Load +5	

Parry	(with MuCo)
2H bstd sword	+10
Torrwrdur	+12
Knight shield	7
Dodge (enc):	+3 (+6)
Dodge (no armour):	+4 (+7)
Enc – chain cuirass (- 3)	-1 (0)
Enc – chain hauberk (-5)	-2 (0)
Enc – full chain (-6)	-3 (-1)

Body Levels Soak: +17/20 (+25/28) (cuirass/hauberk)

Fatigue: +4

Fatigue Levels

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

Creo	(vis)	25 (5)	Animal	(vis)	21 (1) +2	Ignem	(vis)	23 ()
Intellego	(vis)	20 ()	Aquam	(vis)	13 ()	Imagonem	(vis)	9 ()
Muto	(vis)	11 ()	Auram	(vis)	23 (12)	Mentem	(vis)	17 ()
Perdo	(vis)	6 ()	Corporem	(vis)	17 (3)	Terram	(vis)	11 ()
Rego	(vis)	18 (1) +4	Herbam	(vis)	6 ()	Vim	(vis)	14 ()

Spell Title	Lvl	T/F	Cast
ANIMAL			
Weaver's Large Trap of Webs	25	CrAn	59
<i>Invented, +1 mag into size (7 x 7 x 6'), near range</i>			
The Wyvern's Trap of Webs	45	CrAn	59
<i>Invented, +3 mags into size (10x10x18'), +2 into strength – Str18+ to escape, near? Range</i>			
The Turncoat's Trap of Webs	30	CrAn	59
<i>Invented, individual WtoW, +2 mags – Str16+ to escape, far range</i>			
Soothe the Pains of the Beast	20	CrAn	59
The Unicorn's Touch	45	CrAn	59
Call the Faithful Companion	25	CrAn	59
<i>Conjures a hound</i>			
Conjuration of the Quick Retreat	35	CrAn	59
Call the King of the Beasts	40	CrAn	59
<i>Invented, conjures a lion</i>			
The Lion's Mighty Roar	30	CrAn	59
<i>Invented, animal cause fear spell, pack target, near range, Sta 12 + to resist</i>			
Peering into the Beastly Mind	30	InAn	48
The Hunters Sense	30	InAn	48
The Immaculate Beast	15	MuAn	39
Beast of Outlandish Size	20	MuAn	39
<i>Invented</i>			
Eyes of the Fox	10	MuAn	39
<i>Invented, animal equivalent of 'Eyes of the Cat'</i>			
Grant the Strength of the Lion	20	MuAn	39
<i>Invented, grants an animal +3 Str but also leonine traits/appearance, touch range</i>			
Grant the True Strength of the Lion	25	MuAn	39
<i>Invented, grants an animal +3 Str, touch range</i>			
Grant the True Swiftiness of the Hunting Hound	25	MuAn	39
<i>Invented, grants an animal +3 Qui, touch range</i>			
Gift of the True Marten's Grace	25	MuAn	39
<i>Invented, grants an animal +3 Dex, touch range</i>			
Grant the True Endurance of the Hart	25	MuAn	39
<i>Invented, grants an animal +3 Sta, touch range</i>			
Grant the Hide of the Boar	30	MuAn	39
<i>Invented, animal version of 'Gift of the Bear's Fortitude' (base spell = lvl25), touch range</i>			
Unravel the Entangling Threads	20	PeAn	31
<i>Invented, destroys webs up to size of CrAn45 spell</i>			
Command the Harnessed Beast	30	ReAn	50
Ward Against Beasts of Legend	30	ReAn	50
Ward Against Beasts of Legend	45	ReAn	50

AQUAM			
Creeping Oil	10	CrAqlg	49
Mighty Torrent of Water	20	CrAq	49
<i>Invented</i>			
Prison of an Icy Winter	20	CrAq	49
<i>Invented, Str +15 to break free (up to Size +1), targetted, near range, Mastery xp=1</i>			
Call the Cleansing Torrent	35	CrAq	49
<i>Invented, causes a great river flood, ritual, conc</i>			
Spear of the Glacier's Heart	40	CrAq	49
<i>Damage +35, Pins victim if within 3 paces behind target, Str +9 to free (lose body level if fail). Near/far</i>			
AURAM			
Clouds of Rain and Thunder	25	CrAu	59
<i>Invented</i>			
Call the Covering Fog	25	CrAu	59
<i>Invented, far range fog, scene? Duration</i>			
Great Hall of Spring Breezes	25	CrAu	59
<i>Invented, Chamber of Spring Breezes, sight range</i>			
Charge of the Angry Winds	30	CrAu	59
Incantation of Lightning	35	CrAu	59+3
Mastered , + 3 focus (thrice-struck oak wand)			
Great Hall of Spring Breezes	25	CrAu	59
<i>Sight range Chamber of Spring Breezes</i>			
Sight of the Battlefield's True Air	15	InAu	48
<i>Sight of True Air, far range, scene duration</i>			
Grant the Sight of True Air	25	InAu	48
<i>Sight of True Air, far range, sun duration, touch</i>			
Ward against Wind and Lightning	25	ReAu	50
<i>As Ward against Heat and Flames, +15 soak vs. wind and lightning damage</i>			
Enduring Ward against Gales and Lightning	45	ReAu	50
<i>As Ward against Heat and Flames, but +30 soak vs. wind and lightning damage, Moon duration</i>			
Wings of the Soaring Wind	25	ReAu	50
CORPOREM			
Charm Against Putrefaction	5	CrCo	53
Bind Wound	10	CrCo	53
Gentle Touch of the Purified body	15	CrCo	53
Chirurgeon's Healing Touch	20	CrCo	53 +3
<i>Bloodstone focus +3</i>			
Restoration of the Defiled Body	25	CrCo	53
Restoration of the Deafened Ear	25	CrCo	53
<i>Invented, restores lost hearing to an ear</i>			
Restoration of the Lost Digits	30	CrCo	53
<i>Invented, restores all fingers or toes on a limb</i>			
Free the Accursed Body	35	CrCo	53
<i>Ritual</i>			
Incantation of the Body Made Whole	45	CrCo	53
Eyes of the Cat	10	MuCoAn	33
Fleetness of Mercury	25	MuCo	33
<i>Grants +3 Qui, self range</i>			
Strength of the Blacksmith's Arm	25	MuCo	33
<i>Grants +3 Str, self range</i>			

Gift of Achilles	25	MuCo	33
<i>Grants +8 soak, self range</i>			
The Swift Swordsman's Arm	25	MuCo	33
<i>Grants +3 Dex, self range</i>			
The Seven League Stride	35	ReCo	44 +1
<i>Mastery 1, Opal focus +1</i>			
Leap of Homecoming	35	ReCo	44 +1
<i>Opal focus +1</i>			
HERBAM			
The Plentiful Harvest	30	CrHe	42
<i>Creates enough grain to feed 75-100 people for one season</i>			
IGNEM			
Heat of the Searing Forge	10	CrIg	60
Conjure the Comforting Light	20	CrIg	60
<i>Mastered</i> , <i>invented, creates sourceless brilliant light which banishes all shadows, room, scene duration</i>			
Conjure the Brilliant Light	30	CrIg	60
<i>Invented, larger version of 'Conjure the Comforting Light' (large hall), sun duration</i>			
Wall of Flame	25	CrIg	60
<i>10 paces long, 4 paces high, 1 pace thick; +20 damage, near range, lasts 3 rnds after end concn</i>			
Arc of Fiery Ribbons	25	CrIg	60
<i>Invented</i>			
Blade of Virulent Flame	30	CrIg	60
<i>Mastery xp=2</i>			
Ball of Abysmal Flame	30	CrIg	60
Bolt of Abysmal Flame	35	CrIg	60
<i>Mastered</i> , <i>invented, as 'Ball of Abysmal Flame' but far range</i>			
Fiery Bolt of Abysmal Flame	45	CrIg	60
<i>Invented, as 'Ball of Abysmal Flame' but sight range & +35 dam</i>			
Volcanic Bolt of Abysmal Flame	55	CrIg	60
<i>Invented, as 'Ball of Abysmal Flame' but sight range & +45 dam</i>			
Breath of the Dragon	50	CrIg	60
<i>Invented, area effect, far range, 6 pace diameter, +30 damage</i>			
Circle of Encompassing Flames	40	CrRelg	50
<i>Self, shoots out up to 5 paces, +30 dam, Scene duration (no conc) Wall of 10 foot high flames (Orlania)</i>			
Conjure the Fuelless Fire	25	CrIg	60
<i>Conjures a campfire that burns without fuel, sun duration</i>			
Vision of Heat's Light	20	InIg	48 +3
<i>Have catseye focus +3</i>			
Sight of Heat's Light	30	InIg	48 +3
<i>Sight range version of 'Vision of Heat's Light'. Invented. Have catseye focus +3</i>			
Ward against Heat and Flames	25	Relg	50
Ward against Cold and Ice	25	Relg	50
<i>As Ward against Heat and Flames, +15 soak vs. cold and ice damage</i>			
Enduring Ward against Bitter Cold and Ice	45	Relg	50
<i>As Ward against Heat and Flames, +30 soak vs. cold and ice damage, Moon duration</i>			
Enduring Ward against Searing Heat and Flames	45	Relg	50
<i>As Ward against Heat and Flames, +30 soak vs. fire and heat damage, Moon duration</i>			

IMAGONEM			
Conjure the Duplicitous Fog	30	CrImAu	45
<i>Creates the illusion of a thick fog, far range</i>			
The Forest Shrouded Tower	30	CrImHe	42
Ritual to create the illusion of trees taller than the covenant's tower.			
Discern Images of Truth and Falsehood	30	InIm	34
Far range, affects level 25+stress die			
Aura of Charming Communication	10	MulmCoMe	25
<i>Invented, Com version of 'Aura of Ennobled Presence'</i>			
Aura of Ennobled presence	10	MulmCoMe	25
<i>Invented</i>			
Disguise of the Transformed Image	15	MulmCo	25
<i>Touch range, touch sense affected too</i>			
The Wizard's Sidestep	20	ReIm	36
MENTEM			
Terror of the Trembling Heart	20	CrMe	55
Mastered , <i>invented, as 'Panic of the Trembling Heart' but +2 mags to resist, brave 12+ needed</i>			
Return of Mental Lucidity	30	CrMe	55
Ritual. Invented.			
Tongue of the Folk	20	InMe	44
Posing the Silent Question	25	InMe	44
Aura of Rightful Authority	20	ReMe	46
Confusion of the Numbed Will	15	ReMe	46
Ring of Warding Against Spirits	25	ReMe	46
Ring of Warding Against Spirits	45	ReMe	46
TERRAM			
The Wizard's Call to Arms	15	CrTe	47
<i>Creates a steel bastard sword</i>			
Silvery Scales of the Knight	20	CrTe	47
Wall of Protecting Stone	25	CrTe	47
Eyes of the Treacherous Terrain	15	InTe	36
Ward Against Rock and Earth	25	ReTe	38
<i>As Ward against Heat and Flames, +15 soak vs. damage from rocks and earth</i>			

VIM			
Sense the Elusive Boundary	15	InVi	39
<i>Mastered</i>			
Trail of the Silver Footsteps	25	InVi	39
<i>Petrus' ritual to find path across the regio in Severn Temple</i>			
Sense the Lingering Magic	30	InVi	39
Sight of Active Magics	35	InVi	39
Rend the Mystic Veil	30	ReVi	41
Circular Ward Against Demons	40	ReVi	41

Miscellaneous

Sigil: Stars and starlight, e.g. conjured animals may have a star-shaped patch of fur, there may be a glimmering of starlight with muto or rego spells.

Gift: Appears aloof, distant and remote from people (though not animals).

Twilight points: 8 (next due 1269)

Twilight effects: None

Longevity potion: -20 -1 on rolls in covenant = -120 *apparent age risk*, 170 *risk of potion breaking*

Reputations

Strong leader	Covenant	5		Motus's protege	Flambeau	6
Dedicated hoplite	Stonehenge	7		Archimagus	Order	1
				Renowned	Order	3

Certamens fought:

CrCo L – challenged Cormoran (????)	CrAn W – challenged? Aelfwin (winter 1173)
CrCo L – challenged Tiarnan (autumn 1164)	Mulg W – challenged by Cormoran (autumn 1175)
CrVi W – challenged Medius (winter 1164)	CrMe L – challenged Dialectica (spring 1176)
CrHe W – challenged Theo (autumn 1165)	Inlg W – challenged by Tiarnan (winter 1176)
CrMe L – challenged Dialectica (autumn 1165)	CrAu W – challenged by Kentigern (summer 1222)
PeAn W – challenged by? Theo (spring 1168)	
ReAn W – challenged by? Cormoran (spring 1168)	
CrCo W – challenged Aelfwin (spring 1168)	

Certamen: Int 3 + Certamen 4 + Tech ___ + Form ___ = ___ + stress die

Weaken: Int 3 + Certamen 4 = 7 + stress die + advantage

Resist: Sta 4 + Certamen 4 = 8 + stress die

Magic theory breakthrough

Uses animal ken to affect animal emotions/passions.

Parma magica breakthrough

Can specialise in two forms.

Finesse breakthrough

No targeting penalty for multiple spells.

Laboratory

Base lab total: Int 3 + Magic theory 6 + Aura 5 + Lab 3 = 18 (19 if inventing spells)

Apprentice adds +

Vis extract: Int 3 + Magic theory 6 + (3x Aura) 18 + Lab 3 + Cr 31 + Vi 14 = 75 = 15 pawns

Personal vis stores

Cr*	19	In		Mu	11	Pe		Re	10
An	4	Aq	11	Au*	2	Co*	16 + 5 [‡]	He	
Ig	9 + 3 ^{**}	Im	1 + 2 [†]	Me		Te		Vi	15

* = regularly carried on person. ** sulphurous. † mercurial silver. ‡ spring water.

Known sources of types

Narwold *had* terram, Carrion Moor *have* An, Au, Co, *want* Mu, Aq, Vi, Borrea Tor *have* In, Re, Im, Vi, *want* Ig, He

Arcane connections regularly carried and kept updated to Blackthorn, Lydney, sanctum & Mynydd Myrddyn.

Enchanted Items

- **Torrwrdur:** Ildenacht bastard sword. +2 1st strike, att, dam & par. Magic resist 25. enchanted metal so normal ReTe wards not effective. Hermetic weapon
 - On the blade touching metal - ReTe (my arts = 33) causes metal to part (no armour), unlimited uses.
 - On the blade hitting flesh - CrTe25 (my arts = 42) creates metal shards doing +15 dam (an extra wound), no skin or armour soak bonus, unlimited uses.
 - ReTe40 constant effect, "unyielding steel". 1 vim space left.
- **Tetheryn:** Bastard sword, once activated, each blow increases a destructive personality by +1, does frostfire damage equal to trait x2, +d10, which hits spirit might. To stop fighting need to win contested roll of destructive trait vs Stamina+Silver corc. Failure means strike again, botch means possession by sword until dusk/dawn.
- **Ring of Safe Falling:** ReCo15 'Rise of the Feathery Body', maintains concentration, 3 x/day (self-made). Steel ring, worn on right hand.
- **Silver ring:** Inscribed with running celtic-style hounds = ReHe25 constant 'Ward vs Wooden Weapons' (made by Ildenacht). Worn on left hand.
- **Garius's wand:** CrIg30 'Ball of Abysmal Flame' far range, +30 dam, penetration 84, x24/day
- **Sceptre of Smothering Fog:** (oak wand with silver handle inlaid with runes and an unknown material set into the wood, agate tip). CrMuAu30 – Sight range covered in fog, within which sound is massively reduced and bellows become whispers. Wielder can see normally as can up to two people touched by them, Sun, x12/day (made by Moravius).
- **A Gift to Men:** Chalice – one of the 13 Treasures of Britain. Perform a non-hermetic ritual (requires pagan knowledge 5) to use. Not made by humans, the Anu had a hand in its creation.
 - CrCo - fill with 6 pawns liquid Co vis (e.g. Autumn spring vis). Heals all physical injuries, including missing limbs, poisons, diseases, premature aging.
 - CrMe – fill with 10 pawns liquid Me vis (Nechtan's pool water?). Heals all mental wounds, personality afflictions, spiritual wounds (e.g. Sense of Doom, Lost Love)
 - CrVi – fill with 12 pawns liquid Vim vis (sap of heart tree). Heals magical/essential nature (e.g. lycanthropy, damaged Gift)
- **Archimagus item:** (from Hephaestus) Metal amulet with an hourglass symbol, place in flames to activate. Vibrates if an Archimagus wants to speak to you. Use sparingly and only when needed. Use discreetly.

Potions

- Leap of Homecoming (to Severn Temple)
- Grant the Hide of the Boar (MuAn30)
- Lope of Homecoming (ReAn35) x5
- Demon's Eternal Oblivion (PeVi 40) x1 (sand)

Scrolls

- Circle of Encompassing Flames: CrRelg40 self range, shoots out up to 5 paces, +30 dam, remains for scene without concentration as wall of 10 foot high flames (from Orlania, 1148)
- Vision of Heat's Light: Inlg20
- Prison of Stone: CrTe25 Forms stone around a person, targetted, no parma.
- Shackles of Earth: ReTe25 No step/leap possible. Near/sun, up to size 2, Str18+ to break, or +30 soak to break.

Uninvestigated items

- **Magreine's longsword:** 3-400 years old, non-hermetic effect
- Ring – Surgeon's Healing Touch & Higher version? (sigil of dappled forest light)

Foci

Oak wand struck thrice by lightning

Gems: Agate, sapphire, garnet, small good bloodseye, small good catseye, small average topaz, good sized near-perfect opal, good sized magnetite.

WANT - pure red coral

Armour

- Chainmail cuirass, protection 10, load 3, magic resistance 20.
- Chainmail hauberk, protection 13, load 4, magic resistance 20 (crafted +13).
 - Enchanted with ReTe40 constant effect 'The Unyielding Steel'
- Chainmail full, protection 15, load 5, magic resistance 20 (crafted +12).

Swords

- Bastard sword – 1st +2, Att +2, Dam +1 (made by Ildenacht). Magic resistance 20, enchanted metal so normal ReTe wards not effective.
- Bastard sword – silver-edged, +1 dam, looks very finely made, magic resistance 7 (made by Ildenacht)
- Bronze longsword
- Bronze ring set with big ruby inscribed with hourglass, inner inscription reads in Latin “We are forged in flame”. Vis invested (?? room)
- Pewter tankard engraved with hounds.

Money: 982 d

(240d = 1 lb)

"May you bring blood and ruin on those who would corrupt this land." Morrigan 1196

"A true warrior's heart is loyal and valorous, but also wise.

Be not blind to the truths of the world, even for loyalty." Arawn 1176

Personal history

Key dates

- 1122 – Born
- 1145 – Joined covenant
- 1148 – Death of Madoc, Ruaridh and Tuold, cursed by Morrigan, start longevity potion
- 1152 – Kill McGreine
- 1166 – M.E.A.
- 1170 – Moira kills Fulgaria and DuCamp
- 1171 – Guyere defeated in Snig's End
- 1174 – Theo killed by Nimue
- 1175 – Take up Morrigan's blade
- 1176 – Rescue Cormoran from Arwen's lands, Aelfwin murdered by Dionysus
- 1178 – House Flambeau meeting in Iberia
- 1179 – Appointed permanent hoplite
- 1184 – First Novgorod trip
- 1186 – Praeca Jania murdered by Arcturus
- 1186 – Giraldus murdered by Christian cult
- 1189 – Night falls in Mynydd Myrddyn
- 1189 – Dialectica killed by barrow wights/botched CrCo
- 1191 – Ethiopia
- 1192 – Leave House Flambeau, Drudwhil killed
- 1195 – Swallowcliff
- 1196 – Grand Tribunal
- 1203 – Medius killed in fight with UH sea serpent
- 1206 – Bind Maelgwyn
- 1211 – Forge Tetheryn
- 1213 – Second Novgorod trip
- 1215 – Idolon killed by demon in Bristol
- 1218 – Cormoran kills Ieuan, Third Novgorod trip (with Flambeau)
- 1220 – Tiarnan killed by UH, rejoin Flambeau
- 1224 – Cotterley massacre
- 1229 – Covenant lost in regio
- 1232 – Evan killed by UH, made Archimagus
- 1234 – Lambert & Black Knives slain in Bristol
- 1234 – Lost in Mynydd Myrddyn and geas'd by Arawn
- 1237 – Emergency Grand Tribunal – Marius stripped of Gift
- 1239 – Order of Suleiman trip
- 1244 – Fall of Coeris & death of Motus.
- 1248 – Maelgwyn killed by Mona.
- 1249 – Urbanus murdered by Brothers in Christ.
- 1250 – Aeddán murdered by Brothers in Christ.
- 1257 – Restored pagan Gods.
- 1262 – Damhain Allaidh killed.
- 1267 – Cadwgan bound.
- 1270 – Bulgaria, Justitia killed.

Cadwgan - familiar

Size -2, Int +3, Per +4, Str 0, Sta +2, Dex 0, Qui 0

Magic might 20

15 MP – heal one body level

5 MP remove fear (PeMe)

Intuition if ghost/spirit nearby

Proud +2, noble (in hound world), loves to hunt, loyal +6, loves water, gluttonous +1, energetic +2

Brawl 3, dodge 3, swim 2, track (beasts) 2, awareness 3, athletics 3, stealth (stalk) 1, ferocity (protect master) 3

Virtues – Keen scent, long winded

Flaws – Claustrophobia, compulsion hunting, weakness food

Bond

Gold +3 (+2 spellcast on hounds), **Silver +2**, **Bronze +2**

+15 attunement

+5 shared protection (get aggressive)

+10 shared speech (taciturn)

+10 unlimited bond

+5 material bond (+1 Sta, wiry black hair with white streaks)

+5 awareness (cock head)

+5 mental bond (+1 Per, proud/venegful)

+5 primary power (Animal +2)

+10 secondary power (Rego +4)

-5 sympathetic pain (growl)

-5 independence

Gained Determined +3 trait

Moon duration BIG wards (Cold, lightning, fire)

Def vs UH (e.g. EotC vs Milky Eye) Break line sight?

Hoplite

ReTe15 Unseen Porter, PeHe10 Rot door quickly (can do in 1), PeTe?? Crack stone/ hole wall

CrAu big Charge Angry Winds (+1 to do 40 in 1, can do 50 in 2) Anti-flying ReAu - need +2 to do 40 in 2

Melee

MuCo20 Preternatural Growth & Shrinking (requisites!), ReTe5 Edge of the Razor (invent in 1 with **17 spare**)

MuCo30 Grant Gift of Achilles or Moon dur Gift of Ach (can do in 2, +11 MuCo in 1), **CrTelg40** can do in 2

MuCo35 Moon Gift Bears Fort (need +9 to do in 2)

Relg30 Moon ward vs fire, vs ice (need +5 to do in 1), ReAu30 Moon ward vs Lightning (can do in 1),

Wizard's war (also vs Order of Odin, liches, UnNamed House)

CrIm30 Restore Lost Image (+6 do in 1, can do in 2), CrCo30 Chirurgeons Better Heal Touch (can do in 1)

CrImCo25 Illusion of walk/talk man (can do in 1, + 6 to do 30 in 1), Crlg30 Heat of Vulcan's Forge (can do)

Relg25 maintain body heat (+4 in 1), Shower of ice? CrAq 30 Teeth of Icy Caverns (can invent)

AREA EFFECT Crlg can do 30 in 1, 40 in 2, +6 for 45 in 2, +5 for 50 in 3 (write up details)

Crlg BoAF big dam lab = 71 (+4 to do 50 in 2) or +9 to do 60 in 3 (+8 if far range)

CrAq20/25 Wall Mirrored Ice (can invent 30 in 1), Crlg40 Sight range fire (can do ball in 2) solar fury?

CrAu45 Sight range lightning (can do in 2), Chain lightning? InAq?? True sight of water

Pull of the skybound winds ReAu40, Alleviate the serpents bite PeAn 10

Beasts

CrAn pack spells, conjurations and boosts? CrAn(Au?) 50 Conjure griffin CrAn50? (+3 to do in 2)

Conjure sea serpent CrAn(Aq?)??, Further spaced Wizards Sidestep for dragons etc

CrAn35/40 Conjure bear/destrier (need +5 CrAn to do 35 in 1 season, can do 35 or 40 in 2) +saddle/barding

CrAn?? **Create hate/loyalty** (can do 35 in 1), **Sight range takedown**

ReAn50? Equivalent of Enslave the mortal mind/**big Harnessed Beast (can do ReAn40 sight CtHB in 2)**,

Use to wrest control of dragons???? Moon duration prot, Gorgons? InAnAu20 Tongue Birds

CrAnAu? gull, sparrow, eagle, owl. **InAnIm35 see thru animals eyes (+9 for in 2, +1 in 2 if lvl30)**

Misc

InVi10/15 type & Mag of an aura (can invent both in 1), nature & scales of vis

MuCoAn25 Shape of the Loyal Companion (turn to hound, need +6 to invent in 1, requisites!)

CrHeTe25/30? Forester's hut (can do 25 in 1, can do 30 in 2)

CrHe 20 Conjure 3 man row boat (can do 25 in 1), large & ReAq10 (15=faster) to propel?

PeCo15 Dust to Dust (can learn, master 4 multi), ReAu? Big Circle Winds Protect (+3 for 30 in 1 or 40 in 2)

ReVi Ward Demons (+1 to do 25 in 1, +7 to learn 40)

InAulm25 Eyes of the Bat (can learn), Crlg15 Non-hold Lamp without flame (can invent 25 in 1)

InVi35 Sight Active Magic (+1 to learn), Inlg30 Sight range vision of heats light (need +3 to do in 1)

InVi25 Invisible Eye Revealed (can learn), InIm25 Discern Images of Truth & Falsehood (can learn)

ReVi30 Rend Mystic Veil, ReVi30 Open Intangible Tunnel (need + 8 to learn), ReVi? Condense beast vis

ReCo35 Leap Home (+3 to learn), ReAn40 touch Leap Home/Seven League Stride (+7 to invent in 2)

PeAu30 Cloudless Sky Returned (+5 to learn), PeAu??? Destroy fog, CrAu30 sight fog (can do)

CrAulg – conjure smoke (see Wreath Foul Smoke 15), also equiv Ward Hellish Fumes (touch)

Mundane (inc ship stuff)

MulmCo15 Disguise Transformed Visage (can learn) + hide weapons, armour, appearance

MuMe20 Recollection Memories Never Quite Lived (can learn), ReMe20 Oneiros' Curse (can learn)

Ship combat

CrAu?? wind vs fog, CrReAu?? fill sails (Aeolus' Blessing), vs sails (Aeolus' Curse), InAq see water sight

CrAq?? – conjure wave vs ship (Neptune's Crushing Blow) (can invent 30 in 1, 40 in 2)

CrTe? Ballista type bolt to hole ships, what to replicate catapult/ballista shot? FIND OUT IC!

InAu30 see thru fog (can do 30 in 1 = sun, sight, touch), NB MUST be lvl > fog spell lvl

Arts to learn

Rego (generally useful, wards) **Creo** (casting, penetration, conjure beasts), Auram (1° attack form)

Corporem (parma, healing, self boosts, transform, apport), **Imagonem** for anti-invis (break line sight?)

Mentem (parma, spirits, mundanes), **Ignem** (fire resist, penetration, area effect), **Animal**, Aquam (sea, Erequith)

Terram (requisites, parma, vs swords) Herbam (reqs, vs arrows), Vim (Investigate items)

Abilities to learn

Dodge, 1H sword attack, Track, faerie lore, occult knowledge & lore, Animal handling & ken to 5,

Enchantments/Items **InVi Lab = 51**

Investigate **sword** and ring, Talisman = torc, beast control? (topaz). CODE BOOK

COLLAR (ReAn35 (4), Relm20 (3), PelmAn15? (2/3) Arrow ward ReHe10+conc =15 (can do x2/day)

Anti-drown device (in chain?) float spell ReAq10) or walk on/breathe water? immerse =activate, rust resist

Beast remade device (MuAnCo25), Panic of the elephants mouse (ReAn15)/trembling heart (CrAn15)

Sanctum N.B. restrict all to self use only

CrAn web block door or line walls vs Pe/ReTe entry, CrIm webs look like stone

Seasons

Investigate dragons (***Speak with Cerdic***) /How passed through Aegis (***Write to Petrus & Speak with McKeidh***)

ANNUAL –

Season Priorities

Spells to get with apprentice

ReCo35 Leap Home (+3 to learn)

ReAn40 touch Leap Home/Seven League Stride (+7 to invent in 2)

ReVi Ward Demons (can learn 25, +9 to learn 40)

Crlg(Re)40 Immolation of Cornered Wizard (+8 to learn),

MuCo30 Grant the Gift of Achilles (can do in 2, +11 MuCo in 1)

ReCo40 Touch LoH (+1 to invent in 2 if LoH known)

MuCoAn25 Shape of the Loyal Companion (turn to hound, need +6 to invent in 1, requisites!)

InAnIm35 see thru animals eyes (+9 for in 2, +1 in 2 if Ivl30)

CrImCo25 Illusion of walk/talk man (can do in 1, +4 to do 30 in 1)

Vis wanted

Ignem

Rego

Creo/Corporem

Imagonem

Perdo (for veil of invis enchantment)

InAq25 True Sight of Water (sun) (need +1 to do 25 in 1)

Invent sight range loL

Invent sight range loL

Inlg30 Sight range vision of heats light (need +3 to do in 1)

Something aq or au vs ships

CrlgHe ignite sail

CrAq20/25 Wall Mirrored Ice (can invent 25 in 1 with -7 penalty)

PeCo15 Dust to Dust (can take –6 penalty)

Collar – ReAn35 (Bound of Homecoming, need +12 to do 1 use in 1, inc +3 form bonus)

Investigate sword

COVENANT

New ring in floor, ReVi demon ward first

Enchant door to keep – now it's the only entrance in (save roof).

Trade for improved maps e.g. tribunal or Britain

What to put in space for new building?

Collect or petition to be collected auram vis feathers

Investigate Tiarnan's cloak

Suggest consors for new apprentice in week long

Renounced Merinitans

Dark spirits

Mona

Barroc

Candalo

Rego Corporem 20, Spell Focus: a lodestone +3, R: Near/Sight, D: Instant

Violently throws the target back ten paces. The target must make a Size stress roll of 12+ or fall down.

Intellego Corporem 35, Req: Imagonem, R: 100 miles/400 miles, D: Conc (1 hour)

Allows the caster to see through the eyes of the target, as long as the target is within the Range of the spell.

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.

Teeth of the Icy Caverns [CrAq 30, R: Near, D: Inst.]

A large number of pointed shards of ice shoot out in a 60' angle from the caster's hands, potentially hitting any targets within Near Range for +20 damage. Targeting rolls are not normally needed due to the number of missiles, though targets may avoid them by throwing themselves to the ground if they can make a Qui+Dodge roll of 12+.

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 on atop and one inch above the snow, respectively. The caster leaves no footprints.

Safe Passage Through the Drifts [ReAq 20, R: Self/Touch, D: Conc (while moving)]

Pushes snow out of the way, allowing a party to pass unhindered.

Back up char – elements of Marion Snow's attitude

Leif = real name?

Non-magical

- A fine fishing rod
- Pieces of Jade and Magnetite
- 4 bronze rings
- Chain with V-shaped pearl design

Magical or faerie

- A necklace with a teardrop shard
- Round shield covered in fish scales
- 4 doses of a strange elixir
- A lantern that gives off a faint blue glow
- A ring of twisted faerie iron and silver
- Faerie silver bracelet
- 2 Fish scale hauberks
- 2 Darkwood spears
- 2 Barnacle bucklers
- A blue cloak with green celtic designs
- 2 doses of a strange powder

Untranslated lab texts

- Seal the Assailant's Eyes (Sword): [ReCo 10] MT 8
- Circular Ward Against Demons (Wand): [ReVi 40] MT 8
- Waves of Drowning & Smashing (Sea shell): [ReAq 20] MT 8
- Save the Stricken Ship (Wooden staff): [ReAq 20] MT 8 & 6
- Gift of the Bear's Fortitude (Lead brooch): [MuCo(An) 30] MT 8 & 7
- Weigh the Turncoat's Silver (Silver penny): [InMe 25] MT 7
- Command the Unruly Waters (Ship's oar): [ReAq 25] MT 7
- Intuition of the Open Seas (Silver ring): [InAq 10] MT 6
- Disguise of the Transformed Image (Cloak): [Mулm(Co) 15] MT 6
- Call the Rushing Waters (Bucket): [ReAq 15] MT 5

Effect Frequency Table

1 Use per Day	0
2/Day	+1
3/Day	+2
6/Day	+3
12/Day	+4
24/Day	+5
50/Day	+6
Unlimited	+10
Constant Use	+5

Add the number listed to the Level of the effect.

Only effects, such as invisibility, that function constantly (which excludes all effects with Instant Duration) can have "Constant Use."

1176 *Using blood stains found on the stone steps leading down to the cellar, Senior Quaesitor Serenia was able to find the bodies of our fallen comrades Owain and Giovanni. Let their long and loyal service be recorded in this journal for as long as this covenant that they served so bravely endures. Serenia spoke with Giovanni's shade, which was able to tell her that Dionysus had magically commanded him to tell him all that he knew of Theo's crown and any other ancient pagan artefacts. This means that Dionysus now knows that Llyr holds the crown, Mynyddor the cauldron and Carwyn the shield, though I understand that soon after the expedition had been concluded Serenia took the latter into her possession for detailed investigation. More importantly, Serenia ruled officially that Dionysus is no longer a member of the Order of Hermes and is to be treated as a renegade who shall be given no quarter and destroyed on sight. This will be formally confirmed at the next tribunal.*

1176 As well as the moss, he reported that he had also found an ancient-looking bronze shield with pagan designs of a red and a white dragon fighting. Drudwhil recognised it almost immediately as the shield of 'Dylan Eil Ton', which means 'son of the wave', another pagan god of the sea, who legend has it is married to the Lladra. As I recalled from conversations with Theo, the red and white dragons fighting refers to Wales and England... From her readings of Mynyddor's library while imprisoned, Dialectica was able to shed some more light on these. She believes that the shield is one of the legendary twelve treasures of Britain, along with the crown and cauldron that Theo once owned. Given that Dylan Eil Ton is supposed to be the Lladra's husband, Carwyn will try and speak with her at the Spring after this meeting to see what can be learned from her.

After the council meeting was finished, Carwyn went to speak with the Lladra and learned that the shield was indeed crafted by her husband. The Lladra also added that ancient prophecy had it that once the King is crowned then the other ancient treasures of the land will slowly emerge, although they all 'belong' to Aeddyn, as 'King' Theo's heir. The treasures were hidden long ago using powerful magics to hide them from both man and faery.