

(M.) by Vige Kujus (by acitd) Ashura 1203

Medius

Hermetic Name: Medius	Birth Name: Abraham	Parens: Prorus
House: Guernicus	Covenant: Severn Temple	Tribunal: Stonehenge

Born: 1120	Age: 81 83	Apparent Age: 53
Size: 0	Decrepitude: 1	Longevity Potion: -25 (179)
Confidence: 4	Current Confidence: 4	2

Personality Traits

Brave +2	Owl +1	Lonely +2
Merciful -3	Responsible +2	Reckless +1
Aloof +2	Formal +1	Transitional +2

Reputation

Jewish (Europe) +2	Quaesitor (Order of Hermes) +1
Wizard (Kabbalah) +2	Poor Judgement (Stonehenge Tribunal) +1
Compromised (Severn Temple Magi) +6	Kabbalist (Quaesitorii) +3
Pontifex (Severn Temple Covenfolk) +6	Co-Ordinator (Covenant Allies) +3

Description

Medius is a man whose Jewish heritage is quite clear to see, with slightly olive skin and wiry hair, largely black but with thick streaks of grey, curled into ringlets. He is a handsome man with an air of confidence that is reflected in his calm features, though his eyes are those of an owl which sets mundane men apart from him (-3 to presence rolls). Those eyes seem constantly aware of what goes on around him and can pierce the hearts of men when he so chooses. Of medium build and average height he has slender arms and fairly delicate hands but his movement can be cautious and somewhat graceless. The little finger of his left hand is missing and if he walks barefoot the faintest glow of starlight can be seen on his toes. His forearms are covered with strange symbols, tattooed into the skin.

Virtues

Quaesitor +1	Independent Magic +2	Piercing Gaze +2
Strong Willed +1	Clear Thinker +1	Premonitions +1
Magical Affinity (Intellego) +4		

Flaws

Slow Caster -3	Twilight Points -1	Foreigner (Jew) -1
Deep Sleeper -1	Nocturnal -1	Enmity (Birds) -1
Major Magical Deficiency (Muto) -5		

Medius

Characteristics

Intelligence (Discerning)	+4	Perception (Astute)	+3
Strength (Slender Arms)	-2	Stamina	0
Presence (Confident)	+2	Communication (Incisive)	+1
Dexterity (Graceless)	-1	Quickness (Cautious)	-2

Abilities

Name	+	xp	Name	+	xp
Speak Latin (Hermetic)	5		Awareness (Demons)	4	2
Scribe Latin (Hermetic)	4		Animal Handling (Owls)	1	
Magical Affinity (Intellego)	4		Guile (Spot Lies)	2	1
Magic Theory (Investigate Items)	5	3	Folk Ken (Magi)	3	1
Hermes Lore (Politics)	4	3	Intimidation (Magi)	2	1
Hermes History (Quaesitorii)	2	2	Intrigue (Keep Secrets) (Tribunals)	3	2
Parma Magica (Mentem)	7	2	Bargain (Covenant Trade)	1	
Hermetic law (Kabbalah)	6	2	Debate (Hermetic Law)	2	
Certamen (Intellego)	3	2	Humanities (Mathematics)	2	1
Finesse (Illusions)	2				
Concentration (Long Periods)	4		Athletics (Jumping)	1	
			Climb (Ropes)	1	
Premonitions (Death)	1		Stealth (At Night)	2	1
			Swim (Rough Water)	1	
Meditation (Kabbalah)	4	4	Dagger Attack (From Behind)	1	
Kabbalah (Resist Infernal)	5		Dodge (vs Blunt)	2	
Augury (Auras)	3	1	Ride	2	
Piety Passion (Battle Infernal)	3	1	Dean Lore (Severn Temple)	2	
			Chepstow Lore (Geography)	1	
Occult Lore (Diabolic Practices)	3	2	Powys Lore (Geography)	1	1
Hebrew Lore (Torah)	4		West Country Lore (Geography)	2	
Church Lore (Insignia)	2		Marches Lore (Geography)	1	
Faerie Lore (Dean)	1		Hall of the Forest Lore (Geography)	1	
Pagan Lore (Festivals)	1		Wessex Lore (Swallowcliff)	1	
Fantastic Beast Lore (Owls)	1		West Pennines Lore (Geography)	1	
			London Lore (Jewish Quarter)	1	
Speak Italian	4	1	East Anglia Lore (Narwold)	1	
Speak English	4		Dublin Lore (Geography)	1	
Speak Hebrew	4		Aquitaine Lore (Ports)	1	
			Iberia Lore (Ports)	1	
Hierwely (Psychomachia)	2		Buqaia Lore (Geography)	1	

Medius

Attack

Weapon	1 st Strike	Attack	Damage
Dagger	0	+4	+1

Defence

Parry / Dodge	Bonus
Dodge	0
Dagger	-2

Wounds / Fatigue

Soak: 0	Fatigue: 0
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Unhurt	☺	☺	☺	Fresh
Hurt	/	0	/	Winded
Light Wounds	/	-1		Weary
Medium Wounds		-3		Tired
Heavy Wounds		-5		Dazed
Incapacitated		⊗		Unconscious

Mundane Resources

Currency	Amount
Pennies	210 349
Shekels (5 to the Penny)	140

Item	Notes
Formal Silk Robes	Imperial purple with black brocade (worth 150 pennies)
Fine Tuscan Wine	4 bottles
Dagger	

Encumbrance

Strength	Load	Encumbrance
-2	0	0

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Magical Arts

Technique	+	xp	Form	+	xp	Form	+	xp
Creo	9		Animal	10		Ignem	6	
Intellego (+4)	19		Aquam	5		Imagonem	8	
Muto	6		Auram	5		Mentem	14	
Perdo	12		Corporem	12		Terram	5	
Rego	9		Herbam	5		Vim	15	

Characteristics

Stamina	0	Intelligence (Discerning)	+4
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Laboratory Totals

Activity	Factors	Total
Studying from Vis	(Stress die x pawns) + Aura, Lab bonus -Sabbath	4 +vis total
Learning Spells	Int, Magic Theory, Arts -Sabbath	7 +arts
Inventing Spells	Int, Magic Theory, Arts, Lab Bonus, Aura - Sabbath	13 +arts
Enchanting Items	Int, Magic Theory, Arts, Lab Bonus, Aura - Sabbath	13 +arts
Investigating Items	Int, Magic Theory, Intellego, Vim, Lab Bonus - Sabbath	49
Extracting Vim Vis	Int, Magic Theory, Creo, Vim, 3 x Aura, Lab Bonus - Sabbath (Divide total by 5 and round down)	51
Creating Infernal Sight Tincture	Int + Augury (Auras) + Intellego Affinity - Sabbath (Divide total by 4 and round down). Can add a stress die but must roll for experimentation.	10

Twilight

Twilight Points -	Flaw: 4	Vim:3	Age: 3	Twilights: 0	Total: 10
Effects of Twilight:					

Certamen

Battle: Arts + Int + Skill + Die	Press: Int + Skill + Adv. + Die	Defence: Stamina + Skill + Die
7 + Arts (+1 Intellego) + Die	7 + Adv. + Die	3 + Die
Certamen's Fought: CrVi, InCo, InMe, MuVi, PeVi, ReVi		

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Spells

	Arts	Level	Mastery
Sense the Tainted Meat	In An	5	Mastered
<i>Foci & Notes: Touch/Reach, Concentration/Moon [Detects poison in meat dishes]</i>			
Tongue of the Birds	In An (Au)	20	
<i>Foci & Notes: Self, Concentration</i>			
Touch of the Pearls	In Aq	5	Mastered
<i>Foci & Notes: Pearl (+5), Touch/Reach, Concentration/Moon</i>			
True Sight of the Air	In Au	15	
<i>Foci & Notes: Four leaf clover (+1), Sight, Concentration/Moon</i>			
Eyes of the Bat	In Au (Im)	25	
<i>Foci & Notes: Eyes of a bat (+1), Body/Touch, Special</i>			
Charm Against Putrefaction	Cr Co	5	
<i>Foci & Notes: Pouch of Healing Herbs (+3), Touch/Near, Moon/Permanent</i>			
Chirurgian's Healing Touch	Cr Co	20	
<i>Foci & Notes: Bloodstone (+3), Touch/Near, Sun/Instant</i>			
Sight of the True Form	In Co	10	
<i>Foci & Notes: Four Leaf Clover (+3), Sight, Instant</i>			
Reveal the Gift of Magic	In Co (Vi)	10	
<i>Foci & Notes: Mercurial Ritual, Silver chain held by willing participant(s) – reveals the gift</i>			
Whispers Through the Black Gate	In Co (Me)	15	
<i>Foci & Notes: Green Turquoise (+3), Reach/Near, Concentration</i>			
The Inexorable Search	In Co	20	
<i>Foci & Notes: Feather from the Target's Pillow (+4), 100/400 Miles, Concentration</i>			
Eyes of the Cat	Mu Co (An)	10	
<i>Foci & Notes: Hair from a Cat (+3), Touch, Sun/Year</i>			
Crack of the Splintered Bone	Pe Co	25	
<i>Foci & Notes: Piece of Jet (+3), Near/Sight, Instant [Sta + Siz: 12+ Limb, 6+ Incapacitated]</i>			
The Poisoned Fruit Avoided	In He	5	Mastered
<i>Foci & Notes: Touch/Reach, Concentration/Moon [Detects poison in fruit / vegetable dishes]</i>			
Intuition of the Forest	In He	10	
<i>Foci & Notes: Chips from a Faun's Hoof (+5), Body/Touch, Sun/Year</i>			
Shriek of the Impending Shafts	In He	25	
<i>Foci & Notes: Hazel Wood Rod (+1), Body/Touch, Concentration/Moon</i>			
Discern Own Illusions	In Im	5	
<i>Foci & Notes: Glass Eye (+2), Body/Touch, Sun/Moon</i>			
Eyes of the Past	In Im	20	
<i>Foci & Notes: Concentration, Ritual</i>			
The Ear for Distant Voice	In Im	20	
<i>Foci & Notes: A Rock Crystal (+3), 100/400 Miles, Concentration</i>			
Discern the Images of Truth and Falsehood	In Im	25	
<i>Foci & Notes: A Sapphire (+3), Near/Sight, Concentration/Moon</i>			

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Spells (cont.)

	Arts	Level	Mastery
Invisibility of the Standing Wizard	Pe Im (Co)	15	
<i>Foci & Notes: A Fern Seed (+3), Self/Touch, Sun/Year</i>			
Veil of Invisibility	Pe Im (Co)	30	
<i>Foci & Notes: A Fern Seed (+1), Self/Touch, Sun/Year</i>			
Wizard's Sidestep	Re Im (Co)	20	Mastered
<i>Foci & Notes: Opal (+3), Self/Touc, Sun</i>			
Frosty Breath of the Spoken Lie	In Me	20	
<i>Foci & Notes: Almond (+1), Eye/Sight, Concentration</i>			
Posing the Silent Question	In Me	25	1
<i>Foci & Notes: Sapphire (+1), Eye/Sight, Special</i>			
Ring of Warding Against Spirits	Re Me	20	
<i>Foci & Notes: Green Turquoise (+3), Special, Ring</i>			
Coerce the Spirits of the Night	Re Me	35	
<i>Foci & Notes: Green Turquoise (+3), Near/Sight, Concentration</i>			
Conquering the Locksmith's Art	Re Te	5	Mastered
<i>Foci & Notes: A Key (+1), Touch, Instant [Finesse roll to lock/unlock]</i>			
Invisible Hand of the Thief	Re Te	15	
<i>Foci & Notes: Glove of Convicted Thief (+3), Near/Sight, Instant</i>			
Wizard's Subtle Touch	In Vi	5	
<i>Foci & Notes: Toe of Frog (+1), Touch/Near, Instant.</i>			
Sense of Magical Presence	In Vi	10	Mastered
<i>Foci & Notes: Near/Sight, Instant [Detects type of aura]</i>			
Sense the Nature of Vis	In Vi	15	
<i>Foci & Notes: Sapphire (+5), Touch/Near, Instant</i>			
Scales of the Magical Weight	In Vi	15	
<i>Foci & Notes: A Set of Scales (+3), Touch, Instant</i>			
Sense the Elusive Boundary	In Vi	15	1
<i>Foci & Notes: Sapphire (+1), Near, Concentration</i>			
The Invisible Eye Revealed	In Vi	20	
<i>Foci & Notes: Eye of Newt (+3), Near, Concentration/Year</i>			
Perceive the Magical Scent	In Vi	20	
<i>Foci & Notes: A Dog's Toenail (+1), Near/Sight, Concentration/Year</i>			
Glimpse Through the Mystic Veil	In Vi	20	
<i>Foci & Notes: Sapphire (+1), Near, Concentration</i>			
Sense of the Shrouded Magic	In Vi	20	
<i>Foci & Notes: Mercurial Candle Ritual [Reveals a sigil has been altered up to a level 40 effect]</i>			
Keen Intuition of the Magical Veil	In Vi	25	3
<i>Foci & Notes: Near/Sight, Instant [Determines the exact strength of an aura]</i>			
Discern the Twisted Sigil	In Vi	30	
<i>Foci & Notes: Mercurial Ritual [Reveals the original sigil up to a level 30 effect]</i>			

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Non – Hermetic Abilities

Ability	Details
Kabbalistic Cross	A ritual to protect against demons which takes 30 minutes to perform. Int + Kabbalah to activate (12+) and Int + Meditation for duration of effect.
Seal of Destruction	A stream of white fire shot from the arms which directly damages the infernal might of demons. Stress die x Piety.
‘Recollection of Memories Never Quite Lived’	Cast as the spell but automatically for a cost of one short term fatigue.
Mercurial Magic	Need to study magic theory. 1 of 4 seasons completed.
Mecurial Candle Rituals	These rituals are cast in advance of being required. The creation of the candle takes 3 days and the ritual takes twice the usual amount of time (30 minutes per magnitude). Each additional pawn of vis added creates an additional candle. The candles must be burned to cause the spell to take effect.

Manifestation

Aspect	Manifests
Gift	As a feeling of being watched.
Sigil	Medius’ spells have a balance and symmetry about them.

Familiar

Name: Horobetrax		Species: Owl	
Intelligence (Wise)	+3	Perception (Night)	0/+5
Strength	-1	Stamina	0
Presence	+1	Communication	0
Dexterity	+1	Quickness	+2
Gold Cord: 1		Silver Cord: 3	
		Bronze Cord: 0	
Cord Bonus: +2 to Intimidation Rolls		Bond Score: 35	
Bond Qualities: Shared Protection, Unlimited Bond, Mental Communication, Shared Languages, Mental Bond, Independence, Sympathetic Pain, Attunement x2, Virtues x2, Flaws x3			
Bond Effects: Medius has defensive habit to seek shadow and darkness and an urge to flee when hurt. He has developed a tendency to phrase statements as questions.			

Sabbath Observation

-2 to lab total due to observing the Sabbath. One free day allowed then -1 for every 2 days touched.
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Medius

Magical Resources

Technique		Form		Form	
Creo	34	Animal	1	Ignem	5
Intellego	87	Aquam	4	Imagonem	
Muto		Auram		Mentem	2
Perdo		Corporem	2	Terram	
Rego		Herbam		Vim	20 10

Item	Notes
Bronze Skullcap	Talisman – +3 vs Malign Mentem, +5 Command Spirits Opened for enchantment (150 levels free)
Wand of Flame	Pilum of Fire (Near, +25 dam, -1 per pace). Penetration:25, 12 uses per day
Scroll – ‘Sight through the eyes of the ally’	InCo(Im)35, 100/400 Miles (need an arcane connection to cast beyond near range), concentration (up to 1 hour). Enables the caster to see through the eyes of another.
Mercurial Candles x 2	‘Sense of the Shrouded Magic’

Infernal Tincture x 1

Items Lost in Chepstow

Fine hooded cloak: ‘Disguise of the Transformed Visage’ [MuCo(Vi) 15, Self, 3 uses per day]

Brass ring with silver inlay: ‘Tongue of the Folk’ [24 uses per day]

Silver pendant on chain: ‘Loss of but a Moment’s Memory’ [12+ to resist, 24 uses per day]

Bloodstone set in silver ring: +8 Soak, Constant

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Kabbalah

Name	Description
Magus Servius	Criamon. Formerly Jeremiah. Creates Golems.
Magus Cestus	Cad Gadu. Ex Miscellanea. Formerly Aaron. Seals of Destruction.
Maga Rivius	Criamon. Somewhere in Greater Alps or Rhine. Formerly Rachel.
Josef	Cestus' apprentice. I rescued him from pogrom in Chepstow.
Unknown	Servius' apprentice.
Meshullan	Cordoba (1181). Numerologist.
Roten	Cordoba (1181). Gifted.
Baruck	Cordoba (1181). Gifted. Seals (oaths & locks).
Sagar	Seville (1181). Elder.
Mordechai	Tripoli (1181). Augury.
Jeremiah	Dublin (1193). Manufactures tinctures – soak, night sight, healing.
Yoshua	London (1183). Numerologist. Missing following pogrom.
Zedekiah	Augury & tinctures. Introduced me to Kaballah. Deceased.
Ezekiel	My apprentice. Deceased.
Elijah	My consors. Good with a bow. Deceased.
Saul	My consors. Divination. Deceased.

House Guernicus

Name	Description
Primus Greogorius	Archimagus
Archimaga Navaria	Research leader – mercurial magic
Inquisitor Gracia	
Archimagus Philipus	Senior – Provençal
Archimagus Praetorius	From Rome – likely to be the next Primus
Apparatus	Senior – Hibernia, I reported by judgement in a distinct <i>different</i> case.
Serenia	Senior – Stonehenge
Luvidicus	Solis Castle
Galfredus	??
Mattheus	Iberia. Big man, elegant dress – huge access to Ignem
Basilus	Transylvania. Calm & judgemental – we get on well and write
Vadisius	Greater Alps. Stocky, red robes, blue & brown eyes – buys Imagonem
Hermakrotes	Criamon, Greater Alps – pro Kabbalah
Memorius	Bonisagus, Durenmar – taught me mercurial magic
Faelon	Ex Miscellanea, tall & thin, fae touched, dark blue eyes

Salve Medius,

If you plan to travel to Iberia then you should be aware of some of the political changes within the lands held by the moors. During the rule of the last Caliph, who died in 1035 by the Christian calendar, the cities of Šsbīlīyyah (called Seville by the Christians) and Córdoba tolerated those of the Jewish race and became seats of great learning and scholarship to rival even the great academies of Sura and Numbeditha in Babylon. When the last Caliph died (may God watch over his soul) the Caliphate disintegrated into many separate kingdoms. Under these independent states the Moors continued their toleration of the Jews, whose quarters of those cities remained wealthy and vibrant, though the great seats of learning began to fall into decline.

In 1145 the region fell to another Moorish group called the Almohads, who displaced the Almoravids of the old Kingdoms and began a persecution of Christians and Jews within their territories. In both cities today Jews must wear a badge of yellow cloth and Christians a blue badge, to identify them as infidel. Whereas, under the Caliph and even the Kingdoms, Jews once possessed freedoms to worship and trade, under the Almohads the situation has changed for the worse.

However, the Jews of southern Iberia still live in such numbers that you will not find in any Christian city; and despite persecution and harsh taxation they continue to reside in large quarters in each city. If there is any kind of centre to the Kabala then it is likely to be found in one of these two cities.

To aid you in your investigations I have taken the liberty of calling upon a friend of mine: his name is Eustachius filius Sepius discipulus Criamon. He resides at Córdoba covenant, directions for which I enclose with this letter. The easiest route to travel to Córdoba is to take ship to the port of Santúcar and try to obtain passage on one of the many sail barges which trade along the river Al-Quivir (known by the Christians as Guadalquivir). This river passes the city of Šsbīlīyyah and thence on to Córdoba from where my directions will guide you to the covenant (if God wills). I hope that Eustachius will be able to provide local help to enable you to navigate the city and locate members of the Kabala who reside therein.

God go with you, Sodalis, and may your arts protect you.

Hermokrates filius Pelagia discipulus Criamon

Salve Medius

This is the first letter I've been able to write to you for what seems like a very long time, especially given the frequency of our previous correspondence. I hope that this will not be the last missive I shall send to you. My purpose is two-fold; to explain to you the reasons for my actions and to pass on information; intelligence I have recently learned. I do this knowing full well that within the Order I shall ever be regarded with infamy as a traitor and that there is no hope for my ever returning to the Hermetic Order. I am reconciled to that fate. My only hope is that you believe me enough to act on some of what I have discovered; for the protection of the Order.

Firstly, I want to apologise for attacking you in London; you will never know (nor perhaps even believe) how grateful I was that you escaped with your life – for had I taken any other action but to attack you, both of us would have been slain by the agents testing me. I gambled that even had my blinding spell penetrated your protection, then you would still have been able to appert away and I could scarcely feign frustration at your escape for my relief that you had! Secondly, I wish to also express my personal sorrow that Praeca Yania died at my hands; that she, an experienced and aged ex-Jerbiton, had not even a simple blade-ward about her person was an utter shock and surprise to me. This does not forgive my action in the slightest, I know. But, I did not intend her death and deliberately attacked her with a mundane means against which I thought she would easily defend herself.

There is no doubt that I have acted without the code; and thus I know your duty is to hunt me down as a traitor to the Order. I only 'waste' words explaining what happened so that you might better believe my warnings; it is important that Yania's life (and eventually my own life) was not sacrificed in vain. What this blood has bought me is some measure of trust and even a limited degree of influence within the 'Brothers in Christ' sect. I am now accepted (albeit with a bit of lingering suspicion from a few) as a full member of the sect and thus able to spy upon something of its plans and intentions! Something no other magus has ever achieved and which has required every fibre of my cunning, intellect and my arts!

Part of this acceptance must be credited to the treachery of one of our sodalis, Henry of Jerbiton. He passed on the fact I had been renounced and confirmed the fact that Yania was 'head of our Order in England and Wales'; inadvertently buying me greater trust amongst those who still harboured suspicion about me. You should know that he has utterly deserted the Order and betrayed his Oath, and is currently in Monastic training in the Cistercian Abbey of Rievaulx, northwest of the city of York, I know you'll pass on this intelligence to our Flambeau friend at Solis Castle!

I've chosen now to risk discovery and write to tell you that the sect is very close to King Richard and, should he survive his trip to the Levant, this could very well spell terrible danger for the tribunal. I have heard Brother Bernard of Hume Abbey, near Windsor, a senior member of the sect currently in France, boast that Richard's ear is being bent towards a crusade closer to home against 'those who practise wickedness and devilry in the name of Hermes'. They also want him to rescind his protection for the Jews, so that they can continue the massacres they carried out in Chepstow, London and latterly York.

Some hope may be garnered from the fact that the sect detests John, whose outspoken complaints about the untaxed wealth of monasteries and informal comments abounding to atheism make him a possible buffer against the excesses of this zealot King. More than detesting him, they fear him rising to power in the absence of Richard and are seeking to use their contacts in the monasteries and the priesthood to undermine his power and cause the barons to turn against him. Exerting a mundane influence to keep the barons on side with John could well stall their plans to systematically attack us here in Stongehenge.

Having seen something more of their powers the threat is very real in my estimation. Some of them are fantastically resistant to magical effects and their zealous military arm could easily match some of our best mundanely defended covenants. They also possess rites that can weaken 'ungodly' places; essentially allowing them to attack the magical auras we rely upon. The Parma Magica remains our best defence against their few forms of direct magical attack (most effects analogous to Mentem and Corporem effects). However, their equivalent to Intellego magics appears to be unhampered by the presence of our magical protection. Fortunately, they don't really have any proper mind

reading spells, though they are very good at detecting lies. They know of the Parma Magica, but thankfully cannot reproduce it as their system of magic is so very different to Bonisagus'. Their system of magic requires sequences of complex hand gestures, without which they cannot cast spells, though the effects are as quick as our formulaic magic. These spells are typically accompanied by prayers, though these spoken components do not appear necessary for the magic. Thus, they can use spells silently if they need to with no weakness to the spell.

Their military arm, represented among some of the Knights of the Temple of Solomon and the Knights of the Hospital of St John, have a different kind of power. They are exceptionally resistant to magic and carry with them an effect like the Dominion; yet so heavy it makes casting difficult for even a practised magus. Individuals might not be too much of a threat (save martially), but in numbers this effect can easily dampen magic by ten magnitudes or more. Think of it like a dampening 'aegis of the hearth' that is carried with them. I think our only hope against these wealthy and powerful military orders is to try to manipulate the secular lords against them. A direct confrontation between these orders and our Order would, at least, lead to the deaths of magi and the falling of covenants; and could potentially be our ruin! Such a thing could only likely be orchestrated through the Grand tribunal, given the geographical spread of these military orders.

I enclose a list of the key figures in the sect and what I know of their locations. You'll be interested to see that the Abbot of Tintern isn't on there; whilst Tintern is an important recruiting post for the sect, the Abbot himself is not ranked very highly. Please, whatever you may think of me, get this information to the Praefecta and even the Grand Tribunal if you can!

Brother Antonius: The 'head' of the sect in Rome, said to have the ear of the pope.

Brother Benedict: The leader of the sect in Ireland, where the sect appears not to have much influence presently; surprising given the prominence of monks there. Was travelling with Richard.

Pryor Damian: Said to be amongst the most powerful of the magical practitioners, like an Archemagus. Currently in the Levant I believe.

Pryor Gernar: 'Head' of the military brethren of the Temple, currently in the Levant.

Pryor Leonado: 'Head' of the military brethren of the Hospital, also in Levant.

Brother Linus: with Richard's ear probably a key figure for us. Whilst not that magically powerful (from what I hear) he's got extraordinary influence with the King and several of the other Barons (Chepstow you know, also Montgomery, Lichfield, and Warwick)

Brother Stephanus: Another 'Archemagus', though broadly itinerant, based around the monasteries of the Rhine. This is as much as I dare smuggle out for now. I shall maintain my cover amongst their numbers for as long as I remain 'at large' from the Order; and send you more as and when I can.

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Medius' Investigations

Disappearance of Geoffrey of Monmouth

Tintern Abbey grounds

Study – hermetic spell to transport a group of people a short range

Sigil – some of the threads on the edge of the carpet were singed

Robbery of a Trevalga Vis site

Summer 1155

Crystals that grow on roof of cave (Imagonem)

Clumsily removed with PeTe (sigil – something distant / remote about the magic)

Rock has crumbled. Figure espied leaving

May not yield in future

Constantine accused Ex-Miscellaneous Richard (a hermit & finder of lost things)

Lives in a cave to the SW – v. grumpy

Uses non-hermetic talent. Leads back to Trevalga & ~~XXXX~~ ^{Constantine's} room.

Deal brokered with Serenia due to 'non-hermetic scrying'

Augustus vs Arcanus

Accusation of scrying in church ruins just outside Boscastle

Not a vis site

Aug. felt scrying spell & came upon Arc.

Arc. Said using 'Perceive the Magical Scent' (identified by me)

Arc. Hunting for fells – apologised to Aug. and all well

Theft from Tostig

Tostig – West Pennines, small hut near village

Autumn 1161 went to tavern for ale – on return sanctum door broken into

Rare ingredients, experiment notes & vis missing (20Vi, 6An, 5Co, 15Te, 3Im)

He is an alchemist – enchants metals (non-hermetic effects)

Crystals, Red Mercury

Watching ward by door missing.

Sigil by door (PeVi) & chest (PeTe) (voices in the background) – Theo's

Eyes of past – figure leaving house (1st night of 1st full moon) – wearing crown of silver leaves

Frosty Breath on Theo shows he has no knowledge

Serenia joins in – mercurian ritual to detect original sigil

Infernal sign – attacked by Demon. Serenia injured but healed & apported. Rough night for me & Giovanni

Tostig content to take our advice and not press charges – wants a resolution eventually