

De Domo Tremēris

Concerning House Tremere

Material for *Ars Magica*, Fifth Edition

by Paul Briscoe

Version 1.1

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ARCTURUS Picae Bjornaer, Auspicius Bonisagi, Califactius Verditii, Concentius Jerdizonis, Pallium Tenebrae Guernici, Praecisus Bonisagi, and Verticius Tytali

Legal Stuff

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Preface

Why write this book? Why did I try to describe all of *Domus Tremēris* for a Saga in which none of the player characters were magi *Tremēris*?

The answer derives from the nature of *Domus Tremēris*. Most *Domus* are merely collections of similar magi; they share an approach to magic or a common Hermetic ancestor, but often little more than that. With the exception of *Domus Merceris* and *Tremēris*, none have much of an internal structure, and most magi don't answer to any superior, or even admit that such an entity exists.

Magi *Tremēris* are different; they are organized, they work as teams, and they answer to an internal hierarchy that directs at least some of their actions. When you touch one part of this *Domus*, you soon realize that you are touching all of it.

So when I determined that, due to the player covenant's location in central Europe, *Domus Tremēris* eventually was going to play a key role in the course of events in the Saga, I began to set up the background elements that would contribute to the Saga.

I soon realized that, to complete this to my own sense of satisfaction, I would have to describe all of *Domus Tremēris*. This was not strictly required for the Saga, but to give a genuine feel to the roles that magi *Tremēris* were going to play in the story, I needed to know them really well. And that meant knowing *Domus Tremēris* really well.

It meant, to me at least, that I needed to know the name and lineage of every magus *Tremēris*; every covenant needed at least a brief description, and every part of *Tremēris* culture and viewpoint needed to be described in detail. I also needed to know about the historical setting. The Balkan region in which *Domus Tremēris* is most prevalent has never really been described in any of the published material for *Ars Magica*, in any edition.

As I began to research the historical setting of medieval Hungary and the Balkans, I soon realized that the material I was working on might be valuable to others, and I began to think about compiling the research in a form usable to others. I had already toyed with the idea of writing something more detailed on *Domus Tremēris*, specifically in regards to their military operations and strategy, and I thought that combining the setting material with additional material about *Domus Tremēris* would make a nice project.

That project, as it happens, expanded considerably after I started it. My initial vision was of a document about one hundred pages in length, but I had made an early decision that I would publish *De Domo Tremēris* as a free PDF file, and thus I would have no page count restriction. And so the document grew, and grew, and grew.

I began to set artificial constraints, but after I set each page limit, I would then conclude that I really should include a discussion of this topic, or that discovery. Friends who read drafts for me suggested additions to clarify or further explain certain topics. Tying the various parts of the burgeoning text together generated its own page count, and as I began to delve into the details of *Tremēris* magical doctrine, I generated page after page of spells and enchantments.

This document is the result of that effort. I won't apologize for its length, although I do recognize that undertaking to read all of it is a daunting prospect. I can only hope that the reader will start, and having started, will continue to find things of interest in each new section.

Paul Briscoe
San Jose, CA
2010

How to Use this Book

There are several possible ways to use *De Domo Tremeris* in a Saga, depending on the preferences of the Troupe and/or Storyguide:

1. The Plug-in Method. Just insert *Domus Tremeris* as presented into your Saga, and enjoy. This is the easiest option. It is also the least likely option, because this material was developed for a specific style of play. Depending on the kind of game a given Troupe desires, some aspects of the material in *De Domo Tremeris* may be unsuitable.

2. The Tweak-it-here-and-there Method. Change some names, move covenants around, don't use certain spells or enchantments. As long as the significant assumptions underlying *De Domo Tremeris* fit with the Troupe's style of play, this method shouldn't take too much effort.

3. The Pick-the-parts-I-like Method. Use parts of *De Domo Tremeris*, such as the material on *Doctrina*, or the spells and enchantments in *Volumen Arcanum*, and ditch the rest. This method can work if the Troupe doesn't like the history or organization material, but thinks some of the game stuff is neat. This is the most likely method, but be careful. Some of the material requires some of the assumptions.

If the Troupe has different assumptions from those underlying *De Domo Tremeris*, some of the neat stuff may not fit into the Troupe's style of play. This may not be obvious at first.

4. The Use-it-only-to-inspire-my-own-stuff Method. Don't use any of the material as presented, but maybe it will give the Troupe some ideas for how they would want to portray *Domus Tremeris*.

5. The Ignore-it Method. While this obviously isn't the preferred method from the author's point of view, it may be best for some Troupes.

Although this text approaches *Domus Tremeris* from the perspective of the *Domus*, that does not preclude the use of magi *Tremeris* as antagonists in a Saga. Depending on the goals of the *Domus*, magi *Tremeris* may be antagonists either because the *Domus* as a whole is opposed to the goals of the protagonists (player-characters), or because one or more magi *Tremeris* oppose them. Such antagonists may be in Dissent from the *Domus* as a whole, or the *Domus* may be neutral, disinterested, or ambivalent with regard to the actions of the protagonists.

A Note About Viewing PDF Documents

De Domo Tremeris is published in PDF format, which may be easily viewed using the [Adobe Acrobat reader](#). By default, Acrobat displays "Previous Page" and "Next Page" arrow icons, which do not function the same as browser forward and back buttons.

Because *De Domo Tremeris* has extensive hyperlinking, both to glossary entries and to other relevant sections in the document, browser-like functionality may be more useful to the reader than the default page arrows. To enable browser-like functionality in Acrobat, do the following:

Click on the Tools menu, and select the "Customize Toolbars" option. Scroll down until you see the "Page Navigation Toolbar" and select the "Previous View" and "Next View" options by checking the boxes to the left. Click OK to save your changes. You should now see two new icons on the toolbar near the top of the screen, with smaller arrows inside blue circles. These icons function like the browser forward and back arrows, and will enable you to easily navigate back and forth between hyperlinks.

Chapter I:

Introduction

*Power is of no value if applied without direction.
Valor is without honor if it achieves no purpose.*

*Dannicus Tremēris
Ob Adiutores*

Domus Tremēris has been capably described in summary form in *Houses of Hermes: True Lineages* (HoH:TL). Very little of the summary material is repeated in this text, so readers should familiarize themselves with the “House Tremere” section (pages 110-143), as well as most other published material for *Ars Magica*, Fifth Edition. This text expands on the salient points of the published material in regard to *Domus Tremēris*, adding significant detail to most of the subjects discussed in HoH:TL.

Domus Tremēris, like most entities, is a product of its environment. However, it did not emerge purely as an Aristotelian *tabula rasa*. *Domus Tremēris* inherited characteristics from its parents, as Plato would argue. Tremere himself was trained in a necromantic magical tradition, and this tendency was reinforced by the Dacian allies he chose. Some magi might argue that the hierarchical nature of the *Domus* arose from Tremere’s insecurity and ensuing desire for control, or that it derived from the traditions of his Dacian allies. In fact, both were important factors in shaping the philosophy and nature of the *Domus*, and both elements continue to influence magi *Tremēris* after centuries of change.

The secular nature of the *Domus* also derives more from its roots than any subsequent events; although some subsequent environmental factors did reinforce its secular philosophy. As noted in HoH:TL (117), some magi *Tremēris* may believe that the Divine is a genuinely positive force in the cosmos. Most magi *Tremēris* in the 13th century have been raised as worshippers of the Divine in some manifestation, and the residue of that early teaching influences their beliefs and behavior. Nevertheless, the training they receive from their *parentes* is secular in outlook, and the culture of *Domus Tremēris* discourages zealous piety.

Finally, *Domus Tremēris* is an organization with a military ethos (HoH:TL, 116). From its inception, Tremere envisioned his *Domus* as an army. Although he did not personally succeed in his ultimate goal, he did infuse the culture of his *Domus* with military values and a pragmatic perspective towards strategy and tactics.

One may thus describe the core character of *Domus Tremēris* as hierarchical, necromantic, secular,

and martial. Those traits, present from the Founding, continue through every generation of magi. Individual magi may vary from the norm: for example, not all magi are necromancers. However, even magi who have no significant necromantic ability devote some effort to supporting *Tremēris* necromancers, and have a passing familiarity with the capabilities of their necromantic *sodales*. No maga *Tremēris* is likely to take offense at the assumption that she is a necromancer, even if she is not.

While these core traits can be described as more inherited than acquired, other aspects of the *Domus* developed throughout its history. The formative events are described in **Chapter II, Historia**. The pragmatic philosophy of the *Domus*, and in particular its Aristotelian empirical approach to problem-solving, derives from its unique history, and that pragmatic philosophy has influenced later developments, including the organization of the *Domus* and the strong specialization of its magi.

Specialization is one of the greatest strengths of the *Domus*. Because of its strongly hierarchical nature, magi *Tremēris* can develop great proficiency in narrowly focused specialties. Secure in the knowledge that a colleague with another specialty will be able to cover certain gaps in his own capabilities, each magus can concentrate on a specialized role.

This increased specialization allows junior magi to be more effective contributors to the efforts of the *Domus*, and enables senior magi to achieve greater magical, political, or military accomplishments. Specialization also allows groups of magi *Tremēris*, and the *Domus* as a whole, to make plans based upon certain sets of standard capabilities possessed by magi in specialized roles. These various specialties are summarized in HoH:TL (132-134), and are described in greater detail in **Chapter III, Orginatio**.

The specialized roles are not arbitrary divisions, but arose naturally as the *Domus* encountered situations that revealed gaps in its capabilities. Necromancers are powerful magi, within a certain narrow range of abilities. However, an organization that also envisions itself as an army must concern itself with a wide variety of situations, including many that Necromancy is not well-equipped to handle.

Over time, the *Domus* developed specific methods, arising from an increasingly sophisticated organizational philosophy. This “method of war and philosophy for living” (HoH:TL, 116) is *Doctrina*. Most Hermetic magi share certain cultural or philosophical traits with fellow members of their *Domus*, and

some *Domus* may even be described as philosophically unified. *Domus Tremēris* is unique, however, in codifying its philosophy to the extent found in *Doctrina*.

Doctrina thus represents a mindset and worldview, as well as a detailed guide to cooperative action. It is focused on conflict, but encompasses many aspects of magical and social activities. *Doctrina* includes a specific terminology that describes and defines the methodology and philosophy of the *Domus*. **Chapter IV, *Doctrina***, details this terminology and many accompanying methods and tactics.

Use of Latin

The terminology of *Doctrina* is specified in Latin. Latin is the primary language of magi *Tremēris*, and their concepts are couched in Latin. Although many terms can be translated into English, such translations may cause more confusion than clarity. The English words may be more familiar, but that very familiarity may include connotations or multiple meanings that can cause misunderstanding.

For this reason among others, this text uses many Latin terms in discussing these concepts, both in the *Doctrina* chapter and throughout the text. The Latin terms might be recognizable to a speaker of medieval or even classical Latin, but their meaning in *Doctrina* is often different from the general Latin meaning.

In some cases, these special meanings may be shared with Hermetic magi in general. Such terms comprise part of the “Hermetic Latin” spoken by most magi. Many of the terms have distinct meanings for *Doctrina*, however, and some *Doctrina* terminology will not be understood by other Hermetic magi unless they are familiar with *Doctrina*. A detailed glossary of many Latin terms is included in **Appendix A, Glossary**.

The most commonly encountered Latin terms, which are presented here as part of general “Hermetic Latin,” are the Latin names for the Houses and Tribunals. As most readers will have guessed by now, if they did not already know, *Domus* is the Latin word for “House.” This document refers to Hermetic Houses by Latin or Latinized names (see table on the following page).

Generally, the construct “*Domus*” plus the genitive (possessive) form of the Founder’s name is used. Bjornaer and Ex Miscellenea are the exceptions, although Bjornaer is itself the genitive form of the name of the Founder Birna (*Houses of Hermes: Mystery Cults*, 8). Examples: *Domus Bonisagi*, *Domus Verditii*, *Domus Tremēris*, *Domus Flambonis*.

Magi refer to each other in a similar way, using the formulation “magi” plus the genitive form of the Founder’s name. This is the same method described for magi of *Domus Bonisagi* (HoH:TL, 10). Examples:

magi *Guernici*, magi *Jerbitonis*, magi *Tremēris*, magi *Verditii*.

Casual shorthand is often used in conversation, in which magi of a certain *Domus* are referred to collectively by just the genitive form of the name. For example, magi *Tremēris* are sometimes referred to as simply “*Tremēris*.” The missing “magus” or “magi” is understood by the context of the statement. Names for individual magi use the same genitive forms. For example, Poena *Tremēris* is the equivalent of saying “Poena, follower of Tremere” in English, and is much more convenient in everyday usage.

Formal Hermetic names are much longer, and incorporate other elements such as titles, lineage, covenant of residence, if any, and *Tribunal* in which the maga resides. Some examples: *Prima Archmaga Poena Tremēris, filia Tiberius, a Coeris Tribunale Daciae*; and *Disputatius Quaesitor Cervidus Tremēris, filius Domitius, a Potestas Tribunale Romae*.

The names of *Tribunalia* (plural for *Tribunals*, *Tribunal* itself is a Latin word) are also given in Latin, instead of the sometimes nonsensical names from the published books. For example, at the time the Order of Hermes was formed, the “Normandy” tribunal would have made no sense at all, since the “Normans” had not yet invaded and settled there. Although regional names might change as a result of such events as the Norman invasion, this document assumes that Hermetic magi, and especially magi *Tremēris*, prefer to use traditional names that may be antiquated in origin.

Most are names of Roman Imperial provinces. *Tribunalia* do not exactly match the Roman provinces from which the names used here are derived. This is unavoidable: no historical locality does. For example, *Tribunal Daciae* includes territory from the Roman provinces of Dacia, Dardania, Moesia, Scythia, Valeria, Pannonia, Savia, and Dalmatia, as well as some territory never controlled by the Romans. Rather than strict geographical alignment, using the Latin names reinforces the Latin legacy of the Order. In the spirit of that legacy, these names are used throughout this text.

The Latin names are commonly used as listed, as in “I’m going to *Germania* for the Grand Tribunal.” *Tribunalia* can also be referred to with the genitive form, as with *Tribunal Germaniae*, which means “Tribunal of Germany.” One can also use these names in a slightly different form with the construction *a Tribunale Germaniae* which means “from the Tribunal of Germany” and is commonly used in formal Hermetic Latin to identify the *Tribunal* of residency for the magus.

Magi *Tremēris* also use some of these Latin names as the names of *Exarchia* (Exarchates, see HoH:TL, 121) and in much the same way. Typically, the only way to tell whether a magus *Tremēris* means *Dacia* the *Tribunal* or *Dacia* the *Exarchium* is through context. Magi who are not familiar with *Originatio Domus Tremēris* typically assume the *Tribunal* is meant,

Latin Names for Hermetic Houses

Founder	Latin Name	Followers
Birna (Bjornaer)	<i>Domus Bjornaer</i>	Magi <i>Bjornaer</i>
Bonisagus	<i>Domus Bonisagi</i>	Magi <i>Bonisagi</i>
Criamon	<i>Domus Criamonis</i>	Magi <i>Criamonis</i>
(Pralix)	<i>Domus Ex Miscellanea</i>	Magi <i>Ex Miscellanea</i>
Flambeau	<i>Domus Flambonis</i>	Magi <i>Flambonis</i>
Guernicus	<i>Domus Guernici</i>	Magi <i>Guernici</i>
Jerbiton	<i>Domus Jerbitonis</i>	Magi <i>Jerbitonis</i>
Mercere	<i>Domus Merceris</i>	Magi <i>Merceris</i>
Merinita	<i>Domus Merinitae</i>	Magi <i>Merinitae</i>
Tremere	<i>Domus Tremeris</i>	Magi <i>Tremeris</i>
Tytalus	<i>Domus Tytali</i>	Magi <i>Tytali</i>
Verditius	<i>Domus Verditii</i>	Magi <i>Verditii</i>

A Note on the Declension of Proper Names

Proper names are declined in Latin. This means that Albanus *filii* Tremere should rather be Albanus *filii* Tremeris, for example.

Despite the enthusiasm for “Hermetic” Latin in this document, to decline every proper name might lead to confusion about lineages. Thus, although declension is the correct practice for “Hermetic”

Latin, most proper names, particularly those of *parentes*, are not declined in this text.

The exceptions are the names of Founders as applied to their *Domus*, and the names of *Tribunalia* and *Exarchia*. Simple and appropriate declensions of these names are discussed here and on the following page.

often in error. To further complicate matters, in mundane medieval Latin, *Dacia* refers to Denmark.

Dacia actually has four possible meanings in this text. As noted, *Dacia* can refer to a specific *Tribunalia*, or to an *Exarchium* of several *Tribunalia* (*Dacia*, *Helvetia*, and *Sarmatia*, see HoH:TL, 121). *Dacia* can also refer to the geographical region corresponding to the *Tribunalia Daciae*: roughly comprising the medieval Kingdom of Hungary and its subordinate Balkan lands including the Dalmatian city states; the medieval Kingdom of Serbia; and most of the territory controlled by the Second Bulgarian Empire. When used to refer to one of the Hermetic political entities, or to an analogous geographic region, *Dacia* will always be italicized. In a few cases, *Dacia* refers to the ancient Roman province, or to the descendants of the inhabitants of Roman provinces in that region (i.e. Tremere’s Dacian allies). In the few cases where the Roman province or historical region is meant, *Dacia* is not italicized.

Chapter V, *Dacia*, describes the geographical region in which *Conventa Domus Tribunalis Daciae* (House Covenants of the *Tribunalia* of *Dacia*) are located, as of 1232 AD. Sections on each of the major kingdoms describe mundane society and political, social, and economic status in the early 13th century. The societies involved are quite different from the typical Anglo-Norman or German feudal arrangements that most players think of in regard to Mythic

Europe. These distinct cultural underpinnings influence the culture of *Domus Tremeris*, and the resulting differences contribute yet another aspect of the foreignness of magi *Tremeris* in the minds of magi from western *Tribunalia*. Even magi *Tremeris* who are from western *Tribunalia* often spend lengthy periods in *Dacia*, and acquire many of the cultural touch points during their residence there.

Chapter VI, *Conventa Domus*, describes the *conventa* (covenants) that are affiliated with *Domus Tremeris*. There are *Conventa Domus* in eleven of the thirteen *Tribunalia* of the Order of Hermes (HoH:TL, 113). Some are very large, with a dozen or more magi resident, and in some cases thousands of *habitatores* (covenfolk) support the magi. Others are rather small, with only a few magi and a minimal number of supporting *habitatores*. This text describes Coeris, the *Domus Magna*, in the most detail; other *conventa* in *Dacia* are described in generous summaries. *Conventa Domus* in other *Tribunalia* are also summarized, some with more detail than others.

Chapter VII, *Volumen Arcanum*, details many “lab texts” for standard spells, enchantments, and other magical effects used by magi *Tremeris*. Many of the effects described in ***Volumen Arcanum*** are essential to *Doctrina*, and the grimoires of magi *Tremeris* will likely contain many spells from this list.

Latin Names for Tribunalia

Latin Name	Published Name	Genitive Form
<i>Aquitania</i>	Provence	<i>Aquitaniae</i>
<i>Britannia</i>	Stonehenge	<i>Britanniae</i>
<i>Caledonia</i>	Loch Leglean	<i>Caledoniae</i>
<i>Dacia</i>	Transylvania	<i>Daciae</i>
<i>Germania</i>	Rhine	<i>Germaniae</i>
<i>Graecia</i>	Thebes	<i>Graeciae</i>
<i>Helvetia</i>	Greater Alps	<i>Helvetiae</i>
<i>Hibernia</i>	Hibernia	<i>Hiberniae</i>
<i>Hispania</i>	Iberia	<i>Hispaniae</i>
<i>Gallia</i>	Normandy	<i>Galliae</i>
<i>Roma</i>	Rome	<i>Romae</i>
<i>Sarmatia</i>	Novgorod	<i>Sarmatiae</i>
<i>Syria</i>	Levant	<i>Syriae</i>

Chapter VIII, *Bestiarium*, contains a cornucopia of beasts and beings both magical and fae. Most are specific to the region in and around *Dacia*, and a few are unique entities who are placed in specific locations within *Dacia*.

Divergence from Canon

Canon is a common term in the Ars Magica community, referring to rules, setting details, or other items of interest that are found in material that is published and sanctioned in the current edition of the game. *Canon* in the Ars Magica, Fifth Edition rules and supplements may conflict with *canon* from earlier editions.

De Domo Tremēris is not in any way an “official” Ars Magica book. Nor, in the author’s opinion, should it be. This text is far too detailed and specific about *Domus Tremēris*; it offers many story possibilities, but also closes off others. Because of this, *De Domo Tremēris* does not adhere entirely to *canon*. This is intentional, and unavoidable in many cases, because the intent of this book is to present material for *Domus Tremēris* that goes far beyond what is available in the “official” published supplements.

In addition to the unavoidable expansion on *canon*, *De Domo Tremēris* also diverges from *canon* in several areas where the author feels that canonical material is either undesirable or unclear.

Over the course of writing *De Domo Tremēris*, some items that were originally in the first category as expansions on published material, have ended up in the second category, as divergences from published material. This has occurred as additional material has been added to *canon*. In some cases, the author

has made revisions to bring the material in this book in line with canonical material.

However, in other cases the author has decided against revising the material, either because the discrepancy is minor, or because the new canonical material is undesirable from the author’s viewpoint.

One major divergence from *canon* is the Tremere *Certamen Focus*, described in the following section.

Appendix B, Assumptions & Points of Divergence, highlights a number of other divergences from published material, as well as a set of significant assumptions that the author used in developing *De Domo Tremēris*. Additional appendices detail several assumptions and related topics in greater detail, for those who are interested.

Some of this material may also differ from material that is not yet published. This is unfortunately inevitable, and the author has made no attempt to identify such possible discrepancies.

Tremere Certamen Focus

Magi *Tremēris* do not venerate the Founder of their *Domus* (HoH:TL, 113). However, they do respect Tremere, most especially for his work in developing *Certamen*.

Magi *Tremēris* know that Tremere wanted to develop *Certamen* in order to gain an edge in manipulating other magi. They sometimes use it for the same purpose. Despite Tremere’s intent, however, magi *Tremēris* regard *Certamen* as a superior method for resolving conflict between magi. It is faster than lengthy debates (HoH:TL, 134) and allows magi to test themselves against each other and establish dominance without recourse to Wizard’s War.

Magi *Tremeris* have a special aptitude for *Certamen*, which is a legacy from Tremere. While Bonisagus was responsible for much of the innovation in developing *Certamen*, Tremere leveraged that work to develop secret techniques that would give him and his followers an edge. This legacy is unique to magi trained in a lineage descended from Tremere.

Given this history, *De Domo Tremereis* changes the free House Virtue gained by magi of *Domus Tremereis*. That virtue is not a Minor Magical Focus in *Certamen*, as:

i) This does not meet the guidelines for a Minor Magical Focus (it is not more limited than a single Technique / Form combination); and

ii) Since any magus character could choose a Minor Magical Focus, this specialty in *Certamen* might not be unique to magi with an appropriate lineage; and

iii) This would prevent any magus *Tremeris* from having a true Magical Focus, which is silly; and

iv) This would prevent any magus *Tremeris* from having Mythic Blood, which is absurd. The Mythic Blood (Zmey) Virtue (HoH:TL, 143) is the most notable example of why this is absurd.

Instead, the free House Virtue is the "Tremere *Certamen* Focus," which is not a Magical Focus, although it functions in a similar manner. In concert with this modification, some magi *Tremeris* described in this document have Mythic Blood. Zmey Blood in particular is found among apprentices from *Tribunal Daciae*. Magical Foci are not common among magi *Tremeris*, but they also exist.

Contrary to statements regarding the followers of Merinugalaudabila (HoH:MC, 77), only magi trained within a lineage descended from Tremere may pos-

TREMERE CERTAMEN FOCUS

MINOR, HERMETIC

Your magic is attuned to the ceremony of *Certamen*. When you engage in *Certamen*, the lowest Art is treated as double its actual value.

This virtue is unique to magi trained in a lineage descended from Tremere. A focus in *Certamen* is not possible through any other virtue.

sess this talent for *Certamen*. This does not imply that only a member of *Domus Tremereis* can possess this virtue; it simply means that to possess this virtue, one must be descended from a magus *Tremeris* in one's lineage. As Merinugalaudabila was not stated to have descended from a *Tremeris* lineage at some point in the past, it would be inappropriate for magi of her lineage to have a focus in *Certamen*.

It is possible that a magus left *Domus Tremereis* in the past, and continued to train his *fili* in the secret techniques of *Certamen* developed by Tremere. Ramius *Flambonis olim Tremereis* (HoH:S, 28) could have done so, for example, but evidently did not, preferring to focus on martial abilities while training his *fili*.

Alternately, a magus *Bonisagi* might have claimed a *Tremeris discipulus* late in his apprenticeship, after he had learned the special techniques. It might also be possible to develop an Initiation Script to pass on these techniques outside of apprenticeship, but this text assumes that has not yet been attempted.

Chapter II: Historia

We who now remain bear a burden of debt to our fallen sodales, a debt that can only be repaid through the training of new sodales. For each of us who remains, let us repay that debt twofold.

*Primus Novatian
Decenium, 1018 AD*

The history of *Domus Tremēris* is in some ways a history of the Balkan region, particularly the Danube River valley. It is also in some ways a history of the Order of Hermes as a whole. This history is therefore a braided narrative of several threads.

The primary thread concerns the history of *Domus Tremēris* within the Order. Major historical events in *Dacia* and the surrounding lands are included, as are events in diverse *Tribunalia* that involve the *Domus*.

Events are portrayed from the perspective of magi *Tremēris*; the involvement of Tremere is presented as more central than others might see it.

In general, a chronological structure is maintained throughout, but this results in the scene of events shifting, sometimes in quick succession. The author hopes that this will not prove to be too disconcerting for readers.

The Founding

After Tremere swore the *Sacramentum Hermei* (Oath of Hermes) in the *Fanum Fundatorum* near Durenmar (GotF, 61), he received the subsequent oaths of his Dacian allies and returned with them to the southern Carpathians.

He sought to establish a defensible base of operations, far from the influence of the other Founders, but on a site of mystical power that would bolster the legacy of Hermes. His Dacian allies knew of just such a location, which had been vacant for hundreds of years but retained a potent magical aura. The ancient city Sarmizegetusa, capitol of the old Dacian kingdom, had been built before the birth of Christ on a hill protecting an ancient sacred site.

The ancient Dacians had built shrines on a site of great magical power, to honor their god Zalmoxis.

Although the shrines had been razed by Trajan's army in 106 AD, the site had lain unused since that time.

The site was also highly defensible. Located on a high plateau, the site had been fortified by the ancient Dacians. Further, the ruins of the ancient capital of Roman Dacia, Colonia Ulpia Traiana, were a few days' journey to the southwest, where the remains of ancient Roman temples lay, including one dedicated to Mercury.

Tremere decided this location was nearly ideal as a base from which to implement his plans. He named his *Domus Magna* 'Coeris', meaning both "place of assembly" and "place of clashing."

At the time Coeris was founded, no major power controlled the region of the southern Carpathians. The area to the north of the mountains was loosely controlled by the Avar Khanate, a nation of semi-nomadic tribes that exerted control over the Carpathian basin. Remnants of Pannonians, Getae, Gepids, and Vlachs were interspersed among Slavic settlements.

Across the Carpathians to the north and east were more Slavic tribes and the Khazarian plains. To the west, the Frankish Kingdom was expanding its realm up to the banks of the Danube.

The valley of the lower Danube to the south was controlled by the Bulgars, a Turkic tribe that exerted similar control over the local Slavic and Vlach population. Further south was the powerful Byzantine Empire, which was experiencing a period of relative decline.



The Name Coeris

Coeris is hypothesized as a name-form of the verb *coeore*, "to come together," "to clash," or "to assemble."

Coeris may not be strictly correct Latin. *Coeore* is an irregular verb, but Tremere may have bastardized the Latin language a trifle in naming his *Domus Magna*.

Early Conflict

Having taught the *Parma Magica* to his Dacian followers, Tremere turned his attention south, toward the Bulgars and Greeks. He and his allies began seeking out and pillaging ancient sites of power.

His efforts to expand into Greek territory by force were mostly unsuccessful (HoH:TL, 112). The Byzantine Empire was home to some of the most powerful wizards outside of the Order. Many of them had inherited secrets of ancient *mysteria*.

Despite the advantage of the *Parma Magica*, Tremere and his filii managed to do little more than convince the Greek wizards to band together and join the Order of Hermes. Most of them joined *Domus Jerbitonis*; a few joined under Tytalus or Flambeau. Their membership in the Order brought them under the protection of the *Lex Hermei*, and Tremere decided to adopt less overt tactics in his quest for dominance in Greece.

The First Tribunal

Tremere returned briefly to Durenmar with the members of his *Domus* to attend *Tribunal Primum* (First Tribunal) in 773 AD, and was immediately confronted by the other Founders when he personally voted with the combined sigils of his *Domus*.

After hearing testimony from his *filii* (HoH:TL, 48), *Tribunal Primum* ratified the right of magi *Tremereis* to give their sigils by free proxy to their *parentes*. This ruling also established the right of free proxy for the Order of Hermes in general.

Another issue raised at this second meeting was the impracticality of traveling to Durenmar for meetings. Trianoma proposed that a more formal structure be adopted for the Order.

After lengthy discussion, seven regional *Tribunalia* were created: *Dacia*, *Gallia*, *Germania*, *Graecia*, *Helvetia*, *Hispania*, and *Roma*.

Tremere influenced the definitions of several *Tribunalia*. The Byzantine magi refused to join with Tremere in a single *Tribunal Orientalis*, for example, so Tremere proposed that they have their own *Tribunal Graeciae*, with the boundary between them defined as the Haemus Mountains (Balkan Mountains).

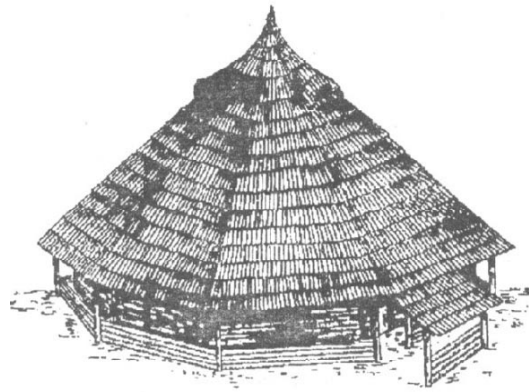
The Byzantine magi readily agreed, and Tremere smiled privately to himself. Of the seven *Tribunalia*, only *Graecia* lacked an influential *Domus Magna*. The fractious Greek magi had united against a common threat, but if left alone, Tremere believed they would fight amongst themselves. With patience, he could manipulate their squabbles to achieve his aims.

Tremere also suggested that when meetings of the Grand Tribunal were required, all magi need not attend. Each *Tribunal* could select a trusted delegate to represent them, and vote with their proxy just as Tremere voted for his *filii*.

Although this idea was attractive to some, other Founders were not enthused. Most *Tribunalia* contained more than one *Domus Magna*, and two of them (*Germania* and *Roma*) contained three each.

Trianoma suggested a compromise. Each *Tribunal* could select three delegates for meetings of the Grand Tribunal. This was acceptable to the Founders, and so the tradition of three delegates was established.

Before the Founders dispersed, Tremere also persuaded *Tribunal Primum* to ratify the inclusion of a newly formed *conventum*, *Porta Orphaica*, in the southern Rodopi Mountains within *Tribunal Graeciae*. *Porta Orphaica* thus became Tremere's foothold in *Graecia*.



Expansion

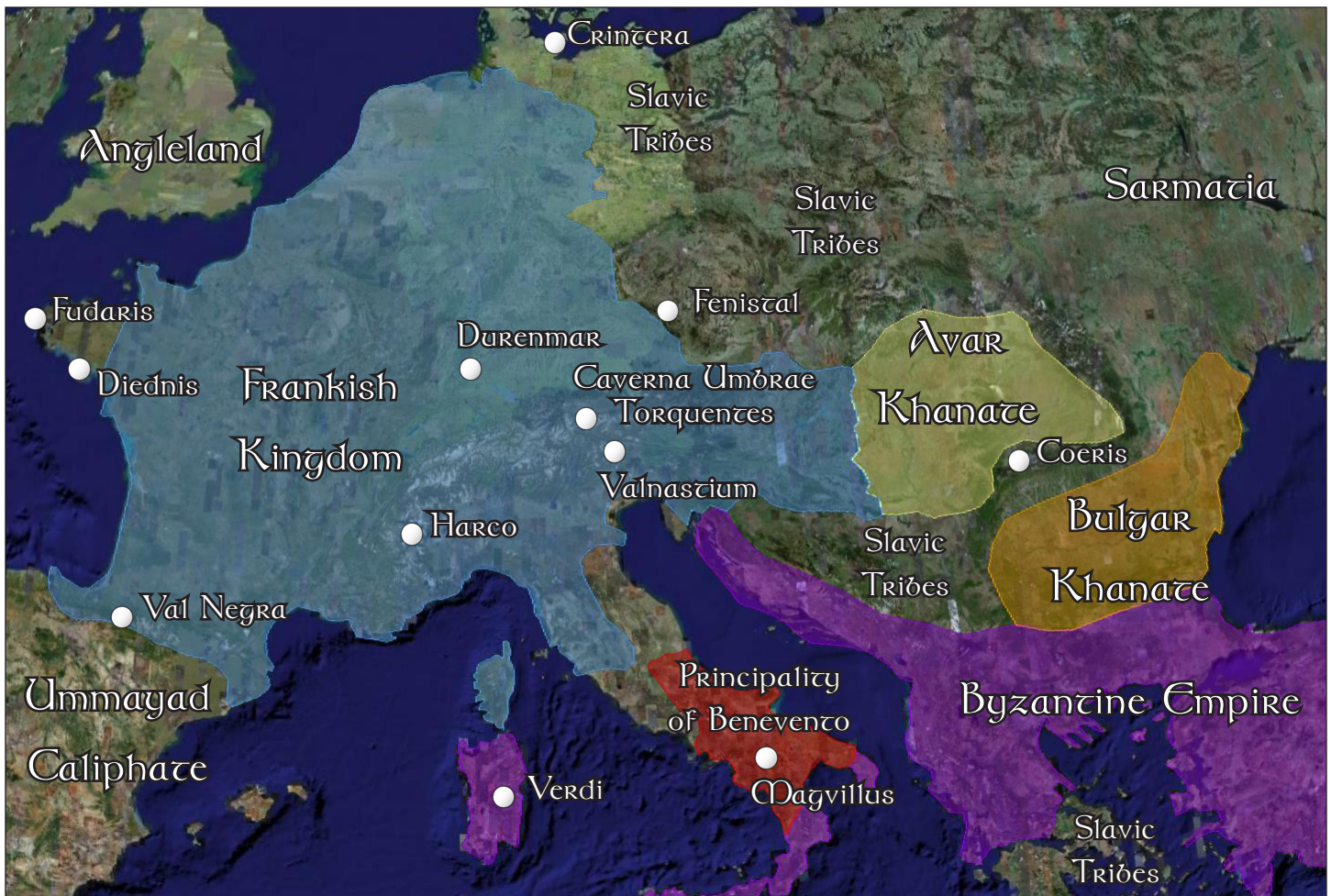
Having adopted a more subtle strategy with regard to Greece, Tremere turned his attention north and west. He began to seek out the diverse pagan wizards of the Carpathian region. A few he recruited into the Order as his "*discipuli*," including Miron of the lineage of Muj, a powerful storm wizard of the

Carpathian Mountains. Others were merely allies of convenience, used as disposable pawns. A few of the more powerful wizards, such as Miron's compatriot Myanar, joined other *Domus* and left the area.

Tremere and his *filii* played the remaining exotic wizards and witches against each other, dividing and conquering until he and his allies dominated the entire Carpathian region. Tremere also began planning for future expansion. His *filii* began seeking out and training *discipuli*, and he sent magi to other newly formed *Tribunalia* to scout locations for new *conventa*.

Miron *Mujis* proved especially adept at finding suitable sites of power. His uncanny rapport with nature made him a great scout in mountainous regions, and as a result the earliest *Conventa Domus Tremereis* were all situated in mountainous areas. He identified sites of future *conventa* such as *Affectatium Excelsissimus* (Highest Aspiration, in *Helvetia*), *Potestas* (*Roma*), and *Ordino* (*Gallia*).

As he explored Europe, Miron repeatedly encountered Irmele *filia* Trianoma, a wind maga (GotF, 22). The two developed a close friendship, although tales of a romantic relationship are probably apocryphal.



Mythic Europe at the time of the Grand Tribunal c. 799 AD, showing locations of Domus Magnae

Damhan-Allaidh

During similar explorations in Britain, magi of several *Domus* had encountered significant opposition from an organized group of wizards. As magi gathered for the first Grand Tribunal in 799 AD, it was clear that the Order of Hermes faced a major threat from *Damhan-Allaidh* (Davnallius) and his allies. The Order decided that an organized effort was required, and Tremere volunteered to lead such an effort.

However, Tylalus nominated his talented *filia* Pralix to lead the fight. As the senior combative Founder (Flambeau had since died in battle against Moorish wizards), the Grand Tribunal respected his advice, and appointed Pralix to lead the campaign.

Tremere sent several of his most capable *fili* to assist Pralix *Tyali* in her expedition to defeat the Spider, as the Gaelic sorcerer was known, but focused his own attention on the politics of the Order of Hermes.

Certamen

The selection of Pralix by the Grand Tribunal convinced Tremere that the other Founders still did not accept him as an equal. The remaining Founders, and

a few of their *fili*, were also too strong for Tremere to openly challenge. He needed an edge—something that would allow him to compete on equal terms.

Trianoma had commented during the Grand Tribunal that the number of Wizard's Wars was growing, and that magi needed to find some better way to resolve their differences. Tremere asked Bonisagus to assist him in developing a non-lethal contest of arcane might: *Certamen*. In little more than a decade they succeeded, mostly due to the genius of Bonisagus.

Unknown to Bonisagus, Tremere had invested his time in developing an additional Breakthrough, one that gave a formidable advantage to a magus who possessed special mystical training. Tremere immediately began training his *fili* in this new art.

At the second Grand Tribunal in 817 AD, Bonisagus and Tremere demonstrated the new invention to the assembled magi. Guernicus was ambivalent towards *Certamen*. He agreed there were too many Wizard's Wars, but remained adamant that simply substituting this new art for Wizard's War would also undermine the authority of *Tribunalia*. The other Founders disagreed, and over his veto, the *Primi* approved the adoption of *Certamen* as "decisive in all disputes" (HoH:TL, 55).

The Grand Tribunal also approved the acceptance of *Domus Ex Miscellanea* into the Order, following tense

Domus Trememis Lore

While Tremere was developing *Certamen* with Bonisagus, Pralix had set out on her expedition to Britain. All of the magi *Trememis* died in the first battle against *Damhan-Allaigh*.

When Tremere learned of this, he was both angered and intrigued. How was it that some of his most capable *fili*, and other powerful magi with *Parmae Magicae*, had been defeated by some barbarian sorcerer?

Tremere appointed a young magus of his *Domus* to research the reasons for failure in that first battle, analyze the successes of Pralix, and recommend solutions to the *Domus* that could be used in future conflicts.

The young magus was an Anatolian Greek who had taken the Hermetic name Strategius. As his name implied, Strategius was a talented strategist and tactician. He was also among the first of his *Domus* to have been trained solely in *Artes Hermei* (the Hermetic Arts).

He spent many years in Britain, interviewing magi *Ex Miscellanea*, including Pralix herself, about the events of the war against *Damhan-Allaigh*. He also researched the finest classical sources available on military strategy and tactics. He obtained copies of the works of Caesar, Tacitus, and Vegetius. He

studied the writings of Xenophon and Thucydides; and he obtained the *Strategikon*, the Byzantine manual of warfare that had been in use for over two centuries. He also translated the Greek texts into Latin for his *sodales*.

From his diverse studies, Strategius eventually distilled ten key principles, which he named the *arches* ("principles" or "virtues"), but which his *sodales* came to call the *Decuria* (see **Chapter IV**). Strategius didn't finish his research for many decades: the first appearance of the *arches* in writing was in his *Arches Rei Militaris* (an homage to a classic treatise by Vegetius), written in 843.

Although Tremere read the *tractatus* and liked it, the formal principles of *Doctrina* (as understood by magi *Trememis* of the 13th century) played no real part in the events leading to the Sundering. Tremere never wrote down any of his plans or concepts. The earliest sources for *Doctrina* or other written expositions of *Domus Trememis* Lore come from his descendents, such as Strategius.

Although some of Tremere's words are recorded in various *Tribunal* proceedings, and others were recorded by *Primus Albanus*, for the most part the *Domus* doesn't pay a lot of attention to them, for the reasons noted in HoH:TL (112-113).

negotiations between Trianoma, *Primus Hariste*, and Pralix. Tremere was opposed to the creation of another *Domus*, as he viewed this as a particularly clever way for *Domus Tytali* to gain more power. His concerns were not shared by the other Founders, however, who did not wish to fight another war.

New Conventa

After the dramatic events of the second Grand Tribunal, Tremere sent magi to search for other locations of power in *Dacia*. By this time, the reign of Charlemagne had come and gone, and the Frankish Empire had crushed the power of the Avars and expanded eastwards to the western bank of the Danube River. The Bulgars under Khan Krum had followed up on the defeat of the Avars and expanded to the north and west.

The Bulgarian Empire now controlled all of the lands around Coeris, north to the Carpathians and west to the Danube. Although the Greeks, Vlachs, and Romanized Pannonians were Christian, the Slavs, Bulgars, and others were still pagan.

The Dominion was present in isolated places, but the repeated invasions of Goths, Huns, Gepids, Avars, and Slavs had greatly weakened the hold of the Dominion in the region. The old places of power had re-emerged. Ancient magical and faerie sites were much more robust and plentiful here than in other

Tribunalia. Magi *Trememis* sought out these sites and used the rich resources they found to support Tremere's plan for domination of the Order.

Tremere also sent out magi to found *conventa* in key locations throughout Europe, from which magi *Trememis* could influence other *Tribunalia*.

Affectatium Excelsissimus in the Bavarian Alps was responsible for *Germania* and *Helvetia*. Potestas in Italy influenced *Roma*, and Spinanigrans the newly created *Tribunalia* of *Britannia*, *Caledonia* and *Hibernia*. Ordino, located in the Pyrenees, influenced both *Gallia* and *Hispania*.

Secular Tradition

The lack of strong Christian influence in the region reinforced the unusual culture of *Domus Trememis*. Many of the early members of the *Domus* were not Christians to begin with, unlike many of the magi in the West.

Also, many of the *discipuli* trained by magi *Trememis* in the early years of the Order came from pagan peoples, or peoples who had only recently converted to Christianity.

This unique combination of circumstances led to a strongly secular culture within *Domus Trememis*, as noted in HoH:TL (117).

Domination

By the time the Grand Tribunal met again in 832 AD, Tremere's scheme for domination of the Order of Hermes was well underway. Bonisagus and Trianoma were the only remaining Founders he considered to be obstacles, and Trianoma died at Durenmar that year.

After the disappearance of Bonisagus following the meeting of *Tribunal Graeciae* in 836 AD, and the death of Verditius the following year, Tremere was the last surviving Founder, though Pralix *Ex Miscellanea* remained a potentially dangerous adversary.

He began to move openly over the next decade, using Wizard's Wars or threats of the same to destroy or cow enemies whom he could not suppress with *Certamen* or bind with agreements. During regional *Tribunalia* in 843 AD, magi *Tremereis* drew upon that influence to call for a special Grand Tribunal in 850 AD, with the sole agendum of electing a strong leader to rule over the entire Order.

No magus with any common sense could possibly misunderstand: Tremere intended to make himself a sort of dictator over the Order, and he probably had enough votes to succeed.

The identities of those who struck back at Tremere through the minds of his lieutenants in 848 AD remain a secret, although some magi *Tremereis* suspect that at least one *Tremereis* had to be complicit in the *Disiunctum*, or Sundering (HoH:TL, 113).

Lycaneon

Lycaneon was a mountain in the Greek province of Arcadia, the site of an ancient lycanthropic cult of human sacrifice.

Given the attitude of *Domus Tremereis* toward human sacrifice, why Erelieva agreed to such a name for a *conventum* is unknown. It is possible that Swikerus had some connection with an alternate Lycaeus in Faerie Arcadia.

What is known is that the lineage of *Praecursores Mutarii* originated at Lycaneon. In 951 AD, Saenus *Tremereis* began training an adult Bulgarian prince named Bojan.

Bojan was the youngest brother of the Bulgar Tsar Peter. His Gift had been a source of great disturbance in the Bulgarian court, for Bojan possessed a natural talent for shape-shifting that manifested after his marriage. Saenus chose to preserve that talent while Opening the Arts.

After his *Provocatio*, Bojan resided at Porta Orphaica, and maintained cordial relations between *Domus Tremereis* and the Bulgar court for many years. Magi *Jerbitonis* in Graecia were miffed that such a noble young man had been "stolen" from them.

Coincidence?

Did Tremere have anything to do with the disappearance of Bonisagus? Some have speculated that the region and timing of his disappearance were convenient for Tremere, perhaps too convenient.

However, given the lack of any evidence whatsoever, such accusations were never taken seriously by *Primus Fenicil Guernici*, and no charges were ever brought against Tremere or any of his followers.

Still, those with a grudge against Tremere were known to whisper that the "coincidence" of timing helped propel Tremere's plans forward.

They also liked to call attention to the convenient shipwreck that delivered Verditius into the hands of his enemies the following year, leaving Tremere the only living Founder.

Whatever the truth, many magi *Tremereis* lost their lives in the brief period of retribution that followed. Magi *Tremereis* in *Gallia*, *Germania*, *Graecia*, and *Roma* were attacked in Wizard's Wars. Magi *Bonisagi* claimed several *Tremereis discipuli* as an expression of either vengeance or compassion.

Domus Jerbitonis, who had suffered many indignities from Tremere over the past decades, especially in *Graecia*, struck hard during this period of weakness. *Tribunal Helvetiae*, where *Domus Jerbitonis* had great influence, Marched all of the magi *Tremereis* of *Affectatium Excelsissimus* (*Sanctury of Ice*, 18).

In *Britannia*, magi *Jerbitonis* restricted their vengeance to the realm of politics. Flavia *Jerbitonis* did not want open warfare in her *Tribunal*, and with the help of Pralix, managed to maintain a fragile peace for a few decades more.

The years following the *Disiunctum* were a period of retrenchment for the *Domus*. Tremere himself, his grand plans for conquest in tatters, offered no new goals. Magi *Tremereis*, left with few friends outside the *Domus*, retreated back into the strongholds of Coeris, Porta Orphaica, Ordino, and Spinanigrans.

Affectatium Excelsissimus was abandoned, and no magi *Tremereis* have resided in *Helvetia* since that time. Potestas was similarly abandoned, although it would later be re-occupied. Erelieva *Tremereis* and her amicus Swikerus *Merinitae*, retreating from enemies in *Germania*, established *Conventum Lycaneon* (HoH:TL, 132) at a site of power overlooking Lake Balaton.

Several magi *Tremereis* were so Warped by the events of the *Disiunctum* that they succumbed to Final Twilight within a decade. Prior to the Sundering, *Domus Tremereis* had been the third largest *Domus*, after *Domus Ex Miscellanea* and *Domus Diednis*. At the time of Tremere's death in 862 AD, scarcely a dozen magi *Tremereis* remained, scattered in five small *conventa*.

The Defection of Ramius

The defection of Ramius *Flambonis olim Trememis* following the *Disiunctum* (HoH:S, 28) has been nearly forgotten by magi *Trememis*.

Although Ramius was never declared *orbis* and not stricken from the *Album Domus*, many *Trememis* aren't even aware that the lineage of Ramius originated in *Domus Trememis*.

Those who are aware of its origins typically regard the story with some distaste, but do not consider it to be a matter of current concern.

Magi of the lineage of Ramius typically don't serve as *adiutores*, but that is more due to their choice than to any aversion on the part of magi *Trememis*.

Each magus in *Dacia* was given an area of responsibility, within which he was directed to develop influence among the local rulers. That influence would be used to protect the interests of the *Domus*.

Magi were given great latitude in the methods they employed to achieve these goals, with the stipulation that they must remain within the bounds of the *Lex Hermei*, the Code of Hermes.

Dicio

Although *Dicio* (the Dominion) had been largely absent in *Dacia* since the Hunnic invasions of the fifth century, it gradually began to spread north again from *Graecia*. In the years immediately following the death of Tremere, the Bulgar Khan Boris converted to Christianity. The Byzantine monks Cyril and Methodius traveled among the Slavic tribes of the Moravian Empire and along the Adriatic coast, preaching in the Slavic language and teaching the glagolitic script: a writing system for the Slavic tongue.

For the first time in its history, Coeris was forced to address the issue of the Dominion. Although the Dominion was undesirable in some ways, *Domus Trememis* had become increasingly aware of the disturbing degree to which pagan wizards in the region were being corrupted by Infernal agents. Encouraging the spread of the Dominion, if it could be guided and limited, seemed to be a wiser course of action than opposing it.

Magi *Trememis* were instructed to be tacitly supportive of the Dominion. Local rulers should be encouraged to establish churches and monasteries, but in areas that would not conflict with the resources of the *Domus* or impinge on sites of significant mystical interest. Discrete aid should be given in efforts to stamp out diabolism, but overt actions that might arouse concern in the clergy should be avoided.

Mundane Relations

During the previous decades, mundane events had begun to intrude on the seclusion of Coeris. The Bulgars had expanded north to control the salt mines in southern Transylvania and profit from trade along the Danube with Moravia and the Frankish Empire.

Intent on Hermetic politics, Tremere had neglected such issues. Albanus, the first *Primus Trememis*, was forced to deal with the results of this neglect. He established three major goals:

- Local rulers would recognize the rights of *Domus Trememis* to all mystical sites claimed by the *Domus* within their lands;
- Local rulers would acknowledge the right of *Domus Trememis* to claim children born with marks of supernatural power (such as those with six fingers or a shock of white hair);
- Local rulers would seek counsel from magi *Trememis* for problems related to supernatural events.

Mundane Interference in Dacia

At the time of Albanus, the *Leges Peripheria* had not yet dealt with many of the questions of mundane interference that are clearly addressed in the 13th century. For example, the prohibition against acting as a Court Wizard had only just been clarified by the Grand Tribunal in 865 AD (in the case of *Hercilion Jerbitonis*; WGRE, 26).

However, issues such as overt use of magic against mundani; leaving no survivors if overt magic is used; and alliances with mundane lords had not yet received attention from *Tribunalia*. Additionally, *Tribunal Daciae* has consistently interpreted the *Lex Hermei* in ways that are supportive of, or at least not opposed to, *Domus* policy.

Absent a clear Grand Tribunal ruling on a specific question of mundane interference, magi in *Dacia*

are given great latitude in dealing with *mundani*. The prohibition against endangering the Order, however, is taken very seriously, and the possible consequences of interference are carefully considered.

Although no clear legal precedent exists in *Dacia*, magi *Trememis* are careful never to promise magical aid in the squabbles of nobles. Any aid that might be given is surreptitious in nature, and must not be traceable to the Order.

Exceptions are occasionally made for magically-aided healing, but as such aid is charitable in nature, it is regarded as unlikely to endanger the Order if performed discretely in private. Outside *Dacia*, however, magi *Trememis* must approach dealing with mundani more cautiously.

Care should be taken to identify the opinions of clergymen regarding mystical abilities, and any favorable opinions should be appropriately reinforced. Negative opinions toward the arcane arts should be noted and reported to fellow magi as a warning, but no direct action against such clergyman should be taken.

Instead, minor public expressions of support should be made to deflect potential antagonism from the clergy. *Conventa* should make charitable donations regularly, particularly of pious texts or relics.

In modified form, the policy regarding the Dominion was also adopted by *Tremēris* in other *Tribunalia*, where *Primus Albanus* had begun to reorganize the *Domus*.

Organization

Drawing on the example of the Byzantine Emperor Maurice, *Primus Albanus* appointed leaders called *Exarches* at *Porta Orphaica*, *Spinanigrans*, and *Ordino*. Each was appointed to manage an *Exarchium* of two or more *Tribunalia*. Each *Exarchus* had total authority over affairs of *Domus Tremēris* in this area, answering only to the *Primus*.

In those years, the *Exarchus Graeciae*, at *Porta Orphaica* in *Graecia*, was responsible for both *Graecia* and *Roma*. The *Exarchus Galliae* at *Ordino* was responsible for both *Gallia* and *Hispania*. The *Exarchus Britanniae* at *Spinanigrans* was responsible for *Britannia*, *Caledonia*, and *Hibernia*. *Primus Albanus* himself took responsibility for *Dacia*, *Germania*, and *Helvetia*. Magi cooperated to enchant *dracones*—wolf-headed serpent standards— as symbols of authority for the *Primus* and *Exarches* and as battle banners for their forces (HoH:TL, 121).

Over the following decades, the *Domus* began to recover from its losses in the *Disiunctum*. Magi trained *discipuli* and collected *vis*. The *Doctrina* conceived by *Strategius* was tested and refined, and magi *Tremēris* began to develop many of the spells and enchantments that are now standard in *Doctrina*.

In 893 AD, a small group of magi *Merinitae* and *Ex Miscellanea* founded *Conventum Abundant Hope* near the headwaters of the Prut River west of Chernivsti. Since *Coeris* was the nearest Hermetic neighbor, the magi registered their new *conventum* in *Dacia*.

For the first time, meetings of *Tribunal Daciae* became something more than a *Domus* meeting with *Quaesitores* and *Caduceatores* (Redcaps) in attendance. *Primus Albanus* reluctantly welcomed the new arrivals, but relations with *Abundant Hope* were never cordial.

To forestall additional undesired neighbors, *Dacia* instituted a provision in the *Leges Perepheria Daciae* requiring any *conventum* wishing to register in *Dacia* to first obtain the approval of the *Praeco*, donate a rook of *vis* to the *Tribunal* coffers, and agree to host a representative of the *Praeco* at the *conventum* in

Support of the Dominion

While careful to stay out of religious controversy, since *Primus Albanus* the *Domus* has otherwise supported the establishment of monasteries and churches – in areas away from its *conventa*, *vis* sources, and other mystical sites.

Although such influence skirts the edges of the Code, magi *Tremēris* maintain that they are not violating the Code, for they favor no mundane power over another, and cannot be faulted by the Church for encouraging its growth.

This policy has the tacit approval of *Domus Guernici*, who favor good relations with the Church, and has even managed to ameliorate relations with *Domus Jerbitonis* over the years.

perpetuity. These provisions have also applied to all *Conventa Domus* founded in *Dacia* since that date; although of course *Domus Tremēris* has no difficulty complying with these various requirements.

War in Britain

Near the end of the century, *Damhan-Allaidh* struck again in Britain, and *Domus Tremēris* assisted in the Hermetic response. Although *Pralix* distrusted the magi of *Spinanigrans*, she needed all of the help she could get after the destruction of the *Praeses Septentrionalis*, the Northern Guard that was supposed to defend the Order against *Damhan-Allaidh*.

In 890 AD, magi of Britain and *Eire* battled *Damhan-Allaidh* and defeated him a second time (Lion of the North, 31). During the conflict, magi *Tremēris* were able to test and refine elements of *Doctrina* in all-out battle against a powerful foe. One lesson that was clearly demonstrated in this battle was the potential weakness of reliance on mundane mounts (HoH:TL, 129).

Saphrax Tremēris, wary of another surprise attack by *Damhan-Allaigh*, founded *Vigilia Aquilonia* on the Isle of Arran in *Caledonia* to guard against a possible attack by the Spider or his surviving allies. Although no such attack ever materialized, the small *conventum* thrived due to the rich supplies of *vis* in the region.

In the same year that the Spider was defeated, *Flavia Jerbitonis* died, and the simmering rivalry between *Spinanigrans* and *Rosalba* escalated into open war. A series of confrontations culminated in a mass declaration of Wizard's Wars, and *Spinanigrans* finally destroyed their rival and pillaged the ruins in 899 AD (Heirs to Merlin, 13). This was the final battle of the *Disiunctum*: although *Domus Tremēris* had lost the war, in the final confrontation they were victorious. Magi *Tremēris* began to dominate Hermetic politics in *Britannia* from that time forward.

Dacia Invaded

In the latter part of the ninth century AD, nomadic tribes invaded the Carpathian basin from the Khazarian steppes to the east. A group of Hunnic tribes who called themselves *hetumoger* or *onugur*, and who the Franks called *ungri*, had been raiding the region for decades, but now they moved permanently with their families and herds.

Led by ten chieftains under the command of a prince or *künde* called Árpád, the *onugur* were fleeing the Pecheneg tribes who dominated Khazaria. The Pechenegs had allied with the Bulgars to the south, forcing the *onogur* tribes to flee or perish.

Most of the *onogur* occupied the plains of Pannonia and the Tisza valley, while three tribes settled in northern Transylvania. Unwilling to further provoke the Bulgars, the *onogur* did not initially occupy Transylvania south of the Maros River, where Coeris was located.

However, Lycaneon was hard-pressed by the other tribes. Across the region, diverse settlements were subsumed under the new rulers; relationships with local rulers that had been built up over decades were severed. Shamans and powerful wizards called *taltus*, who worshiped a sky god called *Tengri*, accompanied the nomads and took control of many mystical sites.

At Lycaneon, Swikerus *Merinitae* was slain by invading shamanic warriors. The remaining magi retreated to Coeris with their *habitatores* in 897 AD, abandoning that *conventum* for several decades.

The invasion was a major set-back for *Dacia*, but the disruption wasn't limited to that region. The Magyars, as members of the dominant tribe were called, began raiding throughout Western Europe over the following decades. Italy, Moravia, Germany, France; even Iberia felt the tremor of rampaging Magyar hooves.

No-one seemed safe from their ravages, including *conventa* of the Order. Peggau in *Helvetia* was



Detail from Feszty's 19th century painting, *The Hungarian Conquest*

Early Hungarian History

Details of Hungarian history in the tenth century are scant. The author has adopted elements of some possible interpretations of the available evidence, and as might be expected, has added some outright fabrication.

Further, although this document borrows from a variety of mythologies from diverse Balkan ethnicities, it does not endorse any nationalistic ideology or interpretation. Any mythological elements or questionable historical elements are included solely for dramatic use.

For example, in the thirteenth century, the belief that the Magyar tribes were descendents of the ancient Huns was widely accepted throughout Europe, including by the Magyar themselves. Although this theory has been thoroughly discredited since that time, in Mythic Europe it is true: the Magyar princes are the descendents of Attila the Hun.

Ars Magica is a game. Despite the tremendous amount of historical research that lies behind *De Domo Tremēris*, it should not be relied upon as a historical reference.

damaged in 901 AD and later abandoned; Zubor, a Moravian *conventum* near Nitra, was destroyed in 906 AD; and Sirmium in *Graecia* was destroyed in 930 AD (GotF, 11).

The Code Upheld

Magi faced a quandary: the Code of Hermes prevented them from taking sides in mundane wars, and yet clearly the Magyars were being helped by their shamans and *taltus*. Some magi, such as Wiedrich *Flambonis*, took matters into their own hands, assisting Italian and German armies in violation of the *Lex Hermei* (GotF, 11). Others sought guidance at the Grand Tribunal in 931 AD.

With the destruction of Sirmium fresh in their minds, the situation seemed dire, and some delegates sought "clarification" of provisions regarding interference with mundanes. Nevertheless, the *Primus Guernici* was firm: no alliance could be made with mundane forces. Magi were free to defend themselves, but could not offer aid to mundane rulers.

The *Primus Jerbitonis* was incensed. How could magi look on blithely as great *conventa* and centers of culture such as Sirmium were destroyed? The Order had to act, in alliance with the Christian rulers of Europe, to defeat this barbarian plague!

The *Primus Bonisagi* and delegates from *Germania* and *Graecia* agreed: drastic action was needed. The delegates *Tremēris* from *Britannia* and *Dacia* remained silent, but cast their votes in support of the

Primus Guernici, as did most of the other delegates. *Conventa* in the western *Tribunalia* had not been as deeply angered by the raids, and they were unwilling to stir up trouble.

COUNTERSTRIKE

For its part, *Domus Tremēris* had a plan of its own, and was unwilling to risk losing control of its execution by subjecting it to the whims of delegates to the Grand Tribunal. Magi might be prohibited from allying with mundane powers, but nothing prevented them from attacking and destroying non-Hermetic wizards.

Preparations had begun many years before, and were nearly complete. Coeris had contracted certain magi *Verditii* to create special weapon enchantments for the *Domus*. Magi *Flambonis* from *Hispania* were recruited as “mercenaries” for the *Domus*, fighting for a nominal payment of *vis* and a share of the spoils. Select magi *Guernici* were invited, on condition of secrecy, so that the proper execution of the plan within the *Lex Hermei* could be confirmed.

In the late autumn of 932 AD, *Domus Tremēris* attacked the Magyar shamans as they were settling into their winter quarters in various camps throughout the Carpathian region. Every tribal gathering was attacked. Hordes of ghostly Alans, Avars, Gepids, Goths, and Romans attacked first at each camp. The Magyar *taltus* successfully defeated the attacking *spectra* and *manes*, but were forced to expend most of their accumulated power in doing so.

The *taltus* relied upon spirit servants to perform most of their magic, and summoning and binding such servants took time. With few resources remaining to them after the ghostly attacks, the *taltus* were unable to withstand the subsequent direct as-



Magyars enter the Carpathian basin
From the *Chronicon Pictum*, 1360

The Escape of Gyongy

Győngy was a Magyar witch who had mastered the secret magic of dreams, including prophetic dreams. Warned by her dreams mere hours before the attack on her encampment, she managed to escape with several of her fellow witches and a handful of other magi *pagani*.

Győngy and her followers then lived among the pagan Slavs north of the Carpathians until the Schism War, when her descendents took refuge at Grand Silesia. The dream witches were found to all have magpie Heartbeasts, and were accepted into *Domus Bjornaer*.

saults from magi *Tremēris* and *Flambonis*, assisted by magical beasts and faerie allies of the *Domus*. The *taltus* were hunted down and slain, although mundane warriors were spared as much as possible.

Domus Tremēris had expended a great amount of *vis* and other resources, but had achieved victory in the *Bellum Taltuum*. A few Magyar *taltus* and allied *magi pagani* escaped, but the magical power of the Magyar nation had been broken in under a month. The following year, the Magyars raided into Germany again, but lacking their accustomed magical support, and facing the combined might of the German lords under Duke Henry of Saxony, this time they were repulsed.

The Magyars continued to raid parts of Europe in the following decades, but were never again a serious threat to *Domus Tremēris* or the Order of Hermes. Their military power was finally crushed by Otto I at the Battle of Lechfeld in 955 AD.

Rapprochement

The plan of *Domus Tremēris* was not yet complete, however. In the decades following the attack on the *taltus*, magi *Tremēris* patiently established positive relations with the leaders of the tribes, and especially with the prince in Transylvania known as the *Gyula*.

In 934 AD, *Gyula* made peace with the Pechenegs, and turned the tables on the Bulgars, allying with the old Pecheneg enemy and with the Byzantines against the Bulgars. The Magyars moved into southern Transylvania and set up military camps to control the southern passes. In 952 AD, *Gyula* made peace with the Byzantine Emperor Constantine, and converted to Orthodox Christianity.

After the defeat of the western Magyar tribes at Augsburg in 955 AD, the prince Taksony sought peace with the German King Otto I, and asked for a Christian bishop to come and preach to the Magyars. His son Géza, wanting to stabilize the Magyar borders in the west, converted to Catholic Christianity in 972 AD, and had his son baptized, along with many of the tribal nobility.

With these changes, the *Domus* policy of diplomacy and support of the Dominion gradually began to succeed again. Magi *Tremēris* were recognized by the Magyar leaders as “wise ones” and their rights to preserve magical sites and claim those born with the marks of power were upheld once again.

The *Domus* established relations with the clergy sent from surrounding Christian lands, and gave its support to the construction of churches and monasteries in suitable locations. By gently guiding the growth of the Dominion, the most important sites of magical power were largely preserved.

Corruption

A period of relative peace was interrupted in 957 AD, when three *Quaesitores*, including the *Vexillarius Speculorum Fractorum*, journeyed to Coeris to speak privately with *Primus* Taenarus.

The *Quaesitores* believed that two magi *Tremēris* were diabolists, and they had compelling evidence. Of special concern was the apparent lack of direct connection between the two magi. They were from widely separated *conventa* (Ordino and Spinanigrans), and were of different lineages within *Domus Tremēris*. For unspecified reasons, the *Quaesitores* suspected there were other diabolists involved, and they needed to find out who those others were.

Primus Taenarus was appalled, but promised full cooperation. Trusted magi at Coeris were investigated. Each submitted voluntarily to Mentem interrogation, and was declared *integrum* (“pure of character”). The *Quaesitores* also called in trusted *hoplites* and investigated them in a similar fashion.

Coeris sent messages recalling every magus *Tremēris* for the 958 AD Decenium. *Vis* was set aside and *integrum* magi began special preparations. Prior to the *Decenium*, those magi cast an especially powerful *Aegis* over a small tower, and prepared special enchanted restraints.

As the suspected magi arrived, they were isolated and restrained in the tower. Each was questioned separately via Mentem magic. As the *Quaesitores*

had suspected, the initial Infernal corruption had been introduced through altered copies of certain highly sought, very high quality *summae*.

Although the initial corruption may not have been intentional, the magi were not unwilling diabolists. Each had sought out additional Infernal power. Most disturbing of all: they revealed multiple diabolist contacts in *Domus Tytali*, including those from whom the corrupted texts had been received. Suspicion had already focused on certain magi *Tytali*, but this evidence provided them with a clear trail of corruption pointing to Fudaris.

As the *Decenium* continued, each magus who had not previously been declared *integrum* was approached separately and asked for their help in cleansing the Order of corruption. Each magus voluntarily submitted to Mentem interrogation, and all but one were found to be *integrum*.

One magus, who apparently believed his Infernal powers would protect him from the questioning, was also found to be corrupt. *Primus* Taenarus called an impromptu *Tribunal*, declared the corrupted magi *orbis*, convicted them of diabolism, and executed them personally. Their spirits were immediately summoned and annihilated (*interemptus omnino*) and their bodies were destroyed. One maga, *filia* of one of the three traitors, was adopted by a senior member of her lineage, the *Primus* ordered that her records be altered accordingly.

The *Quaesitores* had what they needed, and *Primus* Taenarus offered them the full support of the *Domus*. More *hoplites* would be needed, and all remaining *Tremēris* were now known to be *integrum*. The *Quaesitores* accepted, and several magi *Tremēris* accompanied each as they returned to *Gallia*.

By 961 AD, the *Quaesitores* had investigated and Marched over thirty magi from seven different *Domus* (*Bonisagi, Ex Miscellanea, Flambonis, Jerbitonis, Tremēris, Tytali, Verditii*). *Prima* Tasgillia *Tytali* herself was convicted and executed at a special Grand Tribunal called for that purpose in 961 AD.

Aware that Fudaris and Doissetep had jointly dominated *Gallia* for many decades, the *Prima Diednis* proposed splitting *Gallia* into two *Tribunalia*. The southern portion of *Gallia*, containing Doissetep, would be split off into a new *Tribunal Aquitaniae*. The *Primi* and Grand Tribunal approved this proposal nearly unanimously.

Discord

Although most *Quaesitores* believed the Order had purged itself of corruption, and had destroyed all known copies of the corrupted *summae*, other magi remained doubtful. The pervasive nature of *Pravitas Tytali*, as the affair came to be known, caused magi to be suspicious of even innocuous oddities. Magi *Tytali* were the most likely targets of suspicion, of

Hoplites Tremēris

Accepting the aid of *Domus Tremēris* was a major change for *Domus Guernici*. Since the time of the *Disiunctum*, magi *Tremēris* had been regarded with distrust by most *Quaesitores*, and *Domus Tremēris* had largely withdrawn from contact with other magi.

The investigation into diabolic corruption among magi *Tytali* opened a new chapter in the relations between the two *Domus*, and from that time forward, many magi *Tremēris* have served proudly as *hoplites* for *Quaesitores*.

An Old Name

When the Grand Tribunal divided *Gallia* in two, *Domus Tremēris* did not change its organization.

Although Ordino, the *Conventum Domus Galliae*, was now in *Aquitania*, it remained the seat of *Exarchium Galliae*. Eventually, the seat of the *Exarchium* moved even farther south, to Valles Turie in *Hispania*.

Because of this legacy, magi *Tremēris* refer to the entire region as *Gallia*, which seems archaic to other magi.

course, but magi *Bjornaer*, *Diednis*, and *Ex Miscellanea* were also commonly distrusted.

There were understandable reasons for distrust in some cases. Some lineages *Ex Miscellanea* were known to be practitioners of strange and dark magic; some even practiced the ancient Cthonic and Goetic arts (*Realms of Power: Infernal*, RoP:I, 123-124). Although such magi may not have actually dealt with demons, their ghastly practices were detestable to many magi, especially pious magi *Guernici* and *Jerbitonis*, who aggressively accused them in *Tribunal*.

Most of the accused were acquitted, at least at first, because no diabolic acts or other violations against the *Lex Hermei* could be proven. However, the constant harassment made many retreat from any interaction with other magi. Magi quit attending *Tribunalia*, and some even fled to remote locations, where they hoped other magi would not find them.

Dacia, with few *conventa* and vast tracts of wilderness, attracted more than a few such refugees. By not registering in *Dacia*, however, the refugees exposed themselves to charges of vagrancy if discovered.

Magi *Bjornaer* and *Diednis*, already secretive about their magical practices, also began to attract unfavorable attention. Magi *Bjornaer* retreated into their *conventa* or wandered in Heartbeast form in the wilderness that still covered much of Mythic Europe. Magi *Diednis*, however, did not retreat.

Although *Domus Diednis* was not the largest *Domus* (that distinction now belonged to *Domus Ex Miscellanea*), it was larger than most, and more unified. Many magi *Diednis* saw opportunity amidst the rancor, and began to take advantage of other magi, especially *Tytali* and *Ex Miscellanea*. Magi without strong allies became targets for what amounted to extortion and eventually outright banditry.

Magi *Diednis*, of course, were not the only culprits. Magi *Tytali*, scrambling for survival after the purge, and unwelcome in most *conventa*, resorted to theft and banditry to obtain *vis* and even food and shelter. Some Christian magi *Jerbitonis*, unable to achieve "justice" at *Tribunal*, began to pursue vigilante-style Wizard's Wars against those they had accused of dark practices.

Anarchy & Schism

More magi began to flee to wilderness areas. Magi from *Graecia* fled to Kievan Rus, founding Rodnya in 992 AD. Magi from Crintera and Rethra sponsored other magi *Bjornaer* in founding Grand Silesia in 993 AD (*Dragon and the Bear*, DatB, 103).

Magi from Abundant Hope in *Dacia* sponsored pagan refugees from *Domus Merinitae*, *Ex Miscellanea*, and even *Merceris*. The pagan magi, fleeing harassment from fervently Christian magi, settled in the Pripet swamp in 994 AD, founding Pripet Maior (DatB, 103).

Magi *Guernici* and *Bonisagi*, especially magi *Trianomae*, labored in vain to stanch the hemorrhaging. Tragically, their desperate efforts to prevent *Tribunalia* from turning into vigilante mobs drove some magi to ignore *Tribunalia* altogether. By 997 AD, several *Tribunalia* had stopped meeting and those regions became effectively lawless.

Even before then, magi who were denied "justice" in *Tribunal* had pursued Wizard's War against magi of non-Mercurian traditions. As the situation worsened and *Tribunalia* ceased to meet, declarations of *Bellum Magum* (Wizard's War) became perfunctory or were even omitted. In the eyes of a growing number of magi, the Order of Hermes had effectively ceased to exist.

As *vis* went uncollected by owners who had fled or died, open battles for control of the abandoned sources of power became commonplace. In this environment of chaos, *Domus Tremēris* was far from blameless. Magi *Tremēris* were among those who pursued Wizard's Wars against magi they felt were "barbaric" in their magical practices.

In *Dacia*, the *Domus* hunted down any vagrant magi they discovered, often with only a cursory *Tribunalia* proceeding at which the accused magus was not present. The most that can be said in favor of the *Domus* was that it never turned its back on the Order; the forms were followed. *Domus Tremēris*, in its own eyes at least, was upholding the *Lex Hermei*.

As the millennium approached, without the widely anticipated return of the Christ to establish His Kingdom on earth, the two most organized *Domus*, *Diednis* and *Tremēris*, faced each other across a growing divide of anarchy. Magi *Diednis* and *Tremēris* clashed over *vis* and, in at least one case, a potential *discipulus*. Contention between the *Domus* grew ever more frequent and violent.

At first, both *Diednis* and *Tremēris* restricted their attacks to rival *custodes* and *consortes*. Neither sought open Wizard's Wars between their magi. As the battles grew more intense, however, *custodes* and *consortes* began to attack rival magi directly.

The regions of Moravia and Lusatia were particularly contentious due to the *Diednis conventum* on Mount Radhost, at the very border of *Dacia*. In the

escalating clashes, magi *Diednis* were observed calling upon foul powers. Magi *Tremēris* suspected that magi *Diednis* were guilty of diabolism.

During the Grand Tribunal in 997 AD, *Primus Cercistum Tremēris* accused *Domus Diednis* of harboring diabolists, and called for a full investigation by the *Quaesitores*. *Domus Diednis* denied all charges, and refused to cooperate, saying that magi *Tremēris* and others were simply seeking to learn their arcane secrets and steal their *vis*. There was no evidence of any wrong-doing, and their privacy was protected by the Code of Hermes.

The Grand Tribunal split over the issue, largely along *Domus* lines. Magi *Flambonis* and *Jerbitonis* sided with *Domus Tremēris*, while magi *Bjornaer*, *Criamōnis*, *Merinitae*, and *Verditii* sided with *Domus Diednis*, as did several magi *Bonisagi* and the lone delegate *Ex Miscellanea*. In the end, the *Praeco* and *Primus Guernici* declared that no proof of wrong-doing had been presented, and dismissed the whole matter.

The *Primus Guernici* and several magi *Trianomae* offered to help the two antagonists reach some form of accord. Repeated meetings achieved nothing: neither *Domus* was willing to compromise on what each insisted was a fundamental principle.

Domus Tremēris pursued its own "investigations," becoming ever more convinced that *Domus Diednis* was a bastion of corruption within the Order. Enormous efforts were made to obtain Arcane Connections to magi *Diednis* or their *conventa*. Several mundane agents were killed in such attempts, which led to more hostilities.

Magi *Tremēris* and *Flambonis* in *Germania*, in what would in retrospect appear to be a rehearsal for the Schism War, declared Wizard's Wars in 1004 AD against the magi *Diednis* of Oakdell and Waldhurz (GotF, 17). In the midst of these Wizard's Wars, Scylla *Tremēris* in *Germania* found what she regarded as proof of diabolism, while scrying on magi of *Domus Diednis* engaged in a secret ritual.

What she reported was abominable in the eyes of *Domus Tremēris*. Magi *Diednis* were observed practicing human sacrifice as part of a pagan ceremony

on Mount Radhost. After hearing this report, *Primus Cercistum* began to prepare for war. Unwilling to plead this case again before increasingly irrelevant *Tribunalia*, he resolved that *Domus Tremēris* would have to act on its own.

He contacted the *Primus Flambonis* for aid. Magi *Flambonis* were eager to "cleanse the barbarian infestation," and *Primus Entisimon* promised the aid of his entire *Domus*. *Primus Cercistum* also held meetings with the *Primus Jerbitonis*, but *Domus Jerbitonis* had a history of conflict with *Domus Tremēris*, and little trust existed between them.

The *Primus Jerbitonis* could not and would not force any magi of his *Domus* to participate against their will. Distrust of *Tremēris* ran too deep within *Domus Jerbitonis*. Even so, some magi *Jerbitonis* believed that the growing conflict was a sign of the end times. Although they stopped far short of viewing magi *Tremēris* as agents of the Lord and Savior, the pagan *Diednis* were clearly on the other side. The two *Primi* eventually reached a tacit understanding: some magi *Jerbitonis* would act against *Domus Diednis*, although *Domus Jerbitonis* would not declare Wizard's War as a whole.

Magi *Tremēris* continued to prepare on their own for the coming struggle. They consolidated stockpiles of *vis*, enchantments, and other supplies. A *Vexillum* led by Bojan *Tremēris* was stationed at Porta Orphaica to guard the *Fores Eurydicis* and to support allied magi *Flambonis* and *Jerbitonis* in their attack on the *Conventum Diednis* in *Graecia*.

Coeris and Lycaneon were largely abandoned; non-combatant *habitatores* were hidden in small groups with friendly nobles or clergy in *Dacia*. Ordino and Spinanigrans, favorably located near to the enemy, became the primary strongholds of the *Domus*. Caches were concealed throughout those *Tribunalia* where *Diednis* were most numerous: *Britannia*, *Caledonia*, *Gallia*, *Germania*, and *Hibernia*.

By 1010 AD, *Domus Tremēris* was ready to attack. Most magi *Tremēris* had already left their *conventa*, hiding in the secret bases that had been previously established. In December of that year, *Primus Cercistum* traveled to Harco and personally delivered a declaration of Wizard's War to *Primus Aldico Mercēris*, on behalf of all magi *Tremēris*, against all magi *Diednis*. *Primus Entisimon Flambonis* arrived shortly after with a similar declaration on behalf of *Domus Flambonis*.

War

Primus Aldico had to ensure the messages were delivered to as many magi *Diednis* as could be found, but the timing made it difficult at best. Winter had fallen across most of the areas inhabited by magi *Diednis*, and travel would be hindered greatly. Redcaps were dutifully dispatched, with whatever travel

Dates for the Schism War

The author has taken great effort to reconcile the various published accounts of the Schism War. However, there are some apparent inconsistencies between published supplements, even in Fifth Edition. The author has assumed some discrepancies are inevitable.

In general, preference has been given to the dates listed in HoH:TL over dates in GotF. Fifth Edition has in general taken precedence over Fourth Edition, and Fourth Edition has taken precedence over Second Edition. Third Edition sources were ignored.

aids were available, and Aldico traveled to Magvillus to notify the *Primus Guernici*.

Primus Antonius Guernici summoned the full Magvillus Council, and the Council voted to summon an emergency Grand Tribunal, but without the *Primi Diednis* or *Tremēris*, or any delegates other than their *Legates Quaestoricus*. The results are well known: The Order of Hermes Renounced *Domus Diednis* (HoH:TL, 40). Immediately following the Renunciation vote, *signiferes* sent messages to the waiting magi *Tremēris*: *Domus Diednis* is Renounced, attack!

Those in the *Domus* who were expecting a repeat of the stunning performance against the Magyar shamans were tragically mistaken. Magi *Diednis* had not been waiting idly while their enemies conspired against them, nor were they caught by surprise as the Magyars had been.

Nevertheless, initial assaults in *Graecia*, *Hispania*, and *Germania* successfully slew or drove out *Diednis* presence in those regions. *Diednis* forces in *Gallia*, however, proved to be stronger than anyone in *Domus Tremēris* had suspected. Magi *Diednis* summoned fell beasts to their aid, including lycanthropes, basilisks, and several mighty wyrms. Magi *Flambonis* suffered some of the heaviest casualties of the conflict during repeated attempts to slay the creatures, but finally triumphed over them.

The brutal fighting continued for nearly two years, and spread to involve other magi who refused to assist in the destruction of *Domus Diednis*. Magi who had fled to the east to escape the chaos of the times declared themselves *Tribunal Novum Sclavi* ("New Slavic Tribunal", DatB 104) and refused to take part in the carnage.

Magi *Flambonis* and *Tremēris* from *Dacia*, *Germania*, and *Graecia*, sometimes assisted by magi of other *Domus*, attacked the "rebel" *conventa*, taking *vis* and anything else they could possibly use. The few magi who remained at Abundant Hope fled, seeking refuge at Pripet Maior. Grand Silesia was decimated and Rodnya was abandoned, but Pripet Maior survived intact, and took in many refugees from Grand Silesia (DatB, 104).

Was Domus Diednis Evil?

Was *Domus Diednis* guilty of diabolism? Certainly many magi *Diednis* were, even if only in ignorance. The pagan human sacrifices of their tradition had long since been corrupted by agents of the Infernal False Gods (RoP:I, 37).

In all likelihood, some magi *Diednis* were knowing diabolists, probably including leaders of the *Domus*. It is not nearly as certain, however, that all magi *Diednis* were diabolists, and some would no doubt have been horrified to discover diabolism in their midst.

Spoils of War

Magi *Tremēris* and *Flambonis* pillaged the *conventa* of *Domus Diednis* and razed most of them. They claimed much of what was found as spoils. *Quaesitores* investigated everything for indications of diabolic corruption, and confiscated some items and texts.

Domus Tremēris also claimed several former *Diednis vis* sources, especially in Brittany and Wales. Magi *Tremēris* had noted some of the locations during the period of skirmishing prior to the war, and discovered others while pillaging *Diednis conventa*. *Domus Diednis* had never made a habit of officially registering *vis* sites, apart from those of *conventa multigenusa* such as Waldherz. *Tremēris* did not reveal their discoveries until they were prepared to formally claim the sites.

Despite the squabbles between magi *Flambonis* and *Tyтали* over resources in Brittany (HoH:S, 11), *Domus Tremēris* managed to claim several sites in the area around the former *Domus Magna Diednis*, and later founded *Conventum Nemus Saxatilis* nearby.

After two years of conflict in which hundreds of magi were slain, the combined magic of nearly thirty magi *Mercurialis*, both *Tremēris* and *Flambonis*, defeated the surviving magi *Diednis* in a cataclysmic battle at the site of their *Domus Magna* near Carnac. Although no proof was ever found that the leaders of *Domus Diednis* had indeed been slain, and magi *Tremēris* were suspicious of trickery, *Domus Guernici* was convinced that the war was over.

Order Restored

The *Primi* called a special Grand Tribunal in the autumn of 1012 AD, at which the *Bellum Schismatis*, as the *Primus Jerbitonis* called it, was declared to be over. *Domus Guernici* proposed granting investigation immunity to *Quaesitores* who were investigating Hermetic crimes, and requiring magi to cooperate in such investigations.

Domus Tremēris fully supported these proposals. *Primus Novatian Tremēris* pointed out that had those rules been in force prior to the war, *Domus Guernici* could have responded to the allegations of diabolism that were made at the 997 AD Grand Tribunal. Although it was unlikely that anything would actually have averted the war, the delegates wanted to believe that something could have made a difference. Magi preferred to believe that gaps in the *Lex Hermei* were responsible, rather than blame any of the survivors gathered at Durenmar that autumn.

The Grand Tribunal approved all of the proposals, and also confirmed the creation of *Tribunal Novum Sclavi* in the east, but entered it into the rolls of the

Order as *Tribunal Sarmatiae*, which is the name used in official records, and by many magi outside of that *Tribunal*. *Domus Tremēris* was dissatisfied with that decision; but having lost so many of its magi during the war, including *Primus Cercistum*, it lacked enough influence to make any real difference in the outcome.

CHARTERS

While magi of the Order of Hermes had been warring with each other, major events had transpired among the mundanes. In a dramatic convergence, there was a surge in the Dominion. Around the turn of the millennium, Christianity was adopted by the Czechs, Poles, Russians, and Magyars; even the Norse began to adopt Christianity. It was almost as if some invisible barrier preventing the expansion of the Dominion had lifted. Magi *Jerbitonis* were nearly ecstatic, and began to take a serious interest in lands that previously had been considered fit only for barbarians and magi *Bjornaer*.

In *Dacia*, Prince Géza had converted in 972 AD, primarily with the aim of improving relations with Holy Roman Emperor Otto I. He was not a fervent convert, but he did support the Christian clergy who began to preach among his people. Géza died in 997 AD, while magi were arguing over accusations of diabolism. His son Vajk, who as a child had been baptized István (Stephen), inherited leadership of the Magyars.

István proceeded to defeat several rivals over the next three years, consolidating his power over the western tribes. At the turn of the millennium, István was crowned King of the Hungarians at Esztergom. God may not have established His Kingdom, but István I had established his.

King István next invaded Transylvania in 1003 AD, forcing the clans there to submit to royal authority and eliminating the title of *Gyula*. King István claimed most of the land in Transylvania as royal property.

The emergence of centralized authority in *Dacia* presented new challenges to *Domus Tremēris*. In response, agents of Lycaneon entered into negotiations with the court of King István, seeking a formal charter that recognized their lands. Facing a new mundane power in Transylvania, Coeris joined in the initiative to obtain charters recognizing their rights

to the lands of the *Domus*. These efforts were interrupted by the Schism War, however, and were not resumed for several decades.

Returning to *Dacia* after the war, magi *Tremēris* encountered a country in the throes of conversion. Strong legislation by the King sought to suppress witches, wizards, and fortune tellers. In this environment, magi *Tremēris* sought to distinguish themselves from the common *magi pagani* of the countryside, but with limited success.

The effects of The Gift, combined with stronger and more pervasive Dominion, presented a significant barrier to acceptance of magi by the now predominantly Christian nobility. Felicián *Tremēris*, a *praefectus* with the Gentle Gift, took up the effort to gain recognition of the unique and "Christian" Order of Hermes in the Kingdom of Hungary.

Felicián also encouraged other magi to find and train *discipuli* with the Gentle Gift, ensuring that the *Domus* would always have magi like himself who would not need to overcome the effects of The Gift.

After several decades, magi *Tremēris* finally achieved a partial success in their campaign to achieve acceptance in the newly Christianized kingdom. Curiously, the pagans themselves helped quicken the process. During the time of chaos leading to the Schism War, and during the relative absence of *Domus Tremēris* that followed, paganism and *magi pagani* had proliferated again.

In 1046 AD, pagan adherents among the Hungarian nobility and general populace rebelled against the Christian authorities and began slaughtering Christian clerics and monks. The pagan revolt was linked to a dynastic squabble between various contenders to the Hungarian throne. King Andrew I suppressed the pagan revolt and seized power, restoring the Christian order.

Lycaneon sheltered several local clerics and many monks from Tihany Monastery from the pagan mobs. In gratitude for the aid given to the clergy by Lycaneon, the Ispán of Zala granted the *conventum* a charter, formalizing their control of specific lands and villages near Lake Balaton, and recognizing the traditional rights of the *Domus*.

The following year, the *Voivode* of Transylvania issued a similar charter to Coeris. Both documents were later confirmed as Royal Charters by King Bela II in the following century. The successes gained by Felicián in his diplomatic campaign convinced more magi *Tremēris* of the value of the Gentle Gift.



Szent István király (King Stephen the Saint), from the Chronicon Pictum, 1360)

Recovery

For *Domus Tremēris*, victory in the Schism War had been very nearly Pyrrhic. Scarcely a dozen magi *Tremēris* had survived the mayhem, many of them horribly Warped by the titanic energies they had endured, and some were so Warped they seemed to have one foot in Final Twilight, as it were.

Primus Novatian encouraged magi *Tremēris* to concentrate on training *discipuli* and restoring the strength of the *Domus*. From 1030 AD to 1065 AD, sixteen new magi *Tremēris* passed their *Provocationes*, tripling the size of the *Domus*. Most of the new magi went to *Conventa Domus* throughout Mythic Europe, leaving *Dacia* relatively unpopulated.

Novatian also founded *Vexillum Balanus Deflagratio* to search for surviving magi *Diednis*. New *conventa*, *Nemus Saxatilis* in *Gallia* and *Cursus Alcis* in *Hibernia*, were established to support this effort.

Those few magi who remained in *Dacia* focused their energies on re-arming the *Domus*. They stockpiled

vast quantities of *vis* and numerous enchantments. *Fulmen Iovis*, *Virga Incendii*, and *Iaculum Eruptionis Terrena* were all developed during this period. The older magi also devoted time to writing down the lessons of the Schism War. Some of the standard *Doctrina* texts date from this time, as do many texts on spell mastery and the Hermetic Arts that focus on practical applications of battle magic.

In 1045 AD, *Primus* Novatian appointed a fifth *Exarchus* to assist the *Primus* in governing *Dacia* and *Germania*. *Artifices* enchanted a *Draco* for the new office, and also crafted a replacement *Draco* for *Gallia*, which had lost its standard during the final cataclysmic battle of the war.

Dissensio

The primacy of Kore in the mid-eleventh century is remembered with honor by *Domus Tremēris*, as a time when magi *Tremēris* proved themselves worthy of the legacy of the *Domus* by refusing to obey the insane directives of a mad *Prima*. Kore herself is regarded with a mixture of horror and wonder, but the revolt that replaced her on grounds of insanity (HoH: TL, 126) firmly established the legitimacy of *Dissensio* (Dissent) within the culture of *Domus Tremēris*.

Iorghu *Tremēris Mujis*, the sole member of his venerable lineage to have survived the Schism War, gathered the *Exarches* together at Ordino. Each agreed that the *Prima* had to be replaced, and that the current *Legatus* Lambaros was clearly inadequate to succeed her, as Lambaros was anticipating Final Twilight.

The conspirators confirmed the support of most of the senior magi of the *Domus*, and confronted *Legatus* Lambaros while *Prima* Kore was away in *Sarmatia* investigating a possible clue to the location of a potent Scythian artifact (note HoH:TL, 126). The *Legatus* agreed to step down, and sent messages announcing his retirement to all *Conventa Domus*. Upon Kore's return, she faced a *fait accompli*.

Lacking a *Legatus*, she was forced to appoint one, and none of the senior magi except Iorghu would accept the position. Having thus manipulated Kore into appointing him as *Legatus*, Iorghu then challenged Kore to *Certamen* over the issue of her retirement as *Prima*.

Kore refused the challenge, and attempted to call upon an ancient spirit to curse Iorghu, but the gathered magi cooperated in blocking her repeated attempts. The strain of failed summoning forced her into Twilight, from which she did not return.

Clearly, recent events demonstrated the need for an acceptable and formal process for managing the succession of the *Primus*, and for assessing the mental competency of the *Primus* on a regular basis. Following these events, *Primus* Iorghu established the office of *Secutor* and many of the customs surrounding the succession of the *Primus*. *Primus* Iorghu also

Defeat of the Bulgarians

Houses of Hermes: True Lineages raises the possibility that perhaps Byzantine magi were somehow behind the massive defeat of the Bulgarian army at Cimbalongus in 1014 AD.

Contrary to what HoH:TL indicates, magi *Tremēris* do not believe that is likely, since the Emperor Basil II had been chipping away at the Bulgarian Empire since before the turn of the millennium. Further, the magi of the Order were exhausted by the Schism War, and few of them had any energy to spare for such antics.

Although the cruelty of Basil II was deplorable, *Domus Tremēris* regarded the incorporation of Bulgaria into the Empire as a positive development overall. Magi *Tremēris* prefer stability in government, and for the most part the Byzantine Empire at the time provided stable and effective government.

Even the Bulgarian relatives of Bojan *Tremēris* were barely affected: Tsar Samuel had not been closely related to Bojan's remaining family, who were no longer in power and consequently were scarcely affected by the conquest. Basil II left local rulers in charge of Croatia and the Serbian principalities, and several members of the Bulgarian royal family were given high office in the Empire.

Rather than reducing the influence of *Domus Tremēris* in the region, Basil's conquest marked the beginning of increasing attention by *Domus Tremēris* to Byzantine affairs. For the first time since the Founding, the Byzantine Empire controlled a significant swath of territory in *Dacia*.

advocated the informal understanding that no necromancer would ever again hold the primacy.

Medica

Kore's youngest *filia*, Eutropia, who had taken the Oath only two years before, foreswore the necromantic arts of her *parens*, refusing to teach even the secrets of Leadworking to her future *fili*. Instead, she dedicated her time and expertise to assisting her *sodales* with healing and Longevity Rituals, concentrating her studies in Creo, Corpus, and Magic Theory. She thus began the sub-lineage of *Medica*.

Many of her young *sodales*, who had not yet devoted themselves to the study of Creo or Corpus, came to Eutropia at *Decennia* and asked for her to devise Longevity Rituals for them. She willingly did so, so long as they could provide the *vis* required. Many could not, but were able to borrow it from their *conventa* or *parentes*.

Gradually, this informal custom became a tradition, and the seasons immediately preceding or following *Decennia* became the time for junior magi to obtain Longevity Rituals from Eutropia. Over time, the leaders of the *Domus* came to appreciate the value of Eutropia's dedication to the healing arts and Longevity Rituals. The traditions she started became a formal component of *Sustentum* within *Doctrina*.

Dacian Expansion

Primus Iorghu renewed the policy of training and rearmament begun by Novatian and also laid the foundation for expansion in *Dacia*. The population growth of *habitatores* at Coeris had begun to strain the mundane resources of the region. Although the re-occupation of Lycaneon had relieved the pressure somewhat, by 1056 AD the population at Lycaneon had begun to expand as well. The *Domus* was not yet ready to establish a third *Conventum Domus* in

Dacia, but clearly it would need to do so in the future.

In honor of his Hermetic ancestor Miron of the lineage of Muj, *Primus Iorghu* decided to establish a *colonia* near the northern Carpathian Mountains. He selected a location near a rare source of opals at Červenica (HoH:TL, 132). A fourth magnitude Magical Aura at the location spread across an area of the sky over a thousand feet above a hilltop, generating a constant cloud bank. Something more than a simple tower would be required to reach the unusual aura.

Architecti from throughout the *Domus* congregated to lay the groundwork for facilities that would eventually support a *Conventum Domus*. *Architecta* Gaea Elementia spent several seasons developing a powerful ritual that released magma from deep in the heart of the earth and shaped its eruption into a towering pillar. As the eruption began to cool, Gaea and her fellow *architecti* shaped the top of the eruption into a broad disc perched atop the soaring spire of basalt rock. The disc reaches the upper portion of the *Aura Magica*.

Magi recruited volunteers from the *habitatores* of Coeris, Lycaneon, and Ordino. Young married couples and unmarried youths of both genders predominated, with the expectation that this would prompt the growth of the new settlement, and reduce the growth of the older *conventa*. In 1061 AD, *Domus Tremēris* founded *Colonia* Carpathia. No magi would formally reside there for nearly three decades, but the preparations begun in 1061 AD proved to be most effective once the *Domus* was ready to fully occupy the site in 1089 AD. Dacian expansion has since followed this pattern, founding a *colonia* or *capitulum* every five or six decades, then converting that settlement into a *Conventum Domus* after two or three decades of development.

Wars of Succession

In 1061 AD, the first year of the short reign of King Bela I of Hungary, another pagan uprising occurred. A great crowd of people gathered while the King was holding court; their leaders sought permission from the King to stone and impale all of the priests in Hungary. Although the people had reason to believe that the new King would be sympathetic to the pagan cause, Bela quickly suppressed the gathered pagans. The support of Christianity by the monarchy would never again be questioned.

Further dynastic contention between Bela I and Solomon, the son of King Andrew I, was averted by Bela's accidental death in 1063 AD. However, King Solomon was subsequently overthrown by Bela's sons Geza and Lazlo in 1074 AD. Solomon fled to Austria with the royal treasury, including the crown. Denied a replacement crown from the Papacy, Geza

Primi Domus Tremēris

Albanus <i>filius</i> Tremere	862 — 894 AD
Tacita <i>filia</i> Damian	894 — 938 AD
Tanaeras <i>filius</i> Pylia	938 — 988 AD
Cercistum <i>filius</i> Vilhelm	988 — 1011 AD
Novatian <i>filius</i> Vilhelm	1011 — 1049 AD
Kore <i>filia</i> Cornutus	1049 — 1056 AD
Iorghu <i>filius</i> Anton	1056 — 1075 AD
Vitaris <i>filius</i> Novatian	1075 — 1119 AD
Dannicus <i>filius</i> Felicián	1119 — 1136 AD
Murychides <i>filius</i> Scylla	1136 — 1168 AD
Pilumnus <i>filius</i> Dannicus	1168 — 1199 AD
Umno <i>filius</i> Flumen	1199 — 1218 AD
Poena <i>filia</i> Tiberius	1218 — Present

gained one from the Byzantine Emperor Michael VII, and crowned himself King of Hungary.

He died soon after, in the spring of 1077 AD, and his brother Lazlo I took the throne. Lazlo attempted to reconcile with Solomon, but the latter continued to intrigue against Lazlo, and eventually fled to the Pecheneg steppes. King Lazlo proved to be a capable ruler, who was well-loved by his people. He was later sainted.

Dissipatio

During the *Decenium* of 1068 AD, many magi *Tremēris* observed that they lacked influence in their *Tribunalia*. In addition, several junior magi expressed a desire to forge stronger bonds with magi of other *Domus*. *Primus* Iorghu and the *Exarches* agreed that the *Domus* was ready to reconnect with the Order as a whole, and gave approval for several young *Tremēris* to seek membership in other *conventa*.

In 1071 AD, Oszkar *Tremēris* joined Fengheld in *Germania*, becoming the first magus *Tremēris* to join a *conventa multigenusa* since the Schism War. In joining Fengheld, Oszkar also fulfilled a legacy left by *Primus* Iorghu, who had helped several *sodales Flambonis* to found the *conventum* on his return from *Britannia* in 1039 AD (GotF, 83). Iorghu could not remain in *Germania*, however, and was unable to join the new *conventum* he had helped to found.

Tempering Doctrina

The young magi who went out in the *Dissipatio* confronted and cooperated with magi of other *Domus* much more often than their *parentes*.

Gradually, these magi *Tremēris* developed the skills in negotiation and diplomacy that have become so central to the current methods of the *Domus*.

After spending several decades in *conventa multigenusa*, the mature magi returned to *Dacia* to train new *discipuli* and to renew their connection to the culture of *Domus Tremēris*.

However, the time spent among other magi had changed their attitudes and views, and this altered the culture of *Domus Tremēris*. They rejected the insular culture that had developed after the *Disiunctum*, and magi *Tremēris* from the twelfth century onward strove to temper their coherent martial culture with the talents and perspectives of other *Domus*.

While the *Domus* has cycled through brief periods of relative isolation since the *Dissipatio*, *Tremēris* have remained engaged to some extent in the larger affairs of the Order, and at least a few magi *Tremēris* in any given year have resided at *conventa multigenusa*.

The Fae Pretender

Solomon of Hungary was a hero of popular legend in the Balkans, nearly as much as his rival Saint Lazlo. Although his death is recorded in 1087 AD while fighting against the Byzantines in the Balkans, Solomon is said to have lived on as a hermit.

Perhaps Solomon did die in 1087 AD, but returned as some form of the dark fae that are so common in the Balkans. If so, he could be somewhere in the Balkans, still plotting against the successors to his old rivals.

In 1072 AD *Primus* Iorghu created a new *Exarchium*, *Germania*, and directed *artifices* to create a *Draco* for the new office. He appointed Dannicus *filius* Felicián as *Exarchus Germaniae*. A few years later, Iorghu entered Final Twilight, and his successor *Primus* Vitaris chose Dannicus as his *Legatus*. Dannicus in turn chose Oszkar *filius* Iorghu as the second *Exarchus Germaniae*. Since then, the *Exarchus Germaniae* has traditionally resided at Fengheld, the only *Exarchus* to reside in a *conventa multigenusa*, rather than in a *Conventum Domus*.

Magi *Tremēris* followed the example set by Iorghu and Oszkar in the years that followed, and over the next few decades, the vast majority of new magi joined *conventa multigenusa* for a time. This period in the late eleventh century is known within *Domus Tremēris* as the *Dissipatio*, or Dispersion.

Domus Tremēris also re-occupied *Potestas* in *Roma* in 1086 AD. *Primus* Vitaris created the *Exarchium Romae* and directed that a *Draco* be enchanted for the office. Although *Roma* had traditionally been included in *Graecia*, *Primus* Vitaris recognized the original settlement in the ninth century by making *Roma* third in seniority, after *Dacia* and *Graecia*.

The *Domus* also began to invite other magi to reside in its *conventa*. Although *Quaesitores* and *Caeduatores* had always been welcome in *Dacia*, those magi were present in the pursuit of their service to the Order. In 1076 AD, at the *exsequiae* for Bojan *Tremēris*, Porta Orphaica announced the endowment of the *Sedile Vigilans*. This seat would be awarded in honor of all the magi *Flambonis* who had died in the Schism War.

Each recipient would be a magus *Flambonis* who had served honorably as an *Adiutor Militaris*, and would be given a *vis* grant annually for the remainder of his life, as well as access to many of the resources of *Domus Tremēris*. The *Sedile Vigilans* was first awarded to Galgano *Flambonis*, a Milanese magus who had ably served as *hoplites* to *Quaesitora Scylla Tremēris*.

Coeris endowed its first *sedile* the following year, creating the *Sedile Artificis* to sponsor a talented magus *Verditii* to assist the *Domus* with enchantments. In return for the generous sponsorship, the recipient

is expected to give his assistance with enchantments, free of charge, for two seasons each year.

Each *Conventum Domus* set its own standards for such invitations, but over time most followed the examples set by Coeris and Porta Orphaica. A few *Conventa Domus* offer less formal invitations, providing access to libraries or guest *sancta* as a reward for aid rendered to the *Domus* or the Order of Hermes.

Cumans & Pechenegs

The defeat of Byzantine forces by the Seljuk Turks at Manzikert in 1071 AD had little immediate impact on *Domus Trememis*. Although Coeris was the eastern-most *Domus Magna*, and *Domus Trememis* had many diplomatic and economic interests in *Graecia*, the eastern territories of Anatolia and the Levant were of only marginal interest at the time. However, the conquest of Antioch and Edessa by the Seljuk Turks, followed by the occupation of most of Anatolia, set in motion a chain of events that began to shift the attention of the *Domus* eastward.

Weakened by the loss of the territories that provided the majority of the food and native soldiers for the Empire, the Byzantines were hard-pressed to defend themselves against invasion from Norman Sicily under Robert Guiscard. Although Robert's death in 1085 AD brought a temporary respite from the Norman threat, the Byzantine military capability had been severely weakened.

When nomadic Cumans and Pechenegs invaded from the steppes in 1087 AD, Emperor Alexius Comnenus was unable to prevent them from pillaging Bulgaria and Thrace. Once again, *Dacia* suffered an invasion of nomadic tribesman supported by their shamans. *Domus Trememis* responded as it had before, dealing with the shamans and leaving the problem of mundane invaders to the mundanes.

Although most magi *Trememis* were in the West during this period, they hurried east in response to the call to muster. Once again the entire *Domus* assembled for battle. Waging a moving battle against the shamans and their spirit allies, the assembled *signa* drove the barbarian shamans back out of Bulgaria. The tribes continued to pillage Thrace and Bulgaria for a time, but did not remain, eventually retreating to the steppes.

The *Domus* was again victorious, but at the cost of a respected senior maga. Her *sodales* poured the ashes of *Signifera* Scylla *Trememis* through the *Fores Eurydicas* to her final resting place.

Emperor Alexius, mostly unaware of the mystical battles being waged, but determined to deal with the Pecheneg threat, bribed the Cuman tribes to turn on their erstwhile allies. When the Pechenegs invaded again in 1091 AD, the Byzantines and Cumans combined to crush them completely, massacring even the women and children who had accompanied the men into the Balkans.

The Holy Dexter

István of Hungary was canonized by Pope Gregory VII as Saint Stephen in 1083 AD at the urging of King Ladislaus. During the translation of István's body from his tomb at Szekesfehervar to a new reliquary home in Buda, his right arm was discovered to be missing.

After some worried searching, they found it, well preserved through a Holy Miracle. The Holy Dexter, as the arm came to be known, is an object of great veneration in Hungary. The abbey of Szentjobb was later (1168 AD) consecrated to this miraculous relic, where it rests in 1232 AD.

The Holy Dexter has a Faith score of 6, giving it 6 Faith Points and a Divine Might of 60. It has the power to heal all manner of diseases and afflictions.

Domus Trememis took full advantage of the decisive battle. *Plumbumarii* worked quickly to gather vast quantities of *contextus umbrarum* (Arcane Connections to the dead) from the battlefields; adding thousands of spectral Pecheneg warriors to the arsenal of the *Domus*. *Architecti* then caused the earth to swallow up the remains, interring the bodies in mass graves.

ASSESSORES

Domus Trememis resolved to keep a better watch on the eastern tribes, and began to send scouts and spies eastward into the Cuman steppe, Anatolia, and the Levant. Magi also began to make more forays into the east, especially Gentle Gifted magi. Although the *assessores* were not formally recognized until 1108 AD, *Primus Vitaris* drew upon the talents of *Trememis* with the Gentle Gift by forming *Vexillum Assessorium* in 1088 AD, under the leadership of Felicián.

He also encouraged magi who had already trained a *discipulus* to consider a Gentle Gifted candidate as their second *discipulus*. *Plumbumaria Perfecta* Amphelisia was the first to do so, exceeding the request of the *Primus* by taking a Gentle Gifted boy as her first *discipulus*. She consulted frequently with *Primus Vitaris* and *Vexillarius* Felicián during the boy's training.

That *discipulus* became the magus Nyyrikki *Trememis* at his *Provocatio* in 1115 AD. Nyyrikki was the first magus to be trained from the beginning as an *assessor*, and he became the founding member of *Sodalitium Assessorum*. He was joined the following year by Titus Scaro, *nepotis* Felicián.

Their example encouraged other magi, several of whom sought out Gentle Gifted *discipuli*: *Architectus* Moderatus trained Dezsér *Trememis* (*Provocatio* 1135 AD); *Nigromantica* Graecina trained Yonka Anahita

Tremēris (*Provocatio* 1141 AD); and *Artifex* Crescentia trained Tiana Tremēris (*Provocatio* 1146 AD).

Assessores proved to be especially valuable in the growing cities of *Roma* and *Graecia*. Trade was becoming more important to *Domus Tremēris* as a source of mundane wealth, and *assessores* demonstrated their value in the realm of commerce as well as politics.

Crusades

The Crusades, from the perspective of *Domus Tremēris*, were futile sectarian nonsense. In the 11th and 12th centuries, many Muslims served in the Hungarian Court, and magi Tremēris were also familiar with Muslim merchants and travelers. The measurable Divine Aura present in most mosques

was a curiosity to magi Tremēris, but it was undeniable proof that any conflict between Christianity and Islam was no different from a war between, say, the Kings of France and England.

The enthusiasm of many magi *Jerbitonis* for the early crusades, particularly in *Aquitania*, was regarded as folly typical of that injudicious *Domus*. Nevertheless, *Domus Tremēris* had to deal with the consequences. Several magi accompanied the hordes of crusaders who tramped along the Danube River on their way east, and a few of them took advantage of the resulting chaos to ransack some *vis* sites in *Dacia*.

Primus Vitaris brought the matter up for consideration during the *Decennium* of 1098 AD, and the consensus of the *consilarii* was that such brigandage should be dealt with firmly. The following year, *Tribunal Daciae* passed *Regula Transitus Cohibens*, a ruling that restricted the right of magi to travel through *Dacia*, and requiring magi to notify the *Praeco* or his representative of their planned route of travel through *Dacia*.

Tribunal Daciae also convicted Girars *Jerbitonis* and Metellus *Tytali*, the magi suspected of the thefts, *in absentia*. *Primus Vitaris* dispatched *Quaesitor* Murychides Tremēris (*Vexillarius Speculorum Fractorum*) to the Levant to obtain redress. Murychides brought along *Praecursor* Catallus to scout the region, and young *Pilumnus Tremēris* as a *hoplites*.

The three magi journeyed to Antioch in the autumn of 1099 AD, learning while en route of the capture of Jerusalem by the crusaders. Catallus discovered Metellus *Tytali* in Antioch, where Metellus had set himself up as a dealer in *arcana*. Murychides confronted Metellus with the charges, defeated him in *Certamen*, and recovered a quantity of the stolen *vis*, plus a fine.

While in Antioch, Catallus was struck by the riches to be found in the city, especially *arcana* such as those dealt in by Metellus. He also encountered strange *magi pagani* who had unfamiliar powers, and could summon potent magical spirits. Although magi Tremēris had heard traveler's tales of such things, they had placed little trust in the truth of the tales. Murychides and his companions were the first Tremēris to deal directly with these strange magi.

The magi tarried in the area of Antioch over the winter, then set out for Jerusalem early in 1100 AD. Upon arrival, they discovered that Girars *Jerbitonis* had traveled south toward the Sinai, seeking the mountain where the Lord had issued the commandments to the ancient Hebrews.

Catching up with Girars at Aqaba, Murychides charged him with theft of *vis* in *Dacia*. Girars denied all allegations, and refused Murychides's subsequent challenge to *Certamen* over the issue. Aqaba was close enough to the ancient *conventum* Urbs Rubra that it might arguably lie within *Tribunal Graeciae*. Murychides opted for a conservative approach: all

Sodalitium Assessorum

Domus Tremēris formally recognized *Sodalitium Assessorum* at the *Decennium* of 1108 AD. The decision to formalize a new role in *Doctrina*, especially one that could not be perpetuated solely through magical training by a *parens*, was a significant change in the philosophy of *Domus Tremēris*.

Despite the diplomatic successes demonstrated by Felicián Tremēris, many Tremēris did not believe that the Gentle Gift justified a new role in *Doctrina*. For one, magi were well aware by this time that those with the Gentle Gift were incapable of learning certain powerful magical techniques.

Magi whose roles were perceived as relying upon *Magica Mercurialis* or *Magica Perfecta*, for example, were especially skeptical of the value of the Gentle Gift. Some still referred to it as *Ingenium Debile* (Impaired Gift).

Felicián himself believed that Gentle Gifted magi could best serve the *Domus* among *Praefecti Auxiliorum*, and lobbied intensely for such magi to be entrusted to that *collegium* for training.

Primus Vitaris envisioned a more specialized role, capable not only of overt leadership among mundanes, but also of covert service on behalf of the *Domus*. Mundane spies and agents were capable enough, but a magus who was capable of blending into mundane society would be far more capable, and would open up more possibilities for the *Domus* off the battlefield.

Debate among the *Praesides* and *Exarches* seethed for several decades, until in 1108 AD *Primus Vitaris* persuaded the assembled *consilarii* of the need for a dedicated role, which would not be complicated by the possibly distracting concerns of any *collegium*.

three magi declared Wizard's War on Girars at the next new moon.

Girars fled, but Catallus tracked him across the desert to the Red Sea, where Murychides wounded Girars to unconsciousness. Searching his belongings, Murychides found evidence that some of the *vis* came from a unique site in *Dacia*, and executed Girars, taking the rest of his belongings as spoils.

The magi travelled up the coast of the Red Sea and then overland to Alexandria, where they chartered a ship to take them back to Constantinople. Upon their return to *Dacia*, the magi eagerly reported all that they had encountered, including the potentially rich sources of *vis* that might be found in the region.

Although several decades would pass before a maga *Tremeris* would settle permanently in the Levant, their tales inspired the maga Graecina *Tremeris* to travel to the region herself two decades later, where she found her second *discipula*, now the maga Yonka Anahita *Tremeris*.

Feud

Early in the fourth decade of the 12th century, *Praecursor Mutarius Csepel Tremeris* began scouting the Baltic Coast area. *Primus Dannicus* was considering the establishment of a *Conventum Domus* in the region, and wanted Csepel to identify several possible locations, as well as sources of *vis*.

Unfortunately, Csepel's preferred animal form was an auroch, and he encountered Ricimer Tauri *Bjornaer* during his explorations. For reasons that were unknown to Csepel at the time, and are still not clear to magi *Tremeris*, Ricimer was greatly offended by Csepel; something to do with the fact that Ricimer's Heartbeast was an auroch.



Capture of Jerusalem in 1099 AD, from a medieval manuscript

Quaesitores & Certamen

The use of *Certamen* to enforce rulings may seem counter-intuitive to some; after all, under the *Lex Hermei* a magus must comply with *Tribunal* rulings.

However, in some cases the specifics of a ruling may be disputable, such as the situation Murychides faced, where magi were being charged with crimes committed in a different *Tribunal*. In such cases, magi may claim that they are not bound by the ruling of a *Tribunal* in which they neither reside nor are currently present.

Certamen, however, is generally recognized as binding in all *Tribunalia*, and is thus a pragmatic approach to enforcement in cases of disputed jurisdiction.

That is, as long as one doesn't lose.

Csepel suggested *Certamen* over the issue, hoping to resolve the dispute peaceably, but Ricimer refused, and declared Wizard's War against Csepel at the next new moon. Csepel accepted the declaration with some regret, but fought and slew Ricimer when he attacked.

Several months later, two more declarations of Wizard's Wars arrived from *sodales* of Ricimer in Clan Sirnas. Csepel was perhaps overconfident of his abilities this time, for Areagne and Ereric *Bjornaer Sirnaus* quickly tracked him and killed him in the autumn of 1136 AD.

That might have ended the matter, were it not for Csepel's *filius* Uros, who was enraged by what he regarded as unjust vengeance upon his *parents*, who had only been defending himself. Uros planned carefully for two years, then issued a declaration of Wizard's War against Areagne *Bjornaer*, whose Heartbeast was a bear, in the winter of 1138 AD. He trapped the *Bjornaer* maga in her winter lair, and slew her.

Unfortunately for Uros, Ereric *Bjornaer*, with an eagle Heartbeast, was not constrained by the season, and had immediately responded with a declaration of Wizard's War against Uros that same month. Ereric hunted Uros across Pommerania and Poland, finally catching him in the foothills of the northern Carpathian Mountains. Uros had expended most of his preparations in the fight against Areagne, and was at a significant disadvantage against Ereric in his Heartbeast form. After a long and bloody battle, Ereric killed Uros.

At this point, *Primus Dannicus* intervened, issuing direct orders to all magi *Tremeris* to not respond to this latest death. Although the initial offense was mystifying, it seemed clear that at least some magi *Bjornaer* were offended by others taking their shape. Not wanting another Schism War, Dannicus withdrew the remaining *Praecursores Mutarii* to *Dacia*, and is-

sued directives to all magi *Tremēris* to be cautious about taking animal shapes around *Bjornaer*.

Dannicus also sent emissaries to the *Primus Bjornaer*, seeking to understand the reasons for this hostility. They were mostly unsuccessful, but came away with a reinforced belief that taking the same shape as a *Bjornaer* Heartbeast was some form of grave insult to that *Bjornaer*. For their part, *Praecursores Mutarii* have not forgotten these events, which are collectively known as *Simultas in Sirnes*.

The surviving members of this dwindling lineage, along with several other magi who were friends with either Csepel or Uros, hold a memorial for the two magi each *Decennium*, raising their goblets and mugs with the ominous toast *Domus Memini*: the House Remembers.

The Youngest Tribunal

By the time Edessa fell to the Turks again in 1144 AD, magi had established several new *conventa* in the region. In the autumn of 1144 AD, a congregation of Latin magi met in Antioch to declare a new *Tribunal Syriae*. The new *Tribunal* was disputed by magi of *Graecia*, as the region had traditionally been considered part of *Graecia*. However, Latin magi from the West did not want to be part of *Tribunal Graeciae*.

Curiously, the small number of Muslim magi in the region wanted a separate *Tribunal* as well. They had no desire to travel to Constantinople for *Tribunal* meetings, and were willing to accept, for the time being, co-existence with Latin magi in the region.

The decisions by the venerable Autumn *conventa* Al-Arama and Urbs Rubra to support a new *Tribunal* were the conclusive factors. Although *conventum* Urania in the Caucasus remained registered in *Graecia*, it was so distant from the Levantine *conventa* as to be irrelevant to the discussion.

The other *conventa* in *Tribunal Graeciae* objected, of course, and were widely expected to raise the issue at the next Grand Tribunal, in 1162 AD. Since *Graecia* claimed the seceding *conventa* must remain part of *Tribunal Graeciae*, magi from the Levantine *conventa* attended the preparatory *Tribunal Graecia* in 1161 AD, and their combined votes were enough to gain one of the three delegates from *Graecia*.

Domus Tremēris, for its part, was in favor of weakening the power of *Graecia*. It also had a growing interest in the riches of the east, and *Primus* Murychides bartered support for the new *Tribunal* in exchange for residence rights at Al-Arama and Aedes Veritatis.

Consequently, in *Tribunalia* leading up to the Grand Tribunal in 1162 AD, *Primus* Murychides directed the *Exarches* and *Tribuni* to ensure as many magi *Tremēris* as possible were elected as delegates. *Tremēris* leaders selected a popular issue in each *Tribunal*, and pulled in favors to ensure that a magus *Tremēris* would be the delegate to carry that issue to Durenmar.

Of the thirty-six elected delegates who journeyed to Durenmar that year, twelve were magi *Tremēris*. *Dacia*, of course, sent three delegates. *Britannia*, long dominated politically by Spinanigrans, elected magi *Tremēris* for two of its three delegates.

Tremēris Viewpoint on Transitionalism

When Simprim *Guernici* began to discuss the need to revise the *Lex Hermei* in 1148 AD, *Quaesitor* Murychides *Tremēris* immediately threw the support of *Domus Tremēris* behind the nascent movement. Magi *Tremēris* had for many years approached the issue of interference with the mundani with a pragmatic attitude, and *Tribunal Daciae* had codified a more permissive approach to the issue since the time of *Primus Albanus*.

Magi *Tremēris* are also generally supportive of the use of Mentem magic in interrogations, albeit with more constraints than the typical Transitionalist within *Domus Guernici* would favor. However, most *Tremēris* part ways with the Transitionalist movement over the issues of *sanctum* rights and trials.

The vast majority of *Tremēris* believe that the right of a magus to defend his *sanctum*, even from a *Quaesitor*, should not be denied. *Quaesitores* are not immune to corruption or personal vendettas, and removing the right of a magus to defend his *sanctum* could easily lead to abuse.

Most magi *Tremēris* also see no need to revise the *Tribunal* system for trials of Hermetic crimes, and are wary of setting up an independent judiciary. The *Quaesitores* have sufficient power, they feel, to prosecute crimes within the *Tribunal* system. Although some *Tribunalia* may be less just than others, the solution must be to bring those *Tribunalia* into alignment with the rest of the Order, not replace them with some other system.

An additional consideration, rarely voiced aloud, is that *Domus Tremēris* can more readily influence a *Tribunal* decision than it could a separate trial system. Although Traditionalists assert that bargaining for votes in criminal trials violates the Code (HoH:TL, 50), in most *Tribunalia* magi *Tremēris* have sufficient political allies to be reasonably certain of a favorable outcome if a magus *Tremēris* is charged with a crime. Even if the magus is guilty, the *Domus* prefers to police its own.

Which might be one reason that some *Tribunalia* are less just than others.

Surprisingly, Caledonia also sent two magi *Tremēris*, a coup for *Tribunus* Hadrianus. *Domus Tremēris* also managed to gain one delegate each from *Aquitania*, *Gallia*, *Germania*, *Hispania*, and *Roma*. Two *Flambonis* delegates from *Hibernia* and *Hispania* also supported the new *Tribunal*, as did the lone delegate *Verditii* from *Roma*. All three delegates from *Sarmatia* supported it as a matter of principle, since their own *Tribunal* had been formed by magi breaking away from established *Tribunalia*.

Domus Jerbitonis had been split on the issue; Greek magi were generally opposed to it, while Western *Jerbitonis* were more inclined to support Latin magi. In the moment, however, the *Jerbitonis* delegates stood united with their Greek *sodales* in the face of massive *Tremēris* support for the new *Tribunal*. For various reasons, the *Bonisagi*, *Merinitae*, and *Tytali* delegates voted against the new *Tribunal*, but the *Criamonis* delegate from *Helvetia* voted to support it.

In the end, the Grand Tribunal confirmed the new *Tribunal Syria*, 19 delegates in favor to 17 opposed. With this victory, *Domus Tremēris* had gained the favor of many magi in the new *Tribunal*, both Christian and Muslim. The *Domus* claimed its residence right at Al-Arama immediately, and *Tiana Tremēris* joined Al-Arama the year following the Grand Tribunal.

However, *Domus Tremēris* waited to claim its residence right at Aedes Veritatis, a primarily Muslim *conventum*. Opportunity presented itself following the *Provocatio* of Amber *Tremēris*, the daughter of a Muslim financier from Visegrad. She claimed residence at Aedes Veritatis in 1188 AD, pursuing a *propositum* to establish favorable relations with as many Islamic magi as possible.

Greek Troubles

Since shortly after the Schism War, the Byzantine Empire had controlled the southern portion of *Dacia*. In some areas the control was indirect, through local lords who remained loyal to Constantinople, but in Bulgaria the Greeks had exercised direct control.

Throughout the 12th century, however, Byzantine governance gradually declined in its Balkan provinces. Local magnates acquired larger amounts of land, and in many cases became so powerful that they effectively ruled local areas, with their own fortresses and private armies. Byzantine policy accepted this change and even came to encourage it, entrusting the defense of outlying provinces to these local magnates.

Byzantine tax policy also encouraged this trend through a system of tax farming. Local magnates, with greater influence at court, obtained lower taxes, which increased the tax burden on small landholders. The strain on peasant farmers became so severe that some peasants gave their land to the magnates in order to reduce their tax burden. Free peasants thus

chose to become serfs because they could not afford to keep their land under the tax system.

Growing disaffection in some areas led to civil revolts and increasing separatism, while in Constantinople, court intrigues following the death of Manuel Komnenos in 1180 AD divided the Greek ruling class.

In 1185 AD, an invasion by Normans from southern Italy seized both Durazzo and Thessaloniki. Isaac Angelus seized power, had the previous emperor tortured to death, and raised an army to fight the Normans. He quickly re-took Thessaloniki and made peace with Hungary, marrying a nine-year-old Hungarian princess named Margaret.

While Isaac was preparing to move against the Normans at Durazzo, two influential brothers from the Tarnovo region of Bulgaria approached Isaac to seek favor from the new Emperor in exchange for their assistance in the war. The brothers, Theodore and Asen, were powerful magnates in their home area, but were insulted and rebuffed by the Imperial court.

Returning home, the brothers found growing resentment against a special "wedding tax" levied by the Emperor to pay for his wedding to the Hungarian princess. The brothers decided to rebel and sought to mobilize popular support among the Vlachs and Bulgarians. Although resentment and outrage against the Byzantine government had been growing for years, they needed a popular movement that would capture the imagination of the people.

As fortune would have it, some Bulgarians had rescued several icons of Saint Demetrius from Thessaloniki before the Normans sacked the city. Saint Demetrius was the patron saint of Thessaloniki, and the brothers seized upon this fortuitous circumstance to claim that the Greek loss of the relics, and their appearance in Bulgaria, was a portent that the Greeks had lost divine favor, and that Saint Demetrius had adopted the Bulgarians as his new protectorate. The brothers further strengthened their cause by holding a gathering of influential Vlachs, at which several Vlach shamans prophesied the success of the rebellion and the favor of Saint Demetrius.

The rebellion also found willing support among many Cuman bands, both in Bulgaria and in Cumania on the north side of the Danube. Cuman participation greatly aided the rebellion, and allowed the brothers to quickly seize control over the region south of the Danube and north of the Haemus Mountains.

Although the Byzantines tried on several occasions to defeat this new Bulgarian kingdom, other rebellions in the south provided continuing impediments to their efforts, and eventually the Greeks had to accept the Second Bulgarian Empire.

In the western Balkans, the Serbians also seized this opportunity to break free from Byzantine control. Stefan Nemanja consolidated his power as Grand Zupan, and founded an independent Serbian kingdom.

By 1190, the Byzantine Empire had lost control over all territory within *Tribunal Daciae*.

Greek magi were outraged, accusing *Domus Tremēris* of interference in mundane affairs and worse, noting the “prophecies” of the Vlach shamans that had been so influential in the Bulgarian rebellion. At the Grand Tribunal of 1194 AD, Polykles *Jerbitonis* brought formal charges of mundane interference against *Primus Pilumnus*.

Primus Pilumnus invited a Quaesitorial investigation, under the condition that it be led by a *Quaesitor* that was acceptable to both Polykles and *Domus Tremēris*. A suitably neutral *Quaesitor* was eventually dispatched, but several years of inquiry resulted in a dismissal of all charges, which was formally ratified by the Grand Tribunal in 1227 AD. By that time, of course, *Graecia* had suffered additional tribulations at the hands of the Fourth Crusade, and accusations of mundane interference by *Domus Tremēris* seemed superfluous by comparison.

Recent History

Primus Pilumnus went into Final Twilight in 1199 AD. *Primus Umno* presided over a period of dramatic events during the Fourth Crusade and its aftermath. He sought to take advantage of the chaos in Constantinople by creating *Vexillum Romaniae* to establish a strong *Domus* presence in the city. Although the *Vexillum* has had some success in that regard, the situation in *Graecia* has become even more chaotic, as several kingdoms have vied for superiority in the region. In 1230 AD, Bulgarian Tsar Ivan Asen II defeated Epirus, destroying its army in a massive battle at Klokotnica in Thrace. The Epirote

Conspiracy Theories

Despite the dismissal of charges, some magi, especially in *Graecia*, still suspect *Tremēris* involvement in the rebellion that established the Second Bulgarian Empire, and possibly even the events of the Fourth Crusade.

Tremēris scoff at such suggestions in public, denying that the *Domus* would ever resort to such methods, and noting that if they had wanted the Byzantine Empire out of *Dacia*, they wouldn't have waited over a century and a half to do something about it.

In private, some *Tremēris* do wonder if in fact there may have been some involvement with the “Vlach shamans.” Although *Domus Tremēris* by no means controls all of the Vlach in the Balkans, the *Domus* does have long-standing alliances with Vlach groups in several areas, including the Haemus Mountains. *Tremēris* are also aware that when the Bulgarian Tsar captured Varna in 1201 AD, his forces did little to disturb *conventum Navalis Euxinus*, fewer than ten miles away from the city.

ruler, Theodore, was captured and blinded, eliminating him as a contender for Constantinople, and making Bulgaria the major power in the region, at least for the moment.

Hungary too has seen dramatic upheaval in recent years under the rule of King András II. This is discussed in more detail in **Chapter V, Dacia**. *Domus Tremēris* faces a number of challenges in the years ahead.

Limits on Expansion

As the Order of Hermes continues to grow, and as pressures on *vis* supplies increase in *Tribunalia Interiores*, the issue of expansion into the eastern *Tribunalia* (*Sarmatia*, *Dacia*, and *Syria*) is likely to become increasingly contentious.

Both *Sarmatia* and *Dacia* are relatively *vis*-rich compared to their Hermetic populations, and both place legal constraints on the creation of new *conventa*. The right of a *Tribunal* to restrict the creation of new *conventa* has been upheld by the Grand Tribunal, specifically in the case of *Sarmatia*. What the Grand Tribunal has granted, however, the Grand Tribunal can also take away.

Of course, any ruling that takes away the right of a *Tribunal* to restrict new *conventa* will also prove problematic for those *Tribunalia Interiores* that also have such provisions in their *leges perepheria*. *Germania*, *Helvetia*, and *Roma* all have such rules.

Would they be willing to give up their control in order to force *Dacia* and *Sarmatia* to allow new *conventa*? Or will these influential magi prefer to keep their control, and instead encourage expansion into *Syria*, which has not restricted the creation of new *conventa*?

Such a policy could usher in a *vis*-grab in Outremer, and would almost inevitably lead to increasing conflict with Islamic wizards. That possibility is one reason for the current focus by *Domus Tremēris* on researching the powers of Islamic wizards, and finding ways to counter their strengths. Some in *Domus Tremēris* want to learn more about their potential adversaries in order to find some means of accommodation with the growth pressures on the Order. Given the division of views among magi *Tremēris*, both motives have found adherents in the *Domus*.

Chapter III:

Orġinatio Domus

The herald commands: "Silence. Observe orders. Do not worry. Keep your position. Follow the standard. Do not leave the standard and pursue the enemy."

- Strategikon

Domus Tremēris has a simple and flexible political structure composed of *Exarchia*. Each *Exarchium* includes one or more *Tribunalia*. If more than one *Tribunal* is included in an *Exarchium*, the *Exarchus* appoints a senior magus as *Tribunus* for each other *Tribunal* (HoH:TL, 118).

Within each *Exarchium*, experienced magi serve as lieutenants to the *Exarches* and *Tribuni*. Less experienced magi assist these lieutenants as necessary. In times of relative peace, this informal and highly flexible structure serves the *Domus* well. In the event of conflict, however, a more formal command structure is activated (HoH:TL, 118).

Magi *Tremēris* follow a precise chain of command which has parallels to the administrative and political structure, but which is necessarily more rigid. Most magi *Tremēris* muster with one of two types of units. Units which muster directly under *Exarches* are called *signa* ("standards").

Each *signum* includes some, but not all, of the magi within that *Exarchium*. *Signa* do not exist for any specific purpose; each is a standing unit that acts as directed by the *Exarchus* when called upon. Because each *signum* is from a specific geographical region, each is named for the *Exarchium* to which it belongs.

The physical *signum*, or standard, is the *draco* of the *Exarchus* (HoH:TL, 121), carried by a *Dracofer*. Magi with this duty are called *Dracoferes* because each carries a *Draco*. Each *draco* banner has a cone of fabric attached (HoH:TL, 121). The color of this fabric is unique for each *signum*, and is noted in the respective description.

Other magi muster in *vexilla* ("banners"). Each *vexillum* exists for a specific purpose, and disbands once that purpose is no longer applicable. Some *vexilla* endure for centuries, because their purpose continues to be valuable to the *Domus* (HoH:TL, 122). Others are transient groups that form, achieve

a goal, and disband. In 1232 AD there are seven *vexilla* that muster at the direction of the *Prima*.

An *Exarchus* may also choose to form a *Vexillum Exarchis* for some purpose, assigning magi from his *signum* for a period of time. *Exarches* may not, however, re-assign magi who report to *vexilla* formed by order of the *Prima*. *Vexilla Exarchum* are typically very small and are disbanded after quickly achieving their purposes.

Each *vexillum* is commanded by a *Vexillarius* who, with rare exceptions, is a relatively experienced magus. A *vexillum* may have a *signifer* muster with it, but some do not. Some *vexilla* have physical banners; some do not. Typically, a *vexillum* that has been formed for a long period of time will have some kind of physical banner, but most are purely ceremonial.

Some magi do not muster with a *signum* or *vexillum*. The *Prima* and the *Legatus* are above all *signa* and *vexilla* in the command structure (HoH: TL, 122), and each has a dedicated *signifer*.

In addition, some magi muster directly under the *Prima*. Such magi are called *supernumerarii*, because they are outside of the number of magi in the *signa* and *vexilla*. Magi in this category are typically traveling specialists or are on a special mission for the *Prima* (HoH:TL, 120). In 1232 AD, there are only five magi who muster as *supernumerarii*.

In 1232 AD, the *Domus* musters 47 magi in *vexilla*, with an equal number mustering in *signa*. This is a more centralized structure than is typical for the *Domus*, and reflects the legacy of Umno more than the style of Poena. However, Poena has not reduced the number of *vexilla*, as their purposes remain relevant for the *Domus*. Poena prefers to adjust the balance gradually where possible.

Nearly a dozen *discipuli* are currently in training. As new magi swear the Oath and muster with *signa*, the *signa* will gain in strength. *Discipuli* belong to the same unit as their *parentes* until they pass their *Provocationes*, when they first muster as a magus. Most young magi muster with the *signum* of the *Exarchus* to whom their sigil is given. In a *signum*, a young magus is given a chance to interact with his *sodales* within the immediate area and hone his skills so that he is prepared for later opportunities.



Hoplites

At any given time, several magi *Tremēris* serve as *hoplites* to *Quaesitores*. The number can range from only two or three to a dozen or more, depending on the degree of *Quaesitorial* activity and perceived threats to the investigators. Magi *Tremēris* serving as *hoplites* muster under a *signa* or *vexillum*, and are considered to serve on behalf of *Domus Tremēris*. They may thus receive support as if they were performing a mission for the *Domus* itself.

Magi *Tremēris* rarely serve as *hoplites* for *Quaesitores* of *Vexillum Speculorum Fractorum*. Since its primary mission is to investigate potential misdeeds of magi *Tremēris*, outsiders are favored as *hoplites*.

Collegia & Sodalicia

Each magus is trained in one or more specialist roles to better serve the *Domus*. Some of these roles date back to the Schism War, while others have developed since that time (HoH:TL, 132). Over time, semi-formal groups have developed around these roles. These groups are known as *collegia* (brotherhoods) or *sodalicia* (associations).

Collegia are groups of magi who have been trained for a particular role by their *parentes*. Six *collegia*, derived from the order of battle used in the Schism War, serve as social and professional groups.

Because all *collegia* members were trained by their *parentes* in the specific capabilities for their roles, there is a familial connotation to *collegia* as well. Members of *collegia* may take the Close Family Ties Story Flaw with reference to their *collegium*. This often replaces the Mentor Story Flaw as junior magi progress in experience, especially after they have trained *discipuli*.

Legacies of the Schism War

The *collegia* structure presented here assumes that only nine magi *Tremēris* both survived the Schism War and lived long enough to train a *discipulus*, based on a reasonable estimate of the number of magi *Tremēris* before the war. More than half of the magi *Tremēris* were lost in the Schism War (HoH:TL, 114), and no *discipuli* survived.

Those nine magi are not included in the lineage diagrams, but their *fili* are. Some of the nine only had the opportunity to complete training of a single *discipulus* in the years following the Schism War; others trained two. Those first *discipuli*, thirteen in total, were the roots from which the *collegia* grew.

Specific heritable Virtues are commonly shared within each of the various lineages, so *collegia* members have similar magical talents. However, members are not identical in their magical abilities; unique talents or aptitudes may distinguish a magus from his fellow *collegia* members. Differences in background and personality also give each member a unique approach to the common talents of the lineage.

Sodalicia are a relatively recent innovation, in existence less than two centuries. *Sodalicia*, groups of magi who probably were not trained for their roles by their *parentes*, arose from the increasing need for magi with special non-heritable Virtues. The primary Virtues for these specific roles, the Gentle Gift for *assessores* and Harenarius (HoH:TL, 143) for *disputatii*, are not heritable through training (see **Appendix D**).

Sodalicia members may come from several lineages throughout *Domus Tremēris*. In the lineage diagrams for *collegia*, *sodalicia* members are indicated in green (for *assessores*) or pink (for *disputatii*).

Although indicated in the *collegia* diagrams, *sodalicia* magi are not considered part of those *collegia*. Their names are included merely to show relationships to *parentes* and *fili*. Lineage diagrams are thus not shown for *sodalicia*, but the members of each *sodalicium* are listed.

Praesides

The senior magus of each *collegium* or *sodalicium* is called the *Praeses*. For example, the *Praeses Architectorum* is the senior magus of the *Collegium Architectorum*. *Praeses* is not a rank of command, nor are *collegia* and *sodalicia* part of the formal command structure of the *Domus*. A *praeses* has no direct authority over the magi within a *collegium* or *sodalicium*.

Praesides can have a great deal of indirect influence, however. The *praesides* as a group advise the *Prima* on matters concerning the capabilities of the *collegia* and *sodalicia*. Because a *praeses* may not be conveniently located near to the *Prima*, a *praeses* may designate a *consiliarius* of his group to advise the *Prima*.

Praeses also influence the training of magi in their group. If practical, the appropriate *praeses* is present for *Provocationes causa Sigilli*, and if not present relies on an evaluation by an experienced *consiliarius* from the appropriate group. Each *Praeses* also influences whether a magus is considered *expertus* (skilled) or *peritus* (experienced; HoH:TL, 118).

Recruitment

Domus Trememis recruits *discipuli* from a variety of sources. A large proportion of magi *Trememis* originate in *Dacia*, where the *Domus* has a favorable reputation as a way for villagers to get rid of “odd” children.

However, magi *Trememis* in all *Tribunalia* watch for suitable *discipuli*. A likely *discipulus* may be claimed even if *Domus Trememis* does not intend to train that *discipulus*. The child might be judged unsuitable in some way for service in *Domus Trememis*, but could be perfectly acceptable to a magus of another *Domus*.

Magi *Trememis* have been known, for example, to recruit potential *discipuli* for magi *Bonisagi*. This serves two purposes: it reduces the likelihood that a *Bonisagi* will want to take a *discipulus* from a magus *Trememis*; and it maintains a degree of goodwill with magi *Bonisagi* that can be leveraged to the benefit of *Domus Trememis*.

Other *Domus* occasionally benefit from *Trememis* generosity. Potential *discipuli* with too strong of a connection to *faetae* may be traded to magi *Merinitae*, for example. Otherwise desirable *discipuli* who are judged too undisciplined to operate under *Doctrina* might be traded to *Domus Flambonis* or *Domus Guernici*.

In return, magi *Trememis* may request aid in finding a *discipulus* that is suitable for training in *Doctrina*. This allows the *Domus* to recruit *discipuli* even from regions lacking a *Conventum Domus* or a resident magus *Trememis*. Magi *Trememis* also recruit *discipuli* for each other. Magi who lack the experience to train a *discipulus* themselves may recruit promising candidates for more experienced *sodales*.

Even an experienced magus, who does not desire to immediately begin training a *discipulus*, might recruit a potential *discipulus* for a *sodalis* who is prepared to begin training. Within the *Domus*, a potential *discipula* may also be transferred to a magus of another *collegium* if she displays a particular talent or aptitude that would be best developed within a different *collegium*.

Candidates with great physical strength, for example, are prized by *praecursores mujis*, while those who already possess the Second Sight Virtue are favored by *plumbumarii*. Sometimes the *Domus* will request the transfer of a *discipula* between magi of different lineages, to balance the number of magi in the various *collegia*.

Failed *discipuli* are sometimes given to *Domus Mercis* to train as Redcaps; just as frequently, however, such youths are trained to serve *Domus Trememis* in a suitable capacity.

Generating Magi Trememis

Magi *Trememis* train their *discipuli* with a focus toward specific capabilities. Some of those capabilities are reflected in the Virtues and Flaws listed for the various lineages.

Others are reflected in the Arts and Abilities that are emphasized during apprenticeship. *Discipuli* are usually trained intensively in Rego and two specialty Arts, along with some Corpus, Animal, Herbam, and Terram.

Example magi in this text were developed using the “Extremely Detailed Character Generation” option, inclusive of apprenticeship. See **Appendix C: A Sample Course of Apprenticeship**, for more detail.

New magi are expected to round out their Arts in the years following their *Provocationes*. Senior magi *Trememis* recognize that younger magi are narrowly specialized, and encourage them to broaden their capabilities within the structure of *Doctrina*. Some tasks given to younger magi are intended to test and/or develop their expertise in areas outside of their specialties.

Promotion

Although magi *Trememis* don’t use formal titles for ranks of experience, those ranks do exist (HoH:TL, 118), and magi *Trememis* seek projects that will help them achieve recognition of gaining the next rank. There are no firm rules that lay out exactly what young magi must do to be recognized as a magus *expertus*, or skilled magus (HoH:TL, 118–119), but there are a few guidelines that are generally followed.

Doctrina specifies that along with receiving more important and challenging projects, and greater *Sustentum*, magi with more experience must also be capable of greater contributions. Just as each *discipulus* is trained in certain capabilities, according to their specialist role, so each magus is expected to pursue further advancement in the capabilities of his role.

A maga’s repertoire of *cantiones formulates* (formulaic spells), which she can cast reliably under stress, is a key measure of her ability to contribute to her unit in battle. Sample lists of spells that might be expected of magi in each *collegium* or *subcollegium* are included in the description of each group.

Some magi may achieve higher rank without developing every spell listed for their group, but they will certainly have developed most of them before they are recognized as having the ability to face greater challenges. Substitutions are also recognized; if a magus develops an alternate spell or enchantment, and that effect supports the magus’s role in *Doctri-*

na, the intent has been achieved. Sometimes, such substitutions become the seed for an innovation in *Doctrina*. This kind of innovation is rare among younger magi, however.

Young *Tremēris* generally do not expect to invent creative and original effects. They expect to spend years practicing and perfecting their mastery of standard effects. When they are older, having trained at least one *discipulus*, then they may have time to pursue innovative spells or new enchantments. *Tremēris* believe that only those who have first mastered the standards of *Doctrina* can create new effects of lasting value.

Sodalicia members are given more leeway in the variety of effects they develop. More weight is given to their overall capability to support the *Domus*. For example, *disputati* who have achieved greater ability in the Arts can support the *Domus* more effectively in *Certamen*. However, they are still expected to develop combat ability to some extent.

Assessores are even less likely to develop many effects for battle, but will always have a few combat effects. They usually develop various Intellego spells and other effects that may also be useful when scouting.

Certain spells are expected of every *Tremēris* who seeks recognition as a *maga experta*:

Abstine

Agnosce Proprium Vis

Aversum Contra Ferrum

Bind Wound

Deleo Faex Corporis

Duritia Myrmidonis

Glanoballista

Legi Vis Magica

Resilio

Scales of the Magical Weight

Sight of the True Form

Magicus Volitans

Viginti Mille Passus

Visus Vasis Magici

Magi who are not of Mercurian lineage are also expected to know Wizard's Communion at fourth magnitude or greater. Magi *Mercurialis* are expected to know the four *Sensus Aurae* spells. Magi without the Gentle Gift are expected to know a spell to mitigate the effects of The Gift.

Parentes train *discipuli* in as many of the required effects as possible. Most new magi, for example, will know Bind Wound, *Legi Vis Magica*, *Magicus Volitans*, and *Viginti Mille Passus*.

Similarly, any magus who expects to be recognized as *peritus* (experienced) will know the following:

At least one *Eversio*-type spell

Via ad Locum Distans

Opening The Intangible Tunnel

The Leap of Homecoming

A superior sensory spell such as Vision of Heat's Light or Eyes of the Bat

Magi *periti* typically have also trained at least one *discipula*, have enchanted a Talisman, and probably have bonded a Familiar as well. Magi of this advanced rank have demonstrated significant influence in their *Tribunalia*, and mastery of *Doctrina*. They are capable leaders both on and off the battlefield.

The most certain sign that a particular *maga* has achieved recognition of higher rank is her assignment to a task of sufficient challenge or gravity. Even her inclusion in certain decisions, or the weight given to her advice, are indicators of her advancement.

Standard Incantamenta

Domus Tremēris expects all of its magi to be capable of certain functions, such as basic *varicans* movement. Some of these capabilities are achieved through spells. Other functions are fulfilled by *incantamenta* (enchantments).

The *Domus* tries to equip all of its magi with a set of 'standard' enchantments. These enchantments are in addition to any weapon enchantments wielded by each magus. Weapon enchantments are usually provided for specific tasks or upon mustering for battle. Individual magi may request such items under the usual conditions of *Sustentum*.

Standard enchantments for all magi are: *Lorica Impenetrabilis*, *Pera Cibarium*, *Uter Caelestis Latiscis*, *Amuletum Malpramis*, *Pignus Dissimulandi*, *Potio Constantiae*, *Potio Recreationis*.

Magi who lack Second Sight should also possess an *Acies Aeris*. Magi who are not expected to specialize in Imaginum early in their career should also

possess a *Persona Aquilae* and *Lens Speculandi*, to enable effective *varicans* travel, and a *Laena Invisibilis* or *Lacerna Pjerinis*.

Magi *periti* will almost always have the following additional enchantments: *Anulus Dissimulandum*, *Dossuarium*, *Sacciperum Pignorum* & various *Voces Oratoris Distans*.

Magi will make some of these items for themselves, according to their capability in the Arts. They will also enchant items for other new magi, and exchange them for similar items made by others. Upon the demise of a *maga*, her enchantments are distributed to those who can best use them, with her *fili* taking precedence.

The rapid growth of the *Domus* over the past few decades has out-stripped its ability to equip the newest magi with many of the standard items. Most magi who have received their *betulla* since 1220 AD lack some of the items that all older magi possess.

Consiliarius

Status as a *consiliarius*, one who holds his own *sigillum*, is mostly separate from these ranks of experience. It may be gained through *Certamen*, but may also be gained simply through the demise of the *parens* (HoH:TL, 123). Young magi only rarely achieve this distinction, typically due to the demise of *parentes*. Magi *experti* more often hold their *sigilla*, but still most commonly as a result of the demise of *parentes*.

Most magi *experti* who gain their *sigilla* through *Certamen* are close to recognition as magi *periti* anyway, and their victory over their *parens* is simply an outward sign of their mastery. As a result, all magi *periti* are also *consilarii*. If a magus is recognized as capable enough to serve as a magus *peritus*, then he is obviously capable enough to hold his own *sigillum*. *Consilarii* may still vote by proxy to the *Tribunus* or *Exarcha* at *Tribunal*, and many do so as a continuing display of solidarity, even if they also attend.

Contrary to the statement in HoH:TL (123), magi are never presented with their own Talisman as their *sigillum*. That would normally preclude the free proxy of the *sigillum* in the future, as no magus would be expected to give up his Talisman to someone else to vote on his behalf. However, the *sigillum* may mimic the Talisman in form or symbolism. The *parens* may also select a particular feature for the *sigillum* that is symbolic of the maga's ability or personality. In many cases, the *parens* allows the maga to choose the form of her *sigillum*. In some cases, where the maga's advancement is expected, the *parens* will have already prepared a *sigillum* for the maga.

Consilarii

Magi *Trememis* who possess their own *sigilla* are called *consilarii*, and meet every ten years at *Decenium* (HoH:TL, 118). In 1232 AD, slightly more than half of magi *Trememis* are *consilarii*. The majority won their *sigilla* by defeating their *parentes* in *Certamen*, and are thus mature magi.

Around twenty magi in 1232 AD have gained their *sigilla* through the demise of their *parentes*. Most are considered magi *experti*, but two (Jehan *filius* Martiena and Walentyn *filius* Njèza) are young magi on the cusp of advancement.

Succession

The *Consilarii* in an *Exarchium*, through a process of consensus and *Certamen*, designate a successor to the *Exarcha*, to assume leadership in the event of disablement or death (HoH:TL, 123). The successor, known as the *Heres Exarchi*, is always an experienced magus who is privy to the various *res Domus* (matters of the House) in support of the *propositum*. He is frequently a *Tribunus* or other experienced magus, who has led political initiatives at *Tribunal*.

The *Heres Exarchi* is not always the most senior magus in the *Exarchium*, but is always a *consiliarius*. If no suitable magus is available within the *Exarchium*, an *Exarchus* may designate an *Heres Exarchi* from another *Exarchium*. However, this approach is always seen as temporary, since such an arrangement will inevitably lead to disruption when the time for succession arrives.

Key to the Lineage Diagrams

Most of the conventions used in displaying the lineages of each collegium should be clear. A few, however, require explanation.

Anni Provocationis (Gauntlet Years) are recorded as the first *Tribunal* Year following the *Provocatio*. Actual *Anni Provocationis* are only given for magi who passed their *Provocationes* in 1220 AD or after. The lineage diagrams list expected *Anni Provocationis* for all *discipuli* as of 1232 AD.

Discontinuities in key Virtues, indicated by red lines between the names, indicate that a key Virtue of the lineage did not pass on to that *filius*.

This most often occurs with Major Hermetic Virtues such as Mercurian Magic or Flawless Magic, due to the Gentle Gift or Mythic Blood in the filius.

Magi *Trememis* are not sure exactly why some virtues, such as the Gentle Gift and Mythic Blood, inevitably coincide with an inability to grasp the intricacies of talents like Mercurian Magic or Flawless Magic, but it is well known that this is the case.

Name	Member of eldest lineage from the Founder
Name FT Year	Demised Year of Final Twilight
Name d. Year	Demised Year of death
Name P. Year	Gentle Gift, <i>Assessor</i> <i>Tribunal</i> Year Sigil first voted
Name P. Year	Harenarius, <i>Disputatus</i> <i>Tribunal</i> Year Sigil first voted
Name P. Year	<i>Discipulus</i> <i>Tribunal</i> Year after <i>Provocatio</i>
Name P. Year	Magus <i>Tribunal</i> Year Sigil first voted
<hr style="border: 1px solid red;"/>	Discontinuity in Key Virtue

Collegium Architectorum

The Brotherhood of Architects constitutes the Teram specialists of the *Domus* (HoH:TL, 132). *Architecti* have Affinities with Rego and Terram. Many also possess Puissant Finesse. However, architecti rarely have any special talent with Mentem, setting them apart from the majority of magi *Tremēris*.

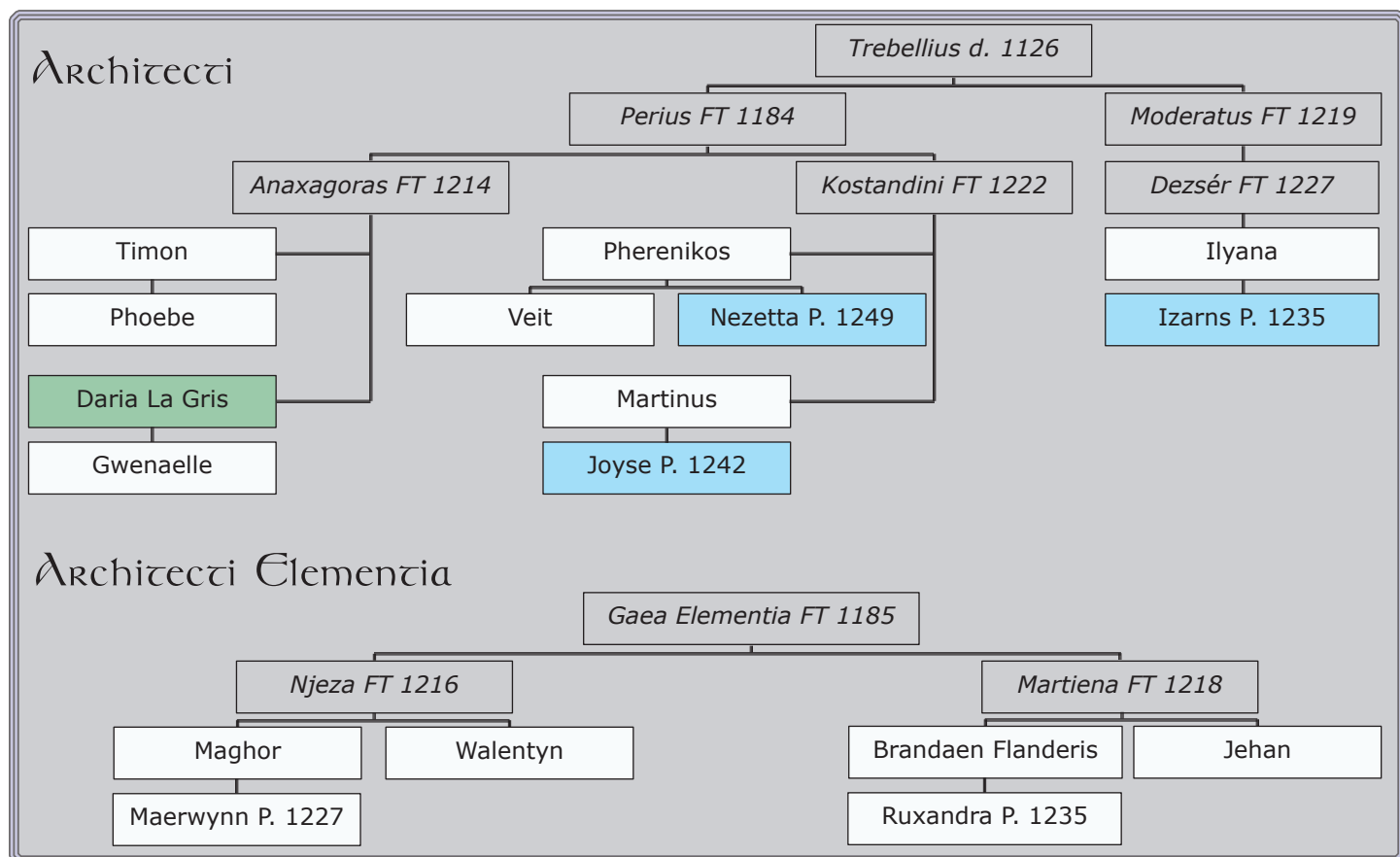
There is one *subcollegium*; *architecti elementia*. As one might expect, these magi possess the Elemental Magic Virtue as their Major Hermetic Virtue. They are named after Gaea Elementia, the maga who first manifested the talent for elemental magic in *Domus Tremēris*.

Architecti are among the most destructive magi in battle, wielding earth-shaking spells that kill and destroy over wide areas. They are also builders, sculpting earth and rock into useful and often beautiful landscapes. At times this ability is employed in building fortresses, at other times roads, terraces, mines, or other construction projects (HoH:TL, 132). A less obvious role is essentially grave-robbing: assisting *plumbumarii* in recovering *contextus umbrarum* from the earth.

Architecti grimoires typically concentrate on *Modērans* and *Vulnerans* effects (see **Chapter IV, Doctrina**, and **Chapter VII, Volumen Arcanum**), but they also employ a range of useful spells in other categories. Spells for *Architecti experti* typically include: *Contactus Furunculi Terrae*, *Contactus Terrae Captans*, Crest of the Earth Wave, *Labor Unus Diei cum Catapulta Optima*, *Rictus Telluris Voracis*, Sense the Feet that Tread the Earth, and *Via Intractilis*.

Spells for magi *periti* typically include Earth Shock, *Effosum Opum Campi*, *Fossa Murusque*, The Earth Split Asunder, Teeth of the Earth Mother, and *Tellus Ejaculatio*.

The *Praeses Architectorum* is *Exarchus* Timon *filii* Anaxagoras. He has appointed the magus Brandaen Flanderis *filii* Martiena to advise the *Prima*.



Collegium Artificium

The Brotherhood of Artificers comprises the specialist enchanters of the *Domus*, who craft special ritual objects and design enchantments (HoH:TL, 132). This is a small *collegium* with two *subcollegia*: magi *Chaldaicus* and magi *Alchymicus*; although a third may be emerging.

Artifices Chaldaicus are trained in Planetary Magic and study *Artes Liberales* (Astronomy), but have not developed any of the more esoteric astrological abilities. Puissant *Artes Liberales* is common, and many magi of this lineage also possess the Inventive Genius Virtue. By integrating beneficial astrological influences into the devices they create, *Artifices Chaldaicus* are able to invent powerful *incantamenta* (enchantments).

Artifices Alchymicus are trained in Vulgar Alchemy and also have the Student of Magic Virtue. *Alchymicus* typically study Magic Lore extensively in search of new Shape & Material Bonuses. This *subcollegium* pre-dates the general European re-discovery of alchemy in the 12th century, but these magi have not pursued the more obscure secrets of alchemy.

Artifices Kabbalicos cannot truly be called a lineage yet, as there is currently only a single magus, Summanus Zev Tremēris, and his *discipulus* Niuzilo. *Kabbalicos* possess the supernatural abilities Craft Amulets and Figurine Magic before Opening the Arts (requiring an Intellego Vim lab total of at least 40, possibly higher if Ability Scores exceed rank two).

Artifex Summanus Zev is an heretical Jew who was a young Baal Shem in Regensburg before he was discovered by Valens Tremēris in the mid 12th century. Contrary to normal *Domus* practice,

Valens recruited the Jew as his second *discipulus*. Summanus Zev has spent the greater part of his career crafting items for the *Domus*, as his special enchantments are in constant demand from agents of the *Domus*.

During the 1228 AD *Decenium*, Prima Poena assigned Summanus Zev as *supernumerarius*, directing that his priority is training *discipuli* in these useful arts. She also directed the agents of the *Domus* to be watchful for other potential candidates among the Jewish communities in their areas. Although Summanus Zev has conducted some preliminary research toward integrating Figurine Magic into Hermetic Theory (HoH:TL, 33), he has not been able to focus on that effort. He hopes to concentrate more on research after training two *discipuli*.

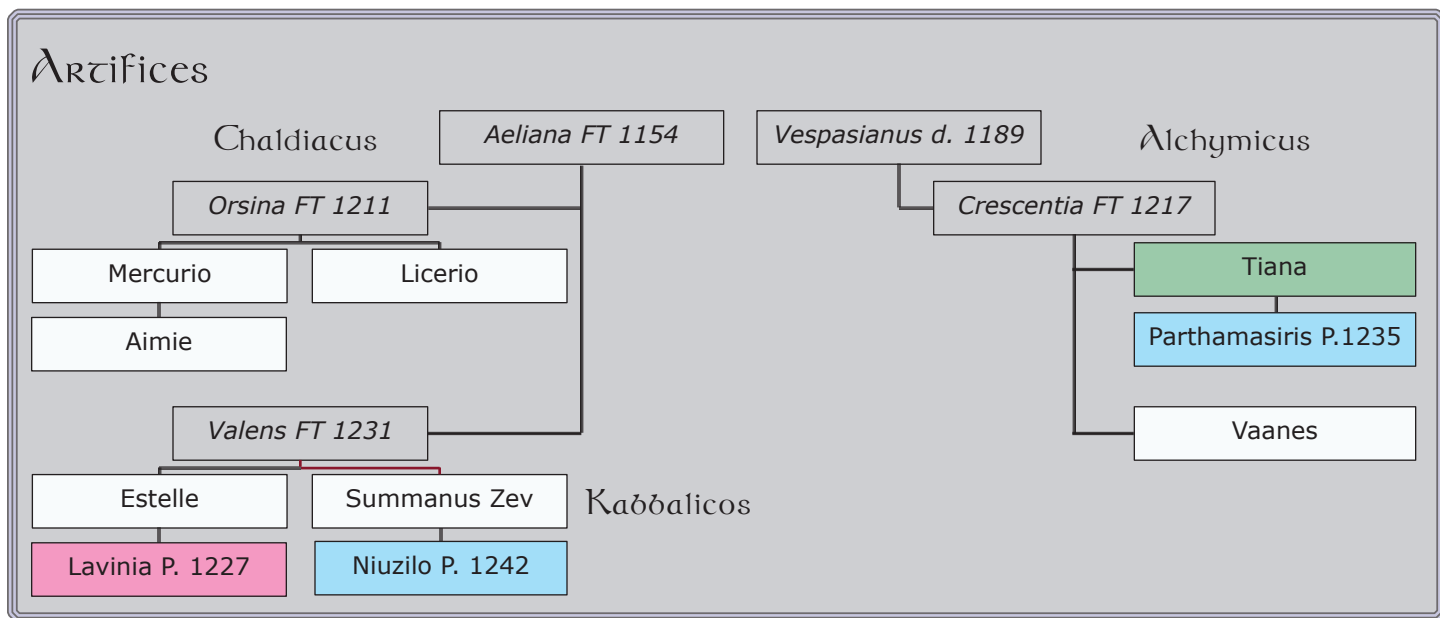
Like many Hermetic enchanters, *artifices* emphasize Magic Theory and *Artes* over other abilities. *Artifices* typically develop Techniques more than Forms, and usually develop fewer spells than other magi Tremēris. In battle, *artifices* employ a variety of enchantments. Consequently, this *collegium* has different requirements for advancement.

Artifices do need to learn the standard spells required of any magus Tremēris. Rather than learning specific spells for their *collegium*, however, *artifices* must enchant items, for themselves and others.

Artifices as a *collegium* do not focus on any specific categories of effects; instead, each *artifex* specializes in two or three Forms. Mercurio Tremēris, for example, specializes in effects related to enchanting *Dossuarium* and *Vox Oratoris Distantis* items.

Young *artifices* devote most of their initial studies to mastering the Arts necessary to enchant standard items in their areas of specialty. After they are able to produce standard enchantments, they may begin to experiment with new ideas.

The *Praeses Artificium* is Mercurio *filius* Orsina, who has designated Estelle *filia* Valens to advise the *Prima*.



Collegium Plumbumarium

The Brotherhood of Leadworkers comprises the largest group of magi *Tremēris*, encompassing three *subcollegia* and four distinct lineages. Over a third of the *Domus* belongs to this *collegium*. Most *plumbumarii* have the Leadworker Virtue (HoH:TL, 143), which has given this *collegium* its name. All *plumbumarii* possess the traditional Affinity with Rego, and each *subcollegium* also has a Major Hermetic Virtue as described below.

Magi *Mercurialis* are the remaining magi of the Mercurian tradition within *Domus Tremēris*. Magi of this lineage possess the Mercurian Magic Virtue, an Affinity with Mentem, and the Leadworker Virtue. A plurality of *plumbumarii* are of this lineage, including the current *Prima*. The *Vexillarius Lecticarius Profundus* always comes from this lineage, eldest by eldest from the Founder Tremere (HoH:TL, 122). Because of their talent for using less *vis* when casting rituals, magi *Mercurialis* traditionally cast the annual *Aegis of the Hearth* ritual at all *Conventa Domus*.

Magi of the lineage of Lazlo do not possess Mercurian Magic, due to Lazlo's Mythic Blood. Magi of his

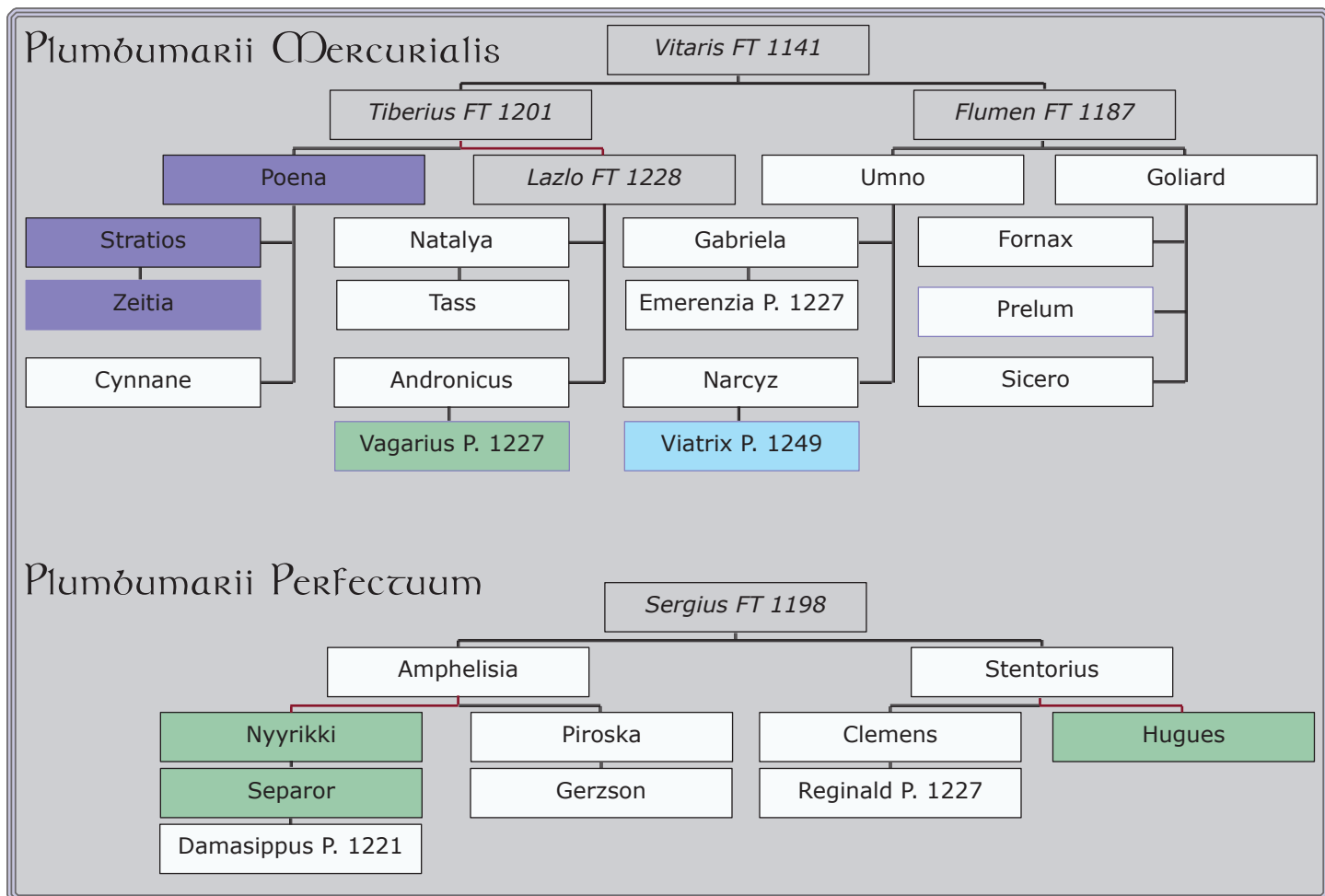
lineage instead possess a variety of talents, such as Mythic Blood, Flexible Formulaic Magic, or the Gentle Gift, but all retain the Leadworker Virtue and the traditional Affinity with Rego.

Magi *Mercurialis* focus on *Evocans*, *Imperans*, and *Moderans* spells (see **Chapter IV, Doctrina**, and **Chapter VII, Volumen Arcanum**).

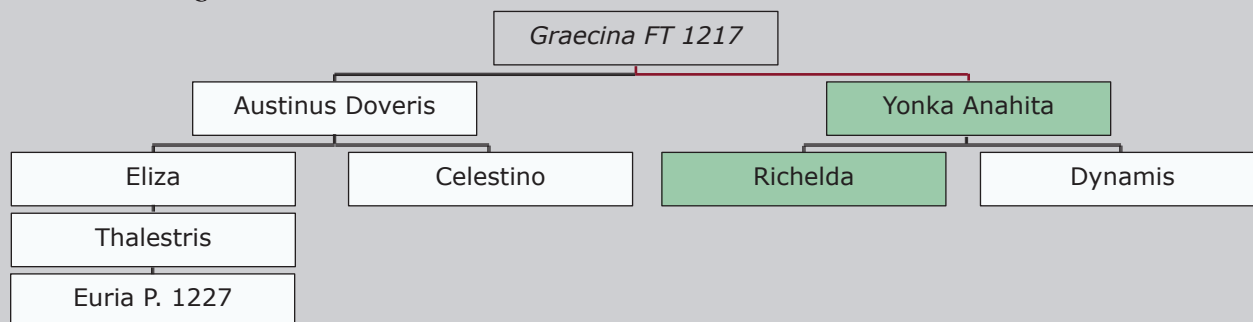
Magi *Perfectuum* are descended from magi who adapted more readily to Hermetic magic, and all possess the Flawless Magic Virtue as their Major Hermetic Virtue, as well as an Affinity with Mentem and the Leadworker Virtue.

A high proportion of magi *Perfectuum* are currently *assessores* with the Gentle Gift, raising the question of whether this lineage will be able to maintain the traditional talent of Flawless Magic. The lineage of Nyirikki, for example, possess Deft Mentem instead of Flawless Magic, since his Gentle Gift caused a discontinuity within the lineage. Even Damasippus *Tremēris*, whose Gift is not gentle, lacks the Flawless Magic talent.

Archmaga Amphelisia *Tremēris* has made clear her desire for the lineages of Piroska and Clemens *Tremēris* to maintain the traditional *magica perfecta* of the *subcollegium*; she has requested that any candidate *discipuli* who might possess the Gentle Gift or Mythic Blood should be provided to magi of the lineages of Nyirikki and Hugues for training.



Plumbumarii Nigromanticorum



Like *Mercuriales*, Magi *Perfectuum* emphasize *Evocans*, *Imperans*, and *Moderans* spells (see **Chapter IV, Doctrina**, and **Chapter VII, Volumen Arcanum**).

Magi *Nigromanticorum* are the Necromantic specialists of the *Domus*. Currently, only five magi of this *subcollegium* actually possess a Major Magical Affinity with Necromancy (Austinus Doveris and filii). They also possess the Leadworker Virtue and an Affinity with Mentem.

Magi of this lineage seem to be more susceptible to diabolism (HoH:TL, 134). Of the four known cases of diabolism within the *Domus*, two have been magi of this lineage (the others occurred during *Pravitas Tytali*). Those magi are not included in the lineage diagrams, having been declared *orbis* and stricken from the *Album Domus*. Their names are noted, however, under seal in the records of the *Vexillum Speculorum Fractorum*.

The lineage of Yonka Anahita, because of her Gentle Gift, lacks the Major Magical Focus of her *subcollegium*. She has passed on her talent for Puissant Intellego to her filii, however.

Like most *plumbumarii*, magi *Nigromanticorum* have many *Evocans*, *Imperans*, and *Moderans* spells in their grimoires (see **Chapter IV, Doctrina**, and **Chapter VII, Volumen Arcanum**).

Most members of the *subcollegium Nigromanticorum* actually belong to the lineage of *Medica*, who have Affinities with Rego and Corpus. The lineage of Gaetulica also possesses Minor Potent Magic: Healing. Gaetulica herself developed many of the standard Potent Spells used by *Medica*. Most *medica* emphasize Creo as an *Astum Secundem*.

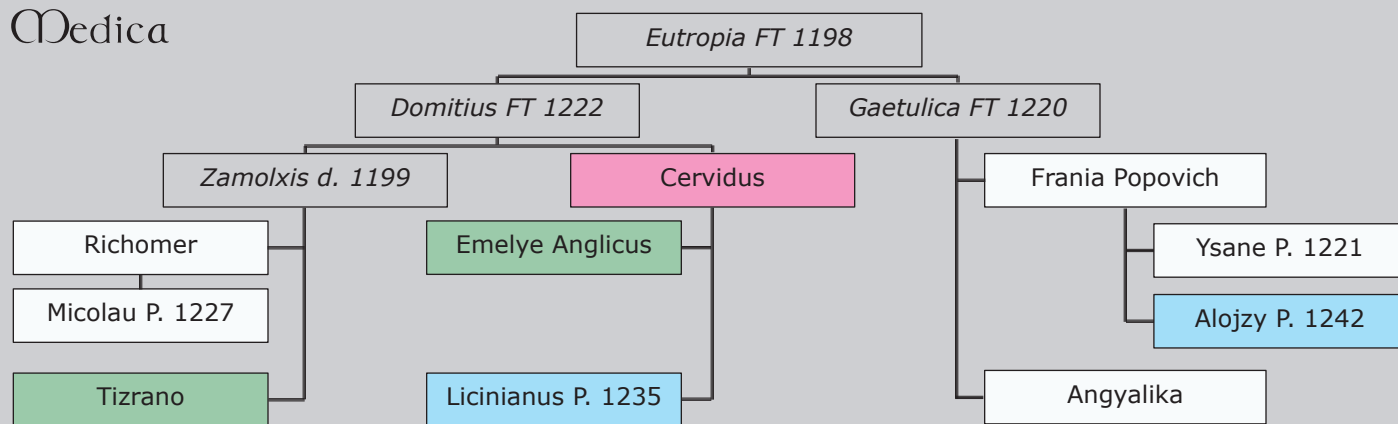
There is a growing desire among these magi to form their own *collegium*, as *medica* do not possess the Leadworker Virtue for which this *collegium* is named. However, there is not yet enough recognition among *consiliarii* to form a new *collegium*.

Medica focus on *Augens*, *Sustinens*, and *Vulnerans* effects (see **Chapter IV, Doctrina**, and **Chapter VII, Volumen Arcanum**). Typical spells for *medica* include *Acies Medici*, *Amoveo Manus Orcus*, *Dentium Magica*, *Distendo Viscera*, *Ligo Viscera*, *Ligo Plagas Auxiliorum Audacium*, *Misericordia Chirurgi Inane*, *Orbis Salutaris Galenis*, *Pono Os Fractum*, Purification of the Festering Wounds, Revealed Flaws of Mortal Flesh, *Scalpellum Chirurgi Inane*, and *Torpor*.

Because of their skill with Corpus, *medica* often include spells such as *Abstinete*, *Crura Distortum Latronum Praedatio*, *Frangito*, *Cirrus Proditionis*, and *Dos Myrmidonium* in their grimoires.

The *Praeses Plumbumarium* is *Exarcha* Archmaga Amphelisia filia Sergius.

Medica



Notes on Summoning Ghosts

Incantation of Summoning the Dead (ArM5, 152) is the method used by most magi outside of *Domus Tremeris* to summon a ghost. It is not the preferred method for *plumbumarii*, however, as it is a ritual spell that requires a lengthy casting time and the expenditure of eight pawns of *vis*.

The description of this common Ritual does illustrate several issues that arise when summoning ghosts of various types. Certain ghosts cannot be summoned by Hermetic magic, even by *plumbumarii*. Those who have received a ceremonial Christian burial cannot be summoned, nor can those who have received Extreme Unction within the last three days (RoP:D, 75).

Saints and crusaders, who receive a special dispensation granting them immediate access to heaven, are also immune to summoning (ArM, 152). They don't even have to be buried to pass beyond the reach of Hermetic magic.

Pious Muslim dead who have been buried in accordance with their teachings are similarly unaffected by Hermetic magic (RoP:D, 111). Jewish ghosts, however, often manifest for the first year after their death (RoP:D, 129), and may be affected by Hermetic magic during this period.

Incantation of Summoning the Dead (IoStD hereafter) lists three types of Arcane Connection that may be used to target a ghost. First, one may summon the ghost on the spot where the person died. The spot where a person died is an Arcane Connection with potentially indefinite duration.

However, one must perform the summoning on the site of death in order to use this method. This is often inconvenient, unless you happen to need the ghost right at that spot. This is one reason

why magi *Tremeris* like to lure their enemies onto old battlefields, as this remains the most efficient method of raising a spectral army (HoH:TL, 126).

Second, one may use the corpse (or a part thereof) as an Arcane Connection. This kind of connection lasts for decades (as "body part" ArM5, 84). This method is somewhat more convenient, as one can summon the ghost from any location.

This method has limitations. After a century or so of decay, even the remnants of a corpse will not serve as an active Arcane Connection to the ghost of the dead person. Such connections may be Fixed, of course, and inactive remains still have value to *plumbumarii*. Collections of such remains have great power (HoH:TL, 126).

The third method is to use the full name of the ghost, "according to the Law of Names." (ArM5, 152). Since presumably the name of the ghost will never change, this sort of connection is theoretically indefinite, and the capability to use this sort of connection is the reason that IoStD is a standard spell in the Order. That capability isn't a part of standard Hermetic Theory, and apart from *plumbumarii* and similar specialist magi in other *Domus*, is unique to the lab text for IoStD.

Within the lineage of *plumbumarii*, any spell designed for use by *plumbumarii* can make use of names and expired remains through the use of *kata-desmoi* and *kolossoi*. Such spells do not need to be rituals unless they exceed tenth magnitude, as for any other spell. The power to easily summon ghosts and other spirits granted by the Leadworker Virtue is what makes *plumbumarii Tremeris* such effective necromancers, and is the reason their *collegium* is so named.

Tremeris & Assistance in the Laboratory

Magi *Tremeris* view assistance in the laboratory a little differently than most magi in the Order (ArM5, 103). *Tremeris*, for example, are generally less worried by *forfactum immunitas* (forfeit immunity) when they are in the *sanctum* of another magus *Tremeris*.

Magi *Tremeris* do keep personal secrets, however, and thus a guest *Tremeris* in the *sanctum* of another magus generally adheres to a pragmatic "don't show me anything you don't want me to see, and I won't search your *sanctum*" policy.

Should a disagreement develop, *Certamen* is the likely result. For this reason, the most practical approach is that magi *Tremeris* don't invite magi who they assess as superior in *Certamen* into their

sancta. This is consistent with the general sense of hierarchy within *Domus Tremeris*, in which ability in *Certamen* grants higher status. If one accepts an invitation to assist another *Tremeris* in the lab, one is acknowledging, however informally, that the other magus considers himself to be superior in *Certamen*.

Artifices and *medica* are the major exceptions to this general pattern. Magi *Tremeris* are generally willing to assist an *artifex* or *medicum* in the laboratory regardless of status. Nearly all *Tremeris* have assisted a *medicum* at least once, while obtaining a Longevity Ritual. For major projects, several magi may assist a senior *artifex* in developing a new enchantment.

Collegium

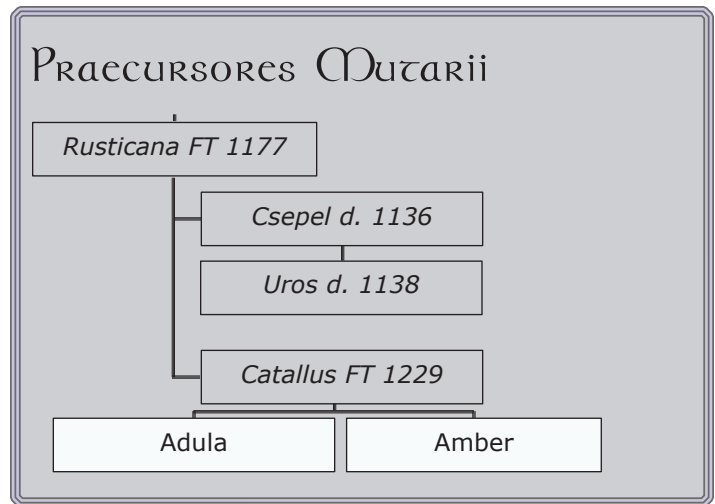
Praecursorium

The Brotherhood of Scouts (HoH:TL, 134) is dominated by the lineage of Muj, and has been since the Schism War. Only one small lineage of *praecursores* does not descend from Muj.

Praecursores focus on patrolling and scouting, looking for new magical phenomena, observing and reporting on mundane activity, and collecting Arcane Connections to any interesting or strategically significant locations. *Praecursores* favor *Communicans*, *Decipiens*, *Movens*, and especially *Sentiens* effects (see **Chapter IV, Doctrina**, and **Chapter VII, Volumen Arcanum**). They emphasize Awareness, Hunt, Stealth, and Survival abilities.

All *praecursores* have the traditional Affinity with Rego. Intellego is the most common *Astum Secundem* (Second Technique) among *praecursores*, and even those who favor a different Technique, such as Creo, do not lag in developing Intellego also. As stated in *Houses of Hermes: Mystery Cults* (HoH:MC, 77), magi of the lineage of Muj (*Tremēris Mujis*) have the Close Family Ties Story Flaw, an Affinity with Auram, Great Strength, and Mountain Lore.

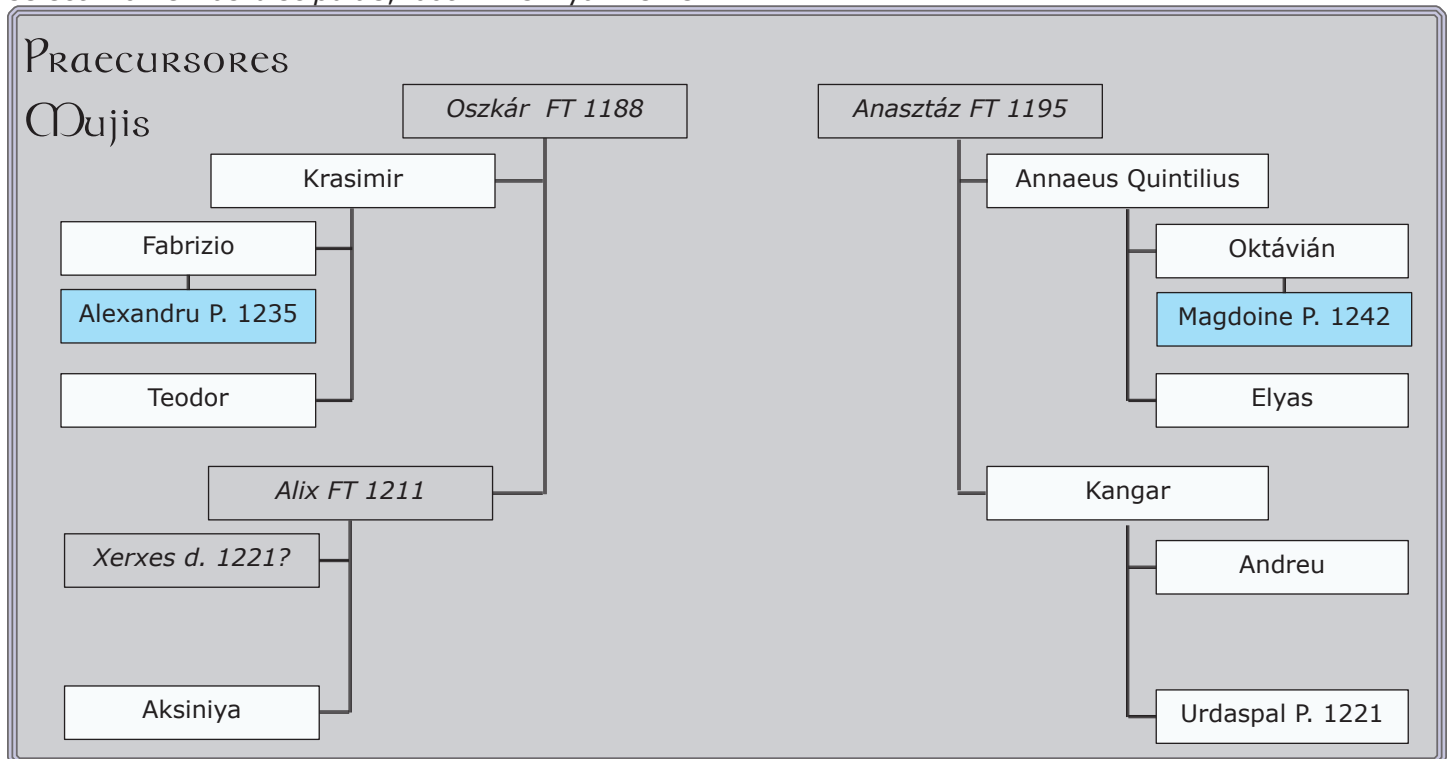
Praecursores Mujis seek *discipuli* with superior physical strength (2+); the unique rituals performed by magi of this lineage when Opening the Arts grant the great strength manifested in all members of this lineage. Due to the requirements of the rituals, stronger candidates are preferred. *Mujis* rarely select women as *discipulae*; both Aksiniya Tremē-



is and *discipula* Magdoina are unusually large and strong for their gender.

Praecursores Mujis tend to develop a different range of capabilities than other magi *Tremēris*. They tend to favor bows and crossbows as weapons, for example, and may even enchant them as Talismans. Drawing on their talent with Auram, *Mujis* tend to favor flight as a basic means of travel. Flying enables one to cover large stretches of terrain quickly while observing or searching for things of interest. Even so, *praecurores Mujis* do not neglect *varicans* movement (see **Chapter IV, Doctrina**).

The much smaller *subcollegium* of *Praecursores Mutarii* possess the Shapeshifter Virtue, taught to each *discipulus* prior to Opening the Arts. Preserving the Shapeshifter Virtue requires an Intellego Vim lab total of 60+ when Opening the Arts. *Praecursores Mutarii* have an Affinity with Animal as well as the traditional Affinity with Rego.



There is considerable ill-will between magi of this lineage and magi of *Domus Bjornaer*, which *mutarii* do not fully understand, but return in equal measure. This animosity has in the past resulted in several Wizard's Wars, which is one reason why this lineage is so small. To avoid such incidents, *Praecursores Mutarii* rarely muster in *Tribunalia* where *Domus Bjornaer* has a strong presence.

Due to the recent Final Twilight of *Catallus Tremēris*, his *filia* Adula and Amber are now *consilarii*. Both Adula and Amber have *Lupus Solus* (Lone Wolf) reputations within *Domus Tremēris*. Neither has yet trained a *discipulus*. Were either to train a *discipulus* without teaching or preserving the Shapeshifter Virtue, this remnant lineage of *Praecursores Mutarii* could split or fade entirely.

Senior *Tremēris* are generally unconcerned with this prospect, however. With the development of standard Muto Corpus shape-shifting spells, the need for magi with an innate talent for shape-shifting has long passed. Most magi *Tremēris* regard the emphasis on the Shapeshifter ability as quaint, and a few even dismiss it as *inutilis* (useless).

The *Praeses Praecursorium* is *Vexillarius Krasimir filius Oszkár*.

Myron's First Discipuli

Myron's first attempts at training a *discipulus* to carry on his nascent lineage within *Domus Tremēris* were not successful. His first *discipulus* proved to have an unmitigated terror of heights, and Myron willingly transferred the hapless lad to a magus *Bonisagi*.

His next candidate was more promising: a strong mountain-bred boy who was nearly fearless. Myron was quite pleased with this youngster, and eagerly prepared to open the Arts and teach him the mystical secrets of the mountains.

Unfortunately, the manner in which Myron opened the Arts for the boy somehow prevented the *discipulus* from fully grasping the other mystical secrets of the *Mujis* tradition. Heartbroken, Myron debated what to do with the boy. He finally transferred the otherwise promising *discipulus* to another magus *Tremēris*, who was able to successfully develop the boy's talent with lightning.

The second *discipulus* became magus *Procellius Tremēris*, and trained *discipuli* of his own. For nearly two centuries, his lineage of Auram lightning wielders served *Domus Tremēris*, until the last magi of that lineage died in the Schism War. To this day, however, a transfer of a *discipulus* from one *collegium* to another is called a *procellium*, in reference to *Procellius*, the first *discipulus* to be transferred within the *Domus*. This idiom makes no sense outside of the historical context of the lineage.

Myron experimented further, and with his third *discipulus*, was able to successfully teach the full range of *Mujis* abilities. The secret induction method was passed on from *parens* to *filius*, and every *Mujis* since has been trained this way.

Collegium Praefectorum

The Brotherhood of Prefects encompasses both *Praefecti Auxiliorum* (Masters of Auxiliaries) and *Nauarchusi* (naval captains, HoH:TL, 133). All members are intensively trained in Leadership by their parentes, giving them either Puissant Leadership, an Affinity with Leadership, or both. In addition to leadership, Praefecti emphasize Athletics, weapon abilities, and Profession: Soldier (tactics). *Praefecti* exhibit the traditional *Trememis* tendency for an Affinity with Rego.

Some lineages have additional traditional talents:

- Magi of the lineage of Hadrianus possess the Flawless Magic Virtue;
- Magi of the lineage of Pilumnus have an Affinity with Animal;
- Magi of the lineage of Titus Scaro possesses a Minor Magical Focus in counter-magic (Perdo Vim), and develop a broad range of defensive spells.

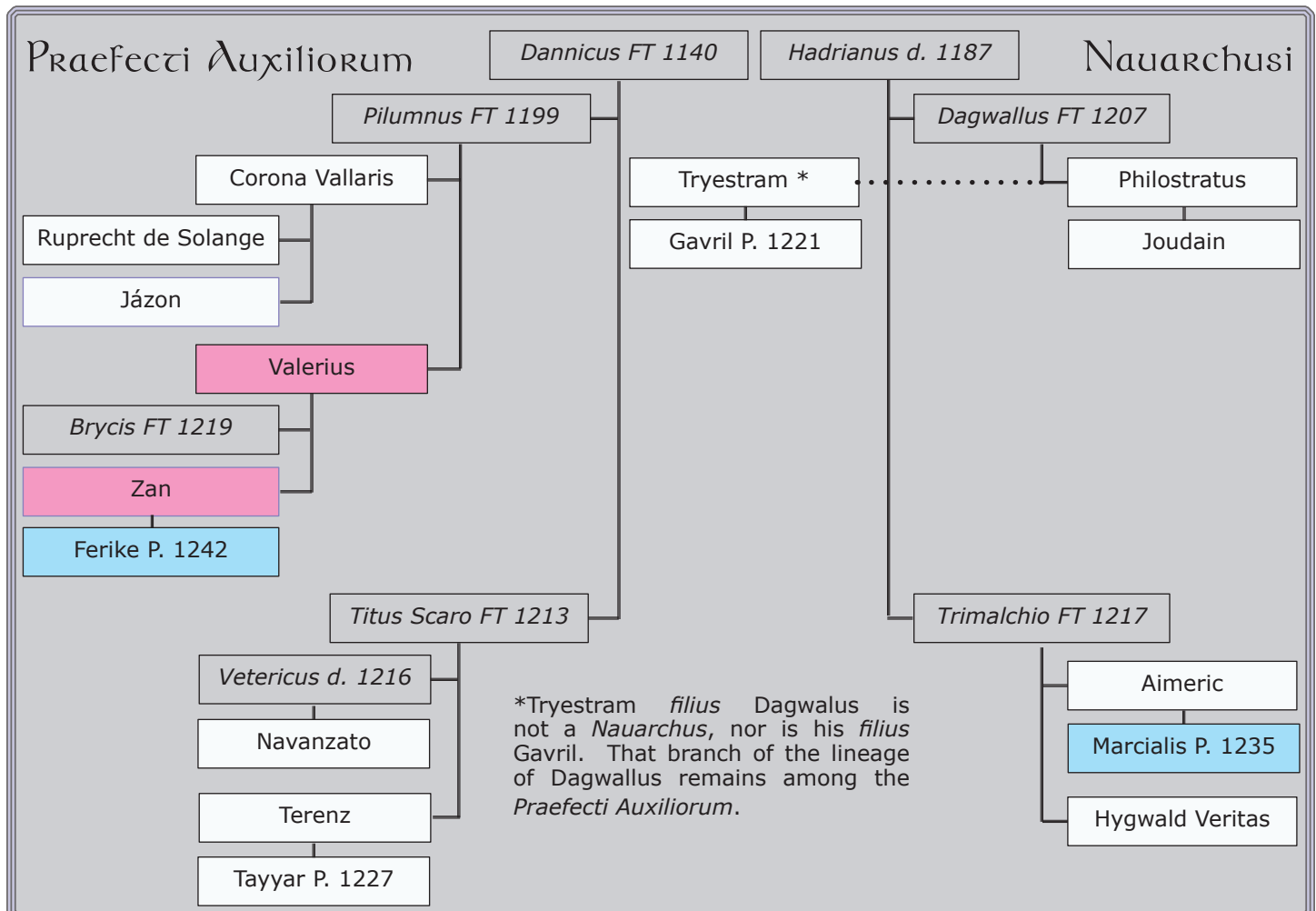
Praefecti grimoires emphasize *Augens*, *Obsistens*, and *Tutans* spells. Most *praefecti* learn some counter-magical spells to protect *auxilia*.

While all magi *Trememis* study military tactics to some extent, *praefecti* study the subject intensively. *Praefecti* are thoroughly familiar with great military texts such as Vegetius, the Latin translations of the Strategikon and the works of Xenophon. They look for ways to leverage *auxilia* effectively when fighting magical opponents, and for ways to leverage magic to assist *auxilia* in fighting mundane opponents.

Praefecti have historically also led groups of *adiutores militaris* (mercenary magi from other *Domus*) when *Domus Trememis* has hired mercenaries. Although magi are usually more difficult to lead than *auxilia*, *Praefecti* are often the most capable at leading diverse and ill-trained groups of magi.

Nauarchusi focus on leading ship crews in battle, and on methods of using magic in naval battles. Most *nauarchusi* possess the same Virtues listed for *praefecti*, but the lineage of Philostratus also has a talent with Aquam, manifesting as Puissant Aquam. Many *nauarchusi* also concentrate on the study of Herbam, although no special talent in that Form has emerged so far. Aimeric would like to find a candidate *discipulus* who has a natural talent for Herbam.

The *Praeses Praefectorum* is *Tribunus Corona Vallaris filius Pilumnus*. He has designated Terenz *filius Titus Scaro* to advise the *Prima*.



Collegium Signiferium

The Brotherhood of Signalers is descended from illusionist tricksters (HoH:TL, 134). This *collegium* is somewhat prestigious, as its members are traditionally called upon to carry the banners of the *Prima* and the *Exarches* into battle. Additionally, members of this *collegium* have access to more information about the affairs of the *Domus* and other significant events than many magi *Tremēris*, since many urgent messages are passed through them.

Members of this lineage, descended from the sole surviving *signifer* of the Schism War, all possess Puissant *Parma Magica*, an Affinity with Rego and talents with both Mentem and Imaginem (typically an Affinity in Mentem and Puissant Imaginem, or more rarely Puissant Arts for both).

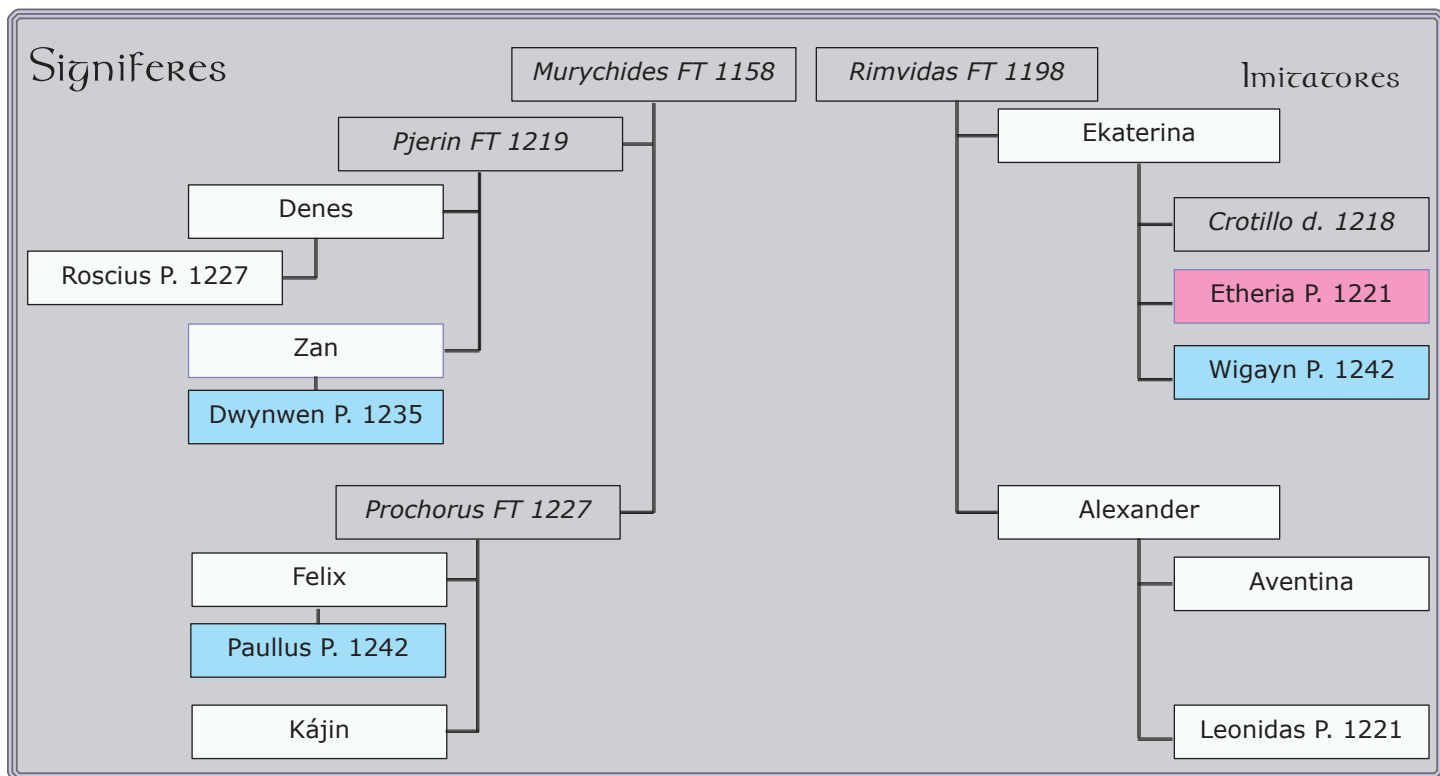
One lineage, *imitatores*, also possesses a talent for Minor Potent Magic (creating images), enhancing their ability to conjure images. Several Imaginem spells of *Domus Tremēris* were developed as Potent spells by magi of this lineage.

Although the *signiferes* typically do not possess earth-shattering spells or the ability to call up the legions of past battlefields, their ability to conceal, misdirect, deceive, and confound the enemy is of great value to *Domus Tremēris*. While their opponents devote their attention to sifting through layers of falsehood, their *sodales* are free to pursue the *propositum* to victory.

Signiferes traditionally enchant a twelve-foot-long spear called a *Hasta Signi* as their Talisman (see **Chapter VII, Volumē Arcanum**). A *Hasta* has special fittings near the tip to fasten a banner or *draco*. All *signiferes* have at least some training in the Great Weapon ability, in order to wield a banner impressively.

There is currently a shortage of *signiferes* due to Final Twilight and the premature death of one *signifer*, and as a result all *signiferes* of suitable maturity are either training or searching for *discipuli*. *Domus Tremēris* has taken this quite seriously; enough so that during the *Decenium* in 1228 AD, two young *discipuli*, Wigayn and Paullus, were transferred from the *plumbumarii* to new *parentes* in the *signiferes*.

The *Praeses Signiferium* is *Dracofera Legati Ekaterina filia* Rimvidas. She is currently training her third *discipulus*, at Carpathia Vigilax.



Sodalicum

Assessorium

The Association of Assessors (HoH:TL, 133) is a non-familial association of magi with the Gentle Gift who act as the primary agents for the *Domus* among mundanes. Like all magi *Tremeris*, *assessores* are soldiers, and they are generally able to act in a *collegium* role appropriate to their lineage, albeit at a reduced level of effectiveness compared to their age.

Many *assessores* also develop abilities that are suitable for service as *praecursores*, and the Gentle Gift enhances their ability to act capably as *praefecti auxiliorum* if needed. *Assessores* emphasize *Decipiens*, *Imperans*, and *Sentiens* spells; and Folk Ken, Guile, Intrigue, and Stealth Abilities.

Because *Ingenium Mite* (the Gentle Gift) cannot be imparted through training, the *Domus* selects nearly every available Gentle Gifted *discipula* for service in this role. Each maga is initially trained as a member of her lineage, and after her *provocatio* undergoes a course of additional training from an experienced *assessor*.

Although many magi *Tremeris* recruit and direct *Curationes* (Agencies, HoH:S, 140), *assessores* are the most capable principles, and are also responsible for a special type of *Curatio*, known as a *Praetextum Curationis*. *Assessores* develop each *Praetextum* under an assumed identity, which may be of

any social status, and which can be maintained and embellished over the years by different *Assessores*.

The total number of *actores* (agents) that one magus can manage does not increase; some *actores* are merely managed under assumed identities. Guile and Intrigue are important abilities when assuming such an identity. Every contact with an *actor*, however minor, is noted in a detailed record. Running a *Curatio* in this manner requires great care, but also allows greater flexibility in the allocation of resources, and allows the *Domus* to avoid disruptions in such *Curationes* due to transfers of magi.

Some *Praetexta Curationium* endure under the same assumed identity for many decades. More commonly, a *Praetextum* is periodically reconstituted as the managing identity becomes more of a burden than an asset. New *actores* and resources are recruited as old ones die or are otherwise lost. *Assessores* normally make such changes gradually over the course of a few years, handing off each agent and the associated resources from one assumed identity to another. This can sometimes involve the cooperation of several *assessores*. Occasionally, agents are passed between *Praetexta* during such a change.

Assessores also develop personal *Curationes*, as might any magus *Tremeris*. Without the penalty of The Gift, they can typically manage more *actores*. Even so, their personal *Curationes* tend to be smaller; usually only one or two *actores*.

The *Praeses Assessorium* is *Legatus* Archmagus Nyyrikki *filius* Amphelisia.

ASSESSORES

Legatus Archmagus Nyyrikki

Vexillaria Quaesitora Yonka Anahita

Quaesitora Tiana

Separor

Daria La Gris

Tizrano

Richelda

Hugues

Emelye Anglicus

Vagarius

Plumbumarius

Plumbumaria

Artifex

Plumbumarius

Architecta

Medicum

Plumbumaria

Plumbumarius

Medicum

Plumbumarius

Sodaliciūm

Disputatium

The Association of Disputants (HoH:TL, 133) is a non-familial association of magi *Tremēris* who specialize in *Certamen*. Trained as members of *collegia* before being selected, *disputatii* have a variety of other talents and strengths. As with *assessores*, each *disputatius* is thus capable of serving in another role appropriate to their lineage.

Because so few magi are trained this extensively in *Certamen*, the members of this *sodaliciūm* traditionally are selected on the basis of their aptitude as *harenarii*. Currently, all members of this *sodaliciūm* possess the Harenarius Virtue (HoH:TL, 143). The *Domus* would only consider training a *disputatia* without that talent if the *Domus* lacked sufficient *disputatii*, and no available *discipulus* demonstrated talent as a *harenarius*.

Disputatii share no common focus in regards to their grimoires; each tends to specialize according to her own lineage, to better serve as a soldier magus when called to assemble under the *Draco*. The *Domus* grooms each prospective *disputatius* for a mix of Arts and *Certamen* styles that will maximize their strengths while supplementing the specialties of other *disputatii*.

The *Praeses Disputatium* oversees the development of all junior *disputatii* to ensure that *Domus Tremēris* can present a formidable challenge in any combination of Arts.

Occasionally, magi outside this *sodaliciūm* are selected to represent the *Domus* in a contest, for any number of strategic or tactical reasons. Other magi *Tremēris* also hone their *Certamen* ability through contests against *disputatii*, and most *disputatii* relish their roles as the practice opponents of choice within the *Domus*.

The *Praeses Disputatium* is *Secutor* Archmagus Valerius *filius* Pilumnus.

Disputatii

Secutor Archmagus Valerius

Quaesitor Cervidus

Gabriela

Zan

Etheria

Lavinia

Praefectus Auxiliorum

Medicum

Plumbumaria

Praefectus Auxiliorum

Signifera

Artifex

ADIUTORES

Magi of other *Domus* are sometimes included with in *Orginatio Domus*. These magi, known as *Adiutores*, perform various specialized tasks for *Domus Tremeris*. Such assistants generally fall into one of five categories: *Quaesitores*, Redcaps, researchers, enchanters, or mercenaries.

Quaesitores in *Dacia* who are not magi *Tremeris* are referred to as **Adiutores Legis** (assistants of the law). Typically these are magi *Guernici* who have been requested by Magvillus to reside in *Dacia*. Occasionally a *Quaesitor* of another *Domus* is invited to spend some time in *Dacia*, hosted by *Domus Tremeris*. This position is regarded as a reward for noteworthy service to the Order of Hermes, and is referred to as the *Sedile Probitatis* (Seat of Integrity).

Coeris also hosts a *Sedes Caducifera* (Mercere House), and *Domus Tremeris* sponsors Redcaps in several *Conventa Domus*. Redcaps in *Dacia* usually come from Hungarian, Bulgarian, or Vlach ethnic backgrounds. Most speak Greek in addition to Latin.

Redcaps in *Dacia* are officially referred to as **Adiutores Caducifres** (staff-bearing assistants), as they reside in *Dacia* at the express invitation of *Domus Tremeris*. Outside of *Dacia*, and in general conversation, magi *Tremeris* do not call Redcaps *adiutores*, since that is a legal technicality that only applies in *Dacia*. Magi *Tremeris* typically refer to Redcaps as *Caduceatores* (Heralds).

Domus Tremeris also hosts promising specialists in *Dacia*, offering them generous support through sponsorships called *sediles* (seats). *Sediles* are typically awarded for ten year periods, although consecutive awards to the same magus are common. Sponsored researchers are **Adiutores cum Investigationibus** (assistants with research). There are three seats for such researchers in *Dacia*:

Sedile Certationis (Seat of Contention) at *Lycaneon* is offered to a promising researcher, usually *Bonisagi*, who is pursuing research of interest to *Domus Tremeris*. Its aggressive-sounding name is a reference to Bonisagus, who assisted Tremere in the development of *Certamen*.

Sedile Inventionis (Seat of Discovery), also at *Lycaneon*, is offered to a researcher who has already contributed some kind of original breakthrough to the Order. It is thus a reward for previous efforts, although magi occupying this seat often make additional contributions to knowledge of Hermetic theory.

Sedile Arcadium (Arcadian Seat) is offered to a magus *Merinitae* who assists the *Domus* in research regarding Arcadia and the fae. This seat was initially hosted at Coeris, but was transferred to *Turris Bulcsunis* in 1199 AD.

Sediles & Verditii

Magi who accept the sponsorship of *Domus Tremeris* typically provide one season each year to the requirements of their *sedile*, in exchange for an *annuum* (annual vis grant) and residence at an established *conventum* with excellent support.

The amount of *vis* granted annually to the holder of a *sedile* varies, but a typical *annuum* is five to eight pawns.

Magi *Verditii* regard winning a *sedile* from *Domus Tremeris* as a distinguished prize. Accepting such a position is thus worth three experience points in *Hubris* to a magus *Verditii*. Consecutive awards grant additional *Hubris* with each acceptance.

The largest number of seats in *Dacia* are offered to specialist enchanters, known as **Adiutores Artificiosi**. Most are offered to magi *Verditii*. There are five such seats in *Dacia*, and several *Exarches* also sponsor such seats in their *Exarchia*.

Sedile Artificis (Seat of the Craftsman) is the oldest such seat, located at Coeris. *Sedile Daedelum* (Skillful Seat), *Sedile Sucina* (Amber Seat), and *Sedile Opalorum* (Seat of Opals), are located at *Lycaneon*. *Sedile Opificis* (Seat of the Artisan) at *Turris Bulcsunis* is offered to a suitable maga *Merinitae*, for the enchantment of Faerie Magic items. This seat was only recently established, in 1217 AD.

Adiutores Militaris are magi, often *Flambonis*, but not exclusively so, who assist *Domus Tremeris* in a military capacity. Colloquially known as *bellatores* (warriors), these magi are used in roles for which relatively undisciplined destructive power is appropriate.

Domus Tremeris typically hosts a *bellator* in *Dacia*, and a few others scattered throughout the *Exarchia*. In time of war, more would be recruited, but only a few are needed in peacetime, mainly to assist magi *Tremeris* in developing and mastering various spells and enchantments. There is one permanent seat for an *Adiutor Militaris*, *Sedile Vigilans* (Watchful Seat) at *Porta Orphaica*. *Domus Tremeris* established this seat to honor the aid and sacrifice of magi *Flambonis* in the Schism War. The *Sedile* is only offered to a veteran *hoplites Flambonis* who has previously served as an *Adiutor Militaris*.

In addition to formal positions, magi known as *Convivae Domus* (guests of the House) are occasionally offered informal hospitality at *Conventa Domus*. Such hospitality typically lasts for less than a year, but may extend longer under unusual circumstances.

Prima

Prima Archmaga Poena Tremeris, filia Tiberius, is the overall leader of the *Domus*. She does not lead directly in battle, however; that duty falls to the *Legatus* (HoH:TL, 122). Poena resides at Coeris.

Denes Tremeris, filius Pjerin, is the *Signifer Primoris*; responsible for maintaining contact with the diverse *Signa* and *Vexilla* across Mythic Europe. He also acts as *Domus* liaison with *Domus Merceris*. His *sanctum* is located at Coeris.

Propositum Domus

The *Propositum Domus* is to strengthen the *Domus* and expand *Doctrina* to counter the strengths of *magi pagani*. The current focus is on naval and aerial components of *Doctrina*, to counter expected strengths of *magi saraceni*.

Supernumerarii

Secutor Archmagus Valerius Tremeris, filius Pilumnus, is the senior *disputatius*. He acts as *Causidicus pro Domo* as directed by the *Prima*, and pursues his own projects otherwise. He has taken a personal interest in *Vexillum Adriaticum*, and spends much of his available time at *Capitulum Adriaticum*. His *sanctum* is located at *Lycaneon*, however.

Angyalika Tremeris, filia Gaetulica, is currently pursuing membership in *Serpens Baculumque*, a *Cultum Mysterium* dedicated to healing. She resides at *Lycaneon*.

Summanus Zev Tremeris, filius Valens, is tasked with training *discipuli* in the special *Kabbalicus* abilities. He resides at *Capitulum Pohlese*, where he is training his first *discipulus* Niuzilo.

Separor Tremeris, filius Nyyrikki, is an *assessor* who undertakes many special missions for the *Prima* and *Legatus*. His *sanctum* is at *Turris Bulcsunis* in *Dacia*, but he travels widely on behalf of the *Domus*.

Amber Tremeris, filia Catallus, is currently on an extended special mission for the *Prima*. She is tasked with covertly establishing relations with Islamic wizards in *Tribunal Syriae*. The simple fact that mosques have a measurable Divine Aura seems to have escaped most magi in the Order, particularly the more vehement Christian magi *Flambonis* and *Jerbitonis*. *Domus Tremeris* wants to learn more about this, and more about the intriguing abilities of the Islamic wizards.

Amber must do so covertly, as the *Domus* has no official dealings with Islamic wizards. Amber is well-suited to this task, as she respects Islamic culture and detests Crusaders (Blood & Sand: The Levant Tribunal, 104).

Legatus

Archmagus Nyyrikki Tremeris, filius Amphelisia, is *Legatus*, the chief general for the *Domus*. The *Legatus* commands all *Signa* and *Vexilla* in time of war (HoH:TL, 122), and is responsible for the arsenals of the *Domus* in times of peace. As such, he may request the service of magi *Tremeris* from time to time to replenish the stores of the *Domus*.

Nyyrikki's *sanctum* is located at Coeris, although he travels frequently to *Carpathia Vigilax*, *Navalis Euxinus* and *Capitulum Adriaticum*. He is very familiar with the emerging naval and aerial components of *Doctrina*.

Ekaterina Tremeris, filia Rimvidas, is the *Dracofera Legati*; responsible for bearing the golden battle banner of the *Domus* in war. In peacetime, the *Dracofer Legati* has only ceremonial duties. Ekaterina resides at *Carpathia Vigilax*, where she is training her third *discipulus*, Wigayn.



Exarchium Daciae

Archmaga Piroska Tremeris, filia Amphelisia, is the *Exarcha Daciae*, responsible for *Tribunalia Daciae*, *Helvetiae*, and *Sarmatiae*. In addition to her duties in *Dacia*, Piroska represents the *Domus* in the *Senatus Archimagorum*, and is often selected as *Causidicus pro Domo* in negotiations. Piroska's *sanctum* is located at Coeris. Traditionally, the *Exarcha Daciae* is responsible for the defense of Coeris and *Dacia* in time of war. The *Signum Daciae* also serves as the strategic reserve of the *Domus*.

Propositum Daciae

The *Propositum Daciae* is to provide *Sustentum* to all magi *Tremeris* and stand ready to reinforce any project of the *Domus* as requested by the *Prima*. *Dacia* focuses on three major areas of *Sustentum*: enchanting items; collecting and binding *contextus umbrarum*; and *medica* services, primarily Longevity Rituals. *Dacia* also provides *Sustentum* in the form of *summae*, *tractatus*, and lab texts, and supplies *vis* subsidies to various projects throughout the *Domus*.

Signum Daciae Dark Blue



Dracofer Daciae:

Felix Tremeris, filius Prochorus, a *Lycaneon* Paullus, *discipulus* Felix

Architecta:

Walentyn Tremeris, *filius* Njèza, a [Carpathia Vigilax](#)
Ruxandra Tremeris, *filia* Brandaen Flanderis, a
Coeris

Artifices:

Estelle Tremeris, *filia* Valens, a [Lycaneon](#)
Aimie Tremeris, *filia* Mercurio, a [Lycaneon](#)

Medica:

Tribuna Sarmatiae (Heres Exarchi Daciae)
Frانيا Popovich Tremeris, *filia* Gaetulica, a
Leczyca

Ysane Tremeris, *filia* Frania Popovich, a
[Lycaneon](#)

Micholau Catalano Tremeris, *filius* Richomer, a
Coeris

Alojzy, *discipulus* Frania Popovich

Plumbumarii:

Austinus Doveris Tremeris, *filius* Graecina, a
[Navalis Euxinus](#)

Gerzson Tremeris, *filius* Piroska, a Coeris
Cynnane Tremeris, *filia* Poena, a Leczyca

Praecursor:

Annaeus Quintillius Tremeris *Mujis, filius*
Anasztáz, a Coeris [*hoplites*]

Praefecti Auxiliorum:

Terenz Tremeris, *filius* Titus Scaro, a [Carpathia Vigilax](#)

Ruprecht de Solange Tremeris, *filius* Corona
Vallaris, a Leczyca

Ferike, *discipula* Zan, a [Lycaneon](#)

Adiutores Leges:

Quaesitor Praesidens Ariston Guernici, a Coeris
Quaesitor Gerboud Guernici, a [Lycaneon](#)
Quaesitor Oriabel Criamonis, *Sedile Probitatis,*
a Coeris

Adiutores Caducifera:

Ajtony Merceris, a Coeris
Dessislava Merceris, a Coeris
Edömér Merceris, a Coeris
Hikmet Merceris, a [Navalis Euxinus](#)
Hristo Merceris, a Coeris
Járfás Merceris, a Coeris
Menyhért Merceris, a [Navalis Euxinus](#)
Rózsa Merceris, a Coeris
Stephanus Merceris, a Coeris
Tzanko Merceris, a [Navalis Euxinus](#)
Ugron Merceris, a Coeris
Vencel Merceris, a [Lycaneon](#)

Adiutores cum Investigationibus:

Cineas Bonisagi, *Sedile Certationis* a [Lycaneon](#)
Placida Bonisagi, *Sedile Inventionis* a [Lycaneon](#)
Oriabius Merinitae, *Sedile Arcadium* a [Turris Bulcsunis](#)

Adiutores Artificiosi:

Viorica Verditii, *Sedile Artificis* a Coeris
Fromondin Verditii, *Sedile Sollertiae,* a
[Lycaneon](#)
Llorenc Verditii, *Sedile Sucinum* a [Lycaneon](#)
Argentea Verditii, *Sedile Opalorum* a [Lycaneon](#)

Guethenoc Merinitae, *Sedile Opificis* a [Turris Bulcsunis](#)

Penciles

[Bellum Taltuum](#)
[Bellum Schismatis](#)
Proelium Kalkriesis
Proelium Luci Triplicis
Proelium Tempestatis
Asylum Ecclesiasticum
[Bellum Bessorum](#)

EXARCHIUM GRAECIAE

Archmaga Amphelisia Tremeris, *filia* Sergius is the *Exarcha Graeciae*. She is responsible for *Tribunalia Graeciae* and *Syriae*, and is first after the *Legatus* in order of succession to the *Prima*. She also directs *Vigilia Forum Eurydicis*, the custodians of the *Fores Eurydicis* and caretakers for the most profound spiritual traditions of the *Domus*. Amphelisia is the oldest living maga *Tremeris*, and as such is accorded great respect over and above her considerable accomplishments. She resides at [Porta Orphaica](#).

PROPOSITUM GRAECIAE

The *Propositum Graeciae* is to preserve and expand the assets of the *Domus* in *Graecia*. This includes the stewardship of [Porta Orphaica](#) and the *Fores Eurydicis* as well as support of expansion into Outremer.

Teodor Tremeris is currently exploring locations in Outremer for a future *Conventum Domus*. Plans call for the establishment of a *capitulum* of [Porta Orphaica](#) in the region prior to the 1248 AD *Decenium*. Two possible approaches are being considered:

The *Aditus Vastus* (Wilderness Method) favors establishment of a *conventum* in a relatively uninhabited region, such as the western Caucasus, where magi will be able to concentrate on building the *conventum*, finding new sources of *vis*, and exploring eastern lands.

The *Aditus Civicus* (Civilization Method) calls for founding a *conventum* in a center of Islamic culture such as Egypt or the Caliphate. This would allow magi to develop relationships with Saracen nobles and clergy, the better to gain an understanding of the role that Islamic wizards play in their societies.

In either case, magi from *Vexillum Euxinum* will be central participants in the endeavor. *Tribuna* Tiana Tremeris, an *assessora* who has lived in Anatolia for several decades, is assisting in the search.

Signum Graeciae

Red

**Dracofer Graeciae:**

Leonidas Tremeris, filius Alexander, a Porta Orphaica

Architecta:

Maerwyn Tremeris, filia Maghor, a Porta Orphaica

Artifex:

Parthamasiris Tremeris, filius Tiana, ab Al-Arama

Assessor:

Vagarius Tremeris, filius Andronicus, a Khios (conventum multigenusa)

Plumbumarius:

Tass Tremeris, filius Natalya, a Porta Orphaica

Praecursor:

Teodor Tremeris Mujis, filius Krasimir, a Porta Orphaica

Praefectus Auxiliorum:

Tryestram Tremeris, filius Dagwalus, a Porta Orphaica

Adiutor Militaris:

Zhelyu Iunior Flambonis Apromaris, Sedile Vigilans, a Porta Orphaica

Penciles

*Bellum Taltuum**Bellum Schismatis**Proelium Olympicum**Bellum Bessorum*

Exarchium Romae

Archmagus Pherenikos Tremeris, filius Kostandini, is *Exarchus Romae*. He is responsible for *Tribunal Romae*, and resides at *Potestas*.

Propositum Romae

The *Propositum Romae* is to provide *Sustentum* to magi Tremeris in the form of *auxilia*, *contextus umbrarum*, educated *consortes* and *custodes*, and material resources from Italy. *Roma* is also responsible for maintaining relations on behalf of *Domus Tremeris* with five *Domus Magnae*: Magvillus, Verdi, and Harco in *Roma*; and Valnastium and Caverna Umbrarum Torquentium in *Helvetia*.

Domus Tremeris is careful to maintain a middle course between the Guelf and Ghibelline factions: supporting neither, but subtly encouraging reduction in hostilities. The most notable example is the recent transfer of the Duchy of Spoleto, where *Potestas* is located, to Papal control. This change removed the

Duchy from contest between factions and increased stability in the area around the *Conventum Domus*.

Because *Roma* is relatively poor in *vis*, the number of magi that muster in *Roma* is kept to a reasonable minimum. Even so, *Roma* typically relies on *vis* support from other *Exarchia*.

Signum Romae

White

**Dracofer Romae:***Heres Exarchi Romae* Alexander Tremeris, filius Murychides, a *Potestas***Architecti:**Nezetta, *discipula* Pherenikos**Assessor:**Tizrano Tremeris, filius Zamolxis, a *Potestas***Plumbumaria:**Narcy Tremeris, filius Umno, a *Potestas* [*hoplites*]Viatrix, *discipula* Narcyz**Adiutrix Artificiosa:**Egeziaca Verditii, *Sedile Fabrum* a *Potestas*

Penciles

*Bellum Taltuum**Bellum Schismatis**Proelium Tarraconensis*

Exarchium Galliae

Archmagus Timon Tremeris, filius Anaxagoras, ab Valles Turie, is *Exarchus Galliae*, responsible for *Tribunalia Aquitaniae*, *Gallia*, and *Hispaniae*. He resides at *Valles Turie* in *Hispania*. *Ordino*, in *Tribunal Aquitaniae*, had historically been the traditional seat of *Gallia*. *Exarchus* Timon moved the seat following the 1188 AD *Decenium*, in order to focus on the increasing interests of the *Domus* in *Hispania*.

Propositum Galliae

The *Propositum Galliae* is to learn as much as possible about Islamic wizards in *Hispania*. *Domus Tremeris* uses its influence to try to resolve conflicts between Christian and Muslim magi; this is difficult at best, and often impossible. The *Domus* does not get involved in disputes if peaceful resolution seems impossible. Balancing relations with both Islamic wizards and magi *Flambonis*, traditional allies of the *Domus*, presents a continuing challenge for the magi of this *Exarchium*.

A secondary effort for *Gallia* is the establishment of a port in the western Mediterranean as a complement to the eastern *vexilla*. King Jaime I of Aragon has recently conquered the major Balearic islands, which were once a haven for pirates. Archmagus

Timon has initiated planning to establish a *capitulum* on the tiny island of Cabrera.

Signum Galliae

Blue



Dracofer Galliae:

Aventina Trememis, filia Alexander, a Valles

Turie

Architecti:

Izarns Trememis, filius Ilyana, ab Ordino

[*hoplites*]

Jehan Trememis, filius Martiena, a Nemus

Saxatilis

Assessora:

Richelda Trememis, filia Yonka Anahita, a Valles

Turie

Disputatii:

Gabriela Trememis, filia Umno, a Valles Turie

Etheria Trememis, filia Ekaterina, a Nemus

Saxatilis

Plumbumarii:

Tribuna Aquitaniae Thalestris Trememis, filia

Eliza, ab Ordino

Prelum Trememis, filia Goliard, a Nemus

Saxatilis

Dynamis Trememis, filia Yonka Anahita, a Valles

Turie

Euria Trememis, filia Thalestris, a Valles Turie

Praefectus Auxiliorum:

Tayyar Trememis, filius Terenz, a Valles Turie

Adiutores cum Investigationibus:

Najia Ex Miscellanea, Sedile Mauri a Valles

Turie

Adiutrix Artificiosa:

Gailana Verditii, Sedile Fabrum a Valles Turie

Adiutor Militaris:

Tamerighi Flambonis, Sedile Bellatoris ab

Ordino

Penciles

Bellum Taltuum

Bellum Schismatis

Proelium Tarraconensis

Proelium Lucis Triplicis

Proelium Tempestatis

Exarchium Britanniae

Goliard Trememis, filia Flumen, a Spinanigrans, is *Exarcha Britanniae*. She is formally responsible for *Britannia*, *Caledonia*, and *Hibernia*.

Informally, *Vexillarii Balanus Deflagratio* predominate in *Caledonia* and *Hibernia*, under the direction of former *Primus* Umno. As such, those *Tribunalia* operate with a great deal of independence, and require little attention or support. Goliard therefore

focuses her efforts in *Britannia*. She resides at *Spinanigrans* in the south of Wales.

Propositum Britanniae

The *Propositum Britanniae* is to nurture order in *Tribunalia Britanniae*, *Caledoniae*, and *Hiberniae*. Given that three of the most dangerous enemies of the Order (*Damhain-Allaigh*, *Domus Diednis*, and *Ordo Odinis*) are or were associated with the Isle of Britain, the *Domus* believes that the fractured nature of *Britannia* leaves it vulnerable to enemies.

The previous *Exarchus*, Goliard's *parens* Flumen, pursued a policy of direct dominance over *Tribunal Britannia*. That approach backfired after his demise, and Goliard is now attempting to maneuver the opposing coalition into developing some real structure and unity. If *Spinanigrans* can induce the other *conventa* to cooperate by playing the role of their nemesis, then *Spinanigrans* will maintain that role.

Signum Britanniae

Green



Dracofer Britanniae:

Theodolus Trememis, filius Pjerin, a

Spinanigrans

Signifer:

Dwynwyn Trememis, filia Theodolus, a

Spinanigrans

Architectus:

Martinus Trememis, filius Kostandini, a

Spinanigrans

Joyse, *discipula* Martinus

Artifex:

Mercurio Trememis, filius Orsina, a *Spinanigrans*

Assessor:

Hugues Trememis, filius Stentorius, a

Spinanigrans

Praefectus Auxiliorum:

Gavril Trememis, filius Tryestram, a

Spinanigrans

Adiutrix Militaris:

Joceus Bellatrix *Merinitae*, a *Spinanigrans*

Penciles

Bellum in Davnallium

Bellum Schismatis

Proelium Litoris Hibernium

Proelium Tempestatis

Bellum Bessorum



Exarchium Germaniae

Archmagus Stentorius *Tremēris*, *filius Sergius*, is *Exarchus Germaniae*, responsible for *Tribunal Germaniae* (GotF, 84). *Germania* is the youngest *Exarchium*, created several decades after the Schism War. Historically, *Domus Tremēris* has not had a great deal of influence in *Germania*, since *Tribunal* politics are dominated by a system of *gilden*, and magi *Trianomae* dominate *Tribunal* politics.

Although magi *Tremēris* respect magi *Bonisagi* and the invaluable work they perform, it has become increasingly obvious that Durenmar itself is failing. This alone is worthy of concern, but it has even greater implications for *Germania* and the Order of Hermes overall. *Domus Tremēris* is convinced that the leadership of *Domus Bonisagi* is responsible for this impending catastrophe, and most magi *Bonisagi* seem to be oblivious to the impending collapse.

Propositum Germaniae

Until recently, magi *Tremēris* in *Germania* pursued a strategy of extensive participation in *conventa multigenusa*. The *Conventum Domus* in *Germania* isn't even a true *conventum*, merely a *capitulum* of Fengheld. Following the *Decenium* of 1228 AD, *Pri-ma Poena* directed *Germania* to consolidate as many magi *Tremēris* as possible at *Capitulum Pohlesee*. This change indicates that a new *Propositum* is imminent.

Signum Germaniae

Orange ●

Dracofer Germaniae:

Roscius *Tremēris*, *filius Denes*, a *Capitulum Pohlesee* (Fengheld)

Architecta:

Gwenaelle *Tremēris*, *filia Daria La Gris*, a *Capitulum Pohlesee* (Fengheld)

Assessor:

Heres Exarchi Germaniae Daria La Gris *Tremēris*, *filia Anaxagoras*, a *Triamore (conventum multigenusa)*

Plumbumarius:

Sicero *Tremēris*, *filius Goliard*, a *Capitulum Pohlesee* (Fengheld)

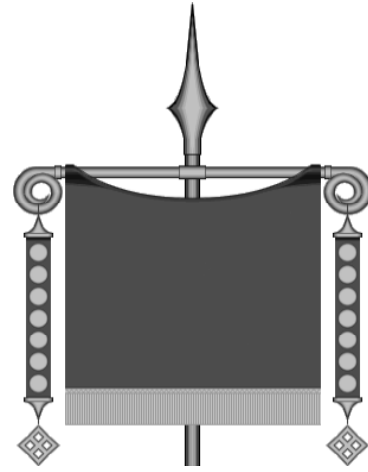
Adiutores Artificiosi:

Elpidius *Verditii*, a *Capitulum Pohlesee* (Fengheld)

Amalric *Verditii*, a *Capitulum Pohlesee* (Fengheld)

Penciles

Bellum Bessorum



Vexilla

Vexilla are frequently referred to by shortened names. For example, the *Vexillum Ferrum Frigidum* is typically referred to simply as *Ferrum*, as in "We muster with *Ferrum*."

Vexillum Llecticarius Profundus

Zeitia *Tremēris*, *filia Stratios*, *ab Ordino*, is *Vexillaria Llecticarius Profundus* and *Plumbumaria*. The Abyssal Bearer *Vexillum* first mustered in 863 AD, and is the oldest continuing *Vexillum*. It has the grim responsibility to ensure that demised magi *Tremēris* are properly buried (HoH:TL, 122). This is not always possible in cases of Final Twilight, but proper investigation of those cases is required to ensure that no reasonable doubt remains as to the fate of the magus in question.

Despite her young age, Zeitia leads this *Vexillum* by virtue of her lineage - she is the latest descendent, eldest by eldest, from Tremere (HoH:TL, 122 - but she is not located in a Spring *conventum*, as the *Domus* would not transfer a young maga with this important responsibility to a *conventum* without established support.

The demise of one magus continues to perplex the *Vexillum*. Xerxes *Tremēris Mujis ab Urania* disappeared without a trace during an attack on *Conventum Urania* by some manner of unknown magical creatures around 1221 AD. Only Selene *Merinitae* is known to have survived, although she was so addled by Twilight as to be of little help in discovering what happened to Xerxes. No conclusive evidence of his death has been found, and Final Twilight would be highly unusual in a magus of his relatively young age. Aksiniya *Tremēris Mujis*, his Hermetic sibling, requested to muster with the *Llecticarii* in order to search for him. She relocated to the nearly abandoned *Conventum Urania* in the Caucasus to continue the investigation.

Vexillarii

Architectus:

Veit Tremeris, filius Pherenikos, a Lycaneon

Assessora:

Emelye Anglicus Tremeris, filia Cervidus, a
Nemus Saxatilis

Disputatius:

Zan Tremeris, filius Valerius, a Spinanigrans

Plumbumarius:

Celestino Tremeris, filius Austinus Doveris, a
Porta Orphaica

Praecursor:

Aksiniya Tremeris Mujis, filia Alix, ab Urania
(conventum multigenusa)

Penciles

Recipiendum Sunt Casum Hubris Consequentis

Bellum in Davnallium

Bellum Taltuum

Bellum Schismatis

Bellum Bessorum

Vexillum Speculorum Fractorum

Quaesitora Yonka Anahita Tremeris, filia Graecina, a Coeris, is *Vexillaria Speculorum Fractorum* and *Assessora*. The Broken Mirrors *Vexillum* first mustered at the direction of *Primus Albanus* (HoH:TL, 122) in 865 AD. Its *propositum* is to investigate diabolism, cowardice, or other betrayal. Members have tended to locate in *Gallia* over the years, as a disproportionate amount of diabolic activity seems to originate there. No magi *Tremeris* have been implicated in diabolism for over a century, but members of this *Vexillum* remain assiduously alert.

Vexillarii

Architecti:

Heres Exarchi Galliae Quaesitora Ilyana
Tremeris, filia Dezsér, ab Ordino

Disputatius:

Quaesitor Cervidus Tremeris, filius Domitius, a
Potestas

Medicum:

Licinianus, discipulus Cervidus

Plumbumaria:

Tribuna Galliae Archmaga Eliza Tremeris, filia
Austinus Doveris, a Nemus Saxatilis

Praecursor:

Kangar Tremeris Mujis, filia Anasztáz, ab
Ordino

Penciles

Pravitas Tytali

Bellum Schismatis

Vexillum Ferrum Frigidum

Natalya Tremeris, filia Lazlo, a *Turris Bulcsunis*, is *Vexillaria Ferrum Frigidum* and *Plumbumaria*. The Cold Iron *Vexillum* first mustered in 884 AD to deal with the fae. Veteran *Vexillarii* have a reputation for being quite odd. The *Vexillaria* always wears an enchanted mask in Arcadia, where she is known as *Epicureus* — the Epicurean (HoH:TL, 122). She maintains cordial relations with many magi *Merinitae*, with whom she consults regarding matters of the fae.

Vexillarii

Architecti:

Brandaen Flanderis Tremeris, filius Martiena, a
Coeris

Phoebe Tremeris, filia Timon, a *Turris Bulcsunis*

Medicum:

Richomer Tremeris, filius Zamolxis, a Nemus
Saxatilis

Plumbumarius:

Emerenzia Tremeris, filia Gabriela, a *Turris*
Bulcsunis

Praefectus Auxiliorum:

Navanzato Tremeris, filius Vetericus, a *Turris*
Bulcsunis

Penciles

Bellum Taltuum

Bellum Schismatis

Proelium Luci Montani

Vexillum Balanorum
Deflagratorum

Tribunus Hiberniae Archmagus Umno Tremeris, filius Flumen, a *Cursus Alcis*, is *Vexillarius Balanorum Deflagratorum* and *Plumbumarius*. The Burning Acorn *Vexillum* first mustered in 1018 AD, to find the leaders of *Domus Diednis* (HoH:TL, 122). Members are often referred to as *Exploratores*, as they spend most of their time and effort exploring. Recent efforts have focused on Iceland. Reaching Iceland is a long and difficult journey, however, so establishing a base there may be necessary.

Vexillarii

Signifer:

Kájin Tremeris, *filius* Prochorus, a [Cursus Alcis](#)

Architecta:

Heres *Exarchi Britanniae* Maghor Tremeris, *filia* Njèza, a [Cursus Alcis](#)

Nauarchus:

Hygwald Veritas Tremeris, *filius* Trimalchio, a [Vigilia Aquilonia](#)

Plumbumaria:

Fornax Tremeris, *filia* Goliard, a [Vigilia Aquilonia](#)

Praecursores:

Andreu Tremeris Mujis, *filia* Kangar, a [Cursus Alcis](#)

Urdaspal Tremeris Mujis, *filius* Kangar, a [Vigilia Aquilonia](#)

Praefectus Auxiliorum:

Tribunus *Caledoniae* Corona Vallaris Tremeris, *filius* Pilumnus, a [Vigilia Aquilonia](#)

Adiutrix Militaris:

Riwanon *Ex Miscellanea*, a [Vigilia Aquilonia](#)

Penciles

Patefacio Pirum Tertium

Vexillum Euxinum

Aimeric Tremeris, *filius* Trimalchio, a [Navalis Euxinus](#), is *Vexillarius Euxinus* and *Praefectus Classis Euxinae*. First mustered in 1148 AD, the long-lived Black Sea *Vexillum* has pursued a series of *proposita*. It is currently tasked with the development of a formal naval component for *Doctrina*.

Previous efforts focused on various trial vessel designs. The *celox* design resulted from those experiments. Building upon the lessons learned in earlier efforts, including the Waddensee test, current experimentation focuses on developing the most effective means of disabling or sinking enemy ships.

Preliminary efforts with *cheiroballistae* have proved that bolts enchanted with *Perdo Herbam* or *Creo Ignem* effects are effective weapons for destroying enemy ships. However, destruction of the opposing ship is not always desirable. Hygwalus Tremeris developed *Frange Malum*, *Tonde Remos* as a means of efficiently disabling an opposing vessel without destroying it.

Although *Euxinum* is not yet capable of establishing dominance on the Black Sea, it believes it is making strong progress towards that goal. *Euxinum* would need additional *Nauarchusi* and *auxilia*, properly trained and equipped, to achieve that ultimate goal.

Clemens Tremeris transferred to *Euxinum* in 1228 AD. Clemens is researching locations of ancient naval battles to summon *spectra* of dead *classarii*.

Vexillarii

Artifex:

Vaanes Tremeris, *filius* Crescentia, a [Navalis Euxinus](#)

Assessor:

Tribuna Syriae (Heres Exarchi Graeciae) Tiana Tremeris, *filia* Crescentia, ab Al-Arama (*conventum multigenusa*)

Nauarchus:

Marcialis *discipulus* Aimeric

Plumbumarii:

Clemens Tremeris, *filius* Stentorius, a [Navalis Euxinus](#)

Damasippus Tremeris, *filius* Separor, a [Navalis Euxinus](#)

Praecursores:

Fabrizio Tremeris Mujis, *filius* Krasimir, a [Navalis Euxinus](#)

Alexandru, *discipulus* Fabrizio

Adiutor Militaris:

Vahagn *Flambonis*, a [Navalis Euxinus](#)

Vexillum Romaniae

Primus Umno formed this *Vexillum* in 1205 AD, just after the disastrous Fourth Crusade. Umno viewed the results of that crusade as tragic, but the resulting chaos was too great an opportunity to ignore. This small *Vexillum* is tasked with establishing a permanent *Domus* presence in Constantinople.

Andronicus Tremeris, *filius* Lazlo, a Constantinople, is *Vexillarius Romanii* and *Plumbumarius*. Of Greek birth himself, Andronicus has been heard to say that he loathes Greeks. He has been frustrated by the factionalism and implacable rivalries that divide *Graecia*. Although Andronicus formally reports to *Prima Poena*, she has directed him to seek the guidance of the *Exarcha Graeciae* in all matters.

Vexillarii

Disputata:

Lavinia Tremeris, *filia* Estelle, a Constantinople

Plumbumarius:

Reginald Tremeris, *filius* Clemens, a Constantinople

Vexillum Adriaticum

Philostratos *Tremeris, filius* Dagwalus, a *Capitulum Adriaticum* (Coeris), is *Vexillarius Adriaticus* and *Praefectus Classis Adriaticae*. *Adriaticum* mustered in 1218 AD, at the recently established research facility at *Capitulum Adriaticum*, a chapter house of Coeris. *Adriaticum* is focused on development of an undersea component of *Doctrina*.

Vexillarii

Artifex:

Licerio *Tremeris, filius* Orsina, a *Capitulum Adriaticum* (Coeris)

Nauarchus:

Joudain *Tremeris, filius* Philostratos, a *Capitulum Adriaticum* (Coeris)

Praecursor:

Adula *Tremeris, filia* Catallus, a *Capitulum Adriaticum* (Coeris)

tures of both earth and air. Each agate egg can take years to hatch, however.

Each *gryphis* trained so far will only accept riders of the lineage of Muj. As Muj was an ancient wizard of the Carpathians, some mythic connection may exist between his mystical lineage and the *gryphes*. The *Vexillum* would like to get around this limitation somehow, but nobody has been able to persuade a *gryphis* to accept a rider of any other lineage, let alone a mundane rider. *Carpathium* is tending to four *gryphis* eggs, and hopes that newly hatched *gryphes* will prove amenable to bonding with *consortes*, or at the very least with non-*Mujis* magi.

Elyas *Tremeris* is currently preparing to bond the youngest male *gryphis* as his Familiar, using the Arts Creo and Auram. Jázon *Tremeris* hopes to do the same with one of the hatchlings, if one proves amenable. He is studying Auram in preparation.

Stratios *Tremeris*, a specialist in both Mentem and Animal, is studying means of communication between *gryphes* and men. He hopes to create an enchantment allowing direct mental bonding between a *gryphis* and its rider.

Vexillarii

Plumbumarius:

Stratios *Tremeris, filius* Poena, a *Carpathia Vigilax*

Praecursores:

Oktávián *Tremeris Mujis, filius* Annaeus Quintillius, a *Carpathia Vigilax*

Elyas *Tremeris Mujis, filius* Annaeus Quintillius, a *Carpathia Vigilax*

Magdoina, *discipula* Oktávián

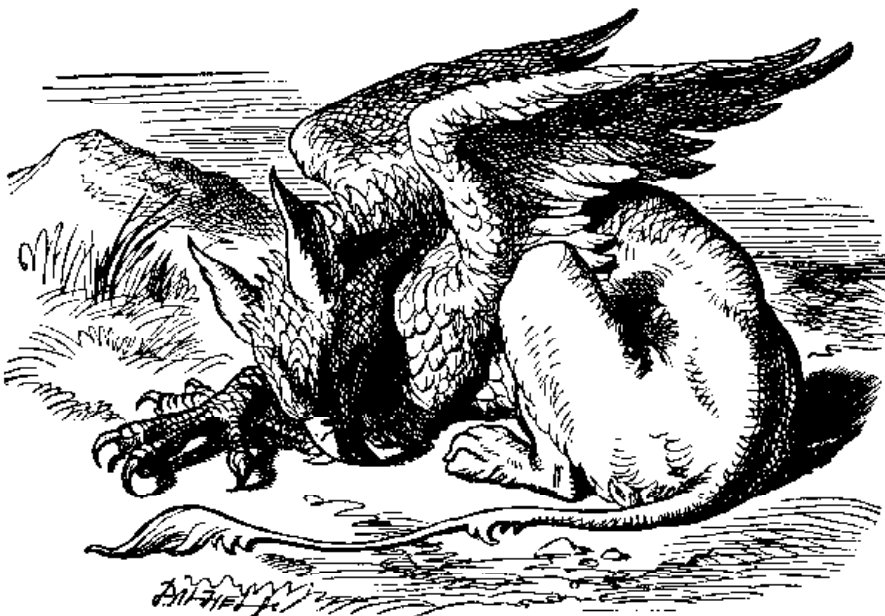
Praefectus Auxiliorum:

Jázon *Tremeris, filius* Corona Vallaris, a *Carpathia Vigilax*

Vexillum Carpathium

Krasimir *Tremeris Mujis, filius* Oszkár, a *Carpathia Vigilax*, is *Vexillarius Carpathium* and *Praecursor*. *Carpathium* mustered in 1219 AD, dedicated to the capture and training of the elusive Carpathian *gryphes* (griffins) to serve as aerial mounts. The ancient Greeks believed these elusive creatures guarded the gold of Hyperborea.

Although the *Vexillum* hasn't discovered either gold or Hyperborea, *Carpathium* has managed to capture and train three *gryphes*, including a breeding female. *Gryphes* breed by laying agate eggs—they are crea-



Chapter IV: Doctrina

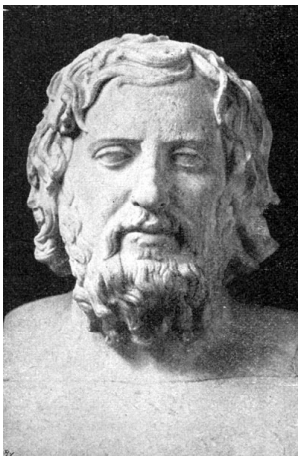
*Fortes fortuna iuvat
(Fortune helps the brave)
Pliny the Elder*

*Good fortune is the rightful reward of those who
plan carefully.
Primus Cercistum*

Magi Tremēris operate under a shared set of principles they call *Doctrina*. Most significant practices of the *Domus* derive from *Doctrina*, and knowledge of *Doctrina* is the primary constituent of *Domus Tremēris Lore*. Without knowledge and understanding of *Doctrina*, one cannot truly make sense of the culture of the *Domus* or the actions of its magi.

The art of war is well understood by the magi of *Domus Tremēris*, who have access to the works of Caesar, Tacitus, and Vegetius, as well as Latin translations of Xenophon, Thucydides, and the Strategikon of Emperor Maurice. The compiled knowledge of antiquity, combined with their own experience and experiments over the centuries, provides magi Tremēris with a unique perspective on warfare. Magi Tremēris share and transmit this perspective through *Doctrina*.

Doctrina is drilled into *discipuli* via *Domus Tremēris Lore*, and magi Tremēris continue to develop their knowledge of military strategy and tactics throughout their careers. Many *tractatus* and a few *summae* have been written on the subject of *Doctrina*, and copies of most of these works are available in the libraries of *Conventa Domus*. The senior strategists of the *Domus* are among the most capable in Mythic Europe, although they are rarely recognized as such by mundanes.



Bust of Xenophon

The essence of *Doctrina* is distilled into ten words that symbolize the fundamental principles from which *Doctrina* is derived. These ten principles or virtues are known among magi Tremēris as the *Decuria*, or The Ten.

Præceptum

Rule, precept, order

"In a contest, let all be ruled by direction from a single will." The hierarchical structure of *Domus Tremēris* derives from this principle. The tradition of dissent notwithstanding, magi Tremēris feel the strength of coordinated action in their souls. In many ways, the tradition of dissent arises from *præceptum*, for if there were no rule or order to begin with, there could be no dissent.

Magi Tremēris recognize the dangers of too rigid a structure, however, and do not grant permanent titles. Any position within the *Domus* is temporary by definition and subject to re-assignment — including the *Prima*.

The *signiferes* are an important component of *præceptum*. Fast and reliable communication between widely separated forces is critical to maintaining *præceptum*.

Propositum

Intention, purpose

There must be a specific goal that all efforts support. There can be different *proposita* for different groups within the *Domus* - for different *Vexilla*, for example - but within a single group there must be a single *propositum* towards which all efforts are aimed.

The *Prima* declares the *propositum* for the *Domus* as a whole, and directs *proposita* for *Exarchia* and *Vexilla* in support of the *Propositum Domus*. The *Legatus* is responsible for execution of the *Propositum Domus* in war. He directs *proposita* for the various *Signa* and *Vexilla* accordingly.

Parsimonia

Frugality, thrift

Focus effort on the *propositum* to ensure success, and devote minimal resources to secondary efforts.

Secondary efforts are often necessary, and this is recognized by *Doctrina*. However, they must be accurately recognized as secondary efforts, and supported with minimal resources accordingly.

Younger magi are often given tasks with less than ample resources because they are working on secondary efforts. Dispute over secondary efforts has at times been a cause of dissent.

Contractio

Contraction

Contract and concentrate force in support of the *propositum* at a key location (*locum contractionis*), at a moment when the opponent is relatively weak. This moment is referred to as the *occasio supinus*, or supine opportunity, because whether the opponent realizes it or not, that is the moment when they are lying face up (supine) with their throats bared for the kill.

The phrase *occasio supinus* has passed into the general vernacular of the Order through its frequent reference by magi *Tremēris* in *Certamen*, although it is still not widely used outside the *Domus*.

Impetus

Assault, Vigor

Attack the enemy with vigor in a place of relative weakness – a *locum contractionis*. The goal of any *impetus* should be achievement of the *propositum*. If that is not immediately achievable, then *impetus* should support the *propositum*.

Defensive actions are sometimes required, but the number of magi *Tremēris* is comparatively small, even when supported by *auxilia* and *adiutores*. For such a small number of combatants, conflicts of attrition are losing propositions.

To achieve success with minimal loss of critical resources (such as magi *Tremēris*), dramatic, violent force must be brought to bear on the opponent. Through continuing *impetus*, magi *Tremēris* force their opponent to react to them, and if successful, the opponent's reactions will support the *propositum*.

Mobilitas

Mobility

Move, move, move! Do not remain stationary, where your opponent can act on you. Instead, maneuver your forces to position them for maximum advantage at the *locum contractionis* of the *occasio supinus*. *Tremēris* battle tactics resemble those of a pack of wolves, constantly moving and harrying their opponent, until exhaustion or confusion have rendered it vulnerable to the kill.

ERRATUM FUNDATORIS

To achieve dominance over an opponent, one must seize and retain the initiative (*impetus*). If a magus *Tremēris* finds himself reacting to the *impetus* of an opponent, he knows he is losing.

Some magi *Tremēris* refer to this state as *Erratum Fundatoris* (Error of the Founder), in reference to Tremere. Such magi view the development of Tremere's goals as a reaction to the actions of Guorna the Foetid and Tytalus, rather than a truly independent *propositum*.

Many magi *Tremēris* do not agree with this assessment of the Founder, but this is not an especially contentious issue within *Domus Tremēris*. It can serve as a convenient pretext for duels at *Decennia*, however.

Mobilitas also implies flexibility – being able to quickly deploy or re-deploy in response to the changing situation on the battlefield. Rigid formations, which cannot maneuver quickly in emergencies, should be avoided. When fighting, *Tremēris* rarely remain in one location longer than necessary to cast a spell or two.

Doctrina notes the vulnerability of magi relying on mundane mounts (HoH:TL, 129), but *Tremēris* frequently use cavalry *auxilia*. Their mounts are no more vulnerable than are the *auxilia* themselves.

Doctrina also stresses the advantages of magically supplemented *mobilitas*. *Varicandum* ("striding") is the act of using Rego Corpus for instant transport between locations. Spells such as *Viginti Mille Passus* enable great strategic mobility for individual magi. Lesser versions like *Resilio* allow convenient tactical mobility. Rego Corpus also enables flight; spells such as *Magicus Volitans* allow continuous mobility without the risks and interruptions of *varicandum*.

Audacia

Audacity

Maintain courage, valor, and a spirit of audacity in oneself and one's troops. This principle is especially important when applied to *auxilia*. *Praefecti Auxiliorum* are ever mindful of the factors that influence the morale of their troops, including the effects of The Gift.

Because of the traditional emphasis on Mentem, and through their experience with ghostly veterans, magi *Tremēris* in general are very cognizant of the mental and emotional aspects of battle. Magi *Tremēris* often focus on demoralizing their opponents. They know that defeating an enemy is not the same as killing him.

Incolumitas

Safety

Do not allow your opponent to catch you unawares. As the *Strategikon* says, "A general should not have to say: 'I did not expect it.'" *Praecursores* and *assessores* are essential to success in this area, as they provide timely reports and assessments of opponents and potential opponents.

Each *Exarchus* and *Vexillarius* is responsible for maintaining *incolumitas* for his area of responsibility. Overall responsibility for *incolumitas* of the *Domus* rests with the *Praeses Assessorum* (in 1232 AD, *Legatus* Archmagus Nyyrikki Tremēris).

Repentissimus

Most Sudden

Strive to overcome the opponent with the most sudden, unexpected actions. This must be tempered with adherence to the other principles, but in support of the *propositum*, avoid predictable, repetitive tactics. This is in many ways the most challenging of the *Decuria* for younger magi, as it seems to conflict with the other principles of *Doctrina*.

However, mature magi Tremēris understand that *Doctrina* is not a list of commands to be slavishly obeyed, but rather a collection of wise and tested principles that can be applied to any situation, however novel. *Doctrina* does not deny the magus the ability to enact the unprecedented; it advises the magus to avoid doing so in an ineffectual fashion.

Sustentum

Support

Sustentum is the cornerstone of *Doctrina*. A force of magi that does not rely on forage, but carries sufficient provisions to sustain it through the mission, that possesses the stamina and fitness to campaign without luxuries or sometimes even shelter, that can rely on coordinated support from other magi Tremēris: that force will be able to execute missions in accordance with *Doctrina*. Where *sustentum* is absent, *Doctrina* is impeded or fails entirely.

Sustentum is nearly a moral imperative within the culture of *Domus Tremēris*. To deny hospitality to another magus Tremēris is a shameful act. Even in situations of dissent, Tremēris will provide hospitality to their *sodales*.

Application of Doctrina to Matters of the Fae

Magi Tremēris follow *Doctrina* in their dealings with the fae; but recognizing that fae have natures and motivations that are quite different from other beings, elements of *Doctrina* are modified in their application to matters of the fae.

Contractio

Locations and times can be experienced differently in Arcadia or certain Faerie Regios. *Contractio* is sometimes modified to indicate an *imago contractionis*: an idea, concept, or symbol around which to concentrate one's effort.

Impetus

Fae reactions are guided by different rules than human reactions. *Doctrina* specifies four principles to keep in mind when dealing with faeries:

- Animae* are ubiquitous
- Appearances matter
- Belongings are integral
- Symbols govern all

Mobilitas

Just as with *contractio*, the different experiences of time and place associated with the fae indicate the need to view *mobilitas* differently. In some circumstances, *mobilitas* can also be achieved through a change in *imago* (idea, appearance, or symbol).

Audacia

Fae are especially powerful at influencing feelings, and extra care must be taken with one's emotions and thoughts.

Incolumitas

When dealing with faeries, the "unexpected" has a deeper level of meaning. Care must be taken to consider possible actions from the point of view of the fae. Seemingly random or bizarre behavior is probably meaningful from the fae perspective and should be factored into the overall picture (*imago*) of the situation.

Repentissimus

This is often easier to achieve with faeries, since human creativity and originality offer a more sure route to the truly unexpected. However, one must be cautious in exercising human creativity when dealing with the fae, as the incept of a new idea can have far-reaching implications and consequences.

Sustentum

What is needed for sustenance in Arcadia or some Faerie Realms may vary from the expected. Food, water, even air may not be needed, but might be something to avoid.

Magic in Doctrina

Doctrina applies to all conflict, regardless of whether magic is involved. The principles of the *Decuria* are as relevant in a tavern brawl as they are in Wizard's War. However, since *Doctrina* is a governing philosophy for magi, the use of magic in conflict is addressed more thoroughly than any other aspect.

Through *Doctrina*, magi *Tremeris* have a unique perspective on magic, and have developed an array of specialized *cantiones* (spells) and *incantamenta* (enchancements). **Chapter VII, Volumen Arcanum**, details many standard *cantus* (effects). Magi *Tremeris* categorize spells and enchancements according to the function those effects will serve in *Doctrina*.

There are twelve magical functions in support of *Doctrina*, which are listed and described in more detail following. Examples of previously published spells are included to help clarify the way *Tremeris* think about function. Some effects may have multiple applications: the categorization listed here is based upon the traditional usage in *Doctrina*.

Some effects do not support *Doctrina*: these effects are rarely learned by *Tremeris*, and are typically considered to be frivolous and wasteful. Such effects are described as *inutilis* (useless or inexpedient). This phrase is taken very seriously by *Tremeris*. To call a person *inutilis*, for example, is a grave insult in *Domus Tremeris*.

Magi *Tremeris* select spells and enchancements from a variety of categories. Each spell selected complements or supplements the capabilities of *Tremeris* in other *collegia*. For example, *architecti* often focus on *Moderans* and *Vulnerans* spells, but may lack many *Evocans* or *Imperans* effects. *Plumbumarii*, in contrast, will possess many more *Evocans* and *Imperans* effects, but may have only minor *Moderans* effects in their grimoires.

Junior magi must often specialize in a few areas; mature magi typically have more breadth of ability, and will possess basic spells or enchancements in most of these categories.

An **Augens** spell or enchancement augments the capabilities of the target. Spells such as *Eyes of the Cat*, *Gift of the Bear's Fortitude*, and *Endurance of the Berserkers* are examples of this category. Many effects that target or support other spells are also considered to be *Augens* effects. Examples include *Opening the Intangible Tunnel*, *Maintaining the Demanding Spell*, *Wizard's Reach (Form)*, and *The Sorcerer's Fork*.

Note: although *Eyes of the Cat* allows the target to see in the dark, it is not an Intellego effect, and thus is grouped with other augmenting spells, rather than with sensing spells.

A **Communicans** effect enables or improves communication. One-way sensing is not communication; even though such spells might serve a similar func-

Doctrina Categories

<i>Augens</i>	augmenting
<i>Communicans</i>	communicating
<i>Decipiens</i>	deceiving
<i>Evocans</i>	summoning
<i>Imperans</i>	commanding
<i>Moderans</i>	controlling
<i>Movens</i>	moving
<i>Obsistens</i>	counteracting
<i>Sentiens</i>	sensing
<i>Sustinens</i>	sustaining
<i>Tutans</i>	protecting
<i>Vulnerans</i>	damaging

tion in different circumstances. *Whispering Winds*, for example, is not considered to be a *Communicans* spell. Examples in this category include *Words of the Unbroken Silence* and *Image from the Wizard Torn*.

A **Decipiens** effect misleads or deceives others. Spells such as *Disguise of the New Visage*, *Veil of Invisibility*, and *Shell of False Determinations* are examples of spells in this category. *Wizard's Sidestep*, although deceptive in its mechanism, is intended as a means of protection, and is thus classed with *Tutans* effects.

An **Evocans** effect summons or conjures entities or materials. This is a very narrow application of Creo and Rego Techniques, and reflects the emphasis that *Doctrina* places on the use of summoned entities. Examples include *Curse of the Ravenous Swarm*, *Incantation of Summoning the Dead*, *Call the Fallen Eagles from the Mist*, and *Summoning the Spirit of Fire*.

An **Imperans** effect commands or otherwise constrains entities, whether summoned or encountered. Spells such as *Strings of the Unwilling Marionette*, *Coerce the Spirits of the Night*, and *Coerce the Spirit of Fire* are examples in this category.

Spells such as *Aura of Rightful Authority*, although they may enhance the caster's ability to command others, are properly categorized as *Augens* effects. Similarly, spells such as *Ring of Warding Against Spirits*, although they may also constrain a summoned entity, are categorized as *Tutans* effects.

A **Moderans** effect manipulates or controls the environment. Spells such as *Wall of Thorns*, *Gloom of Evening*, and *A Simple Method for Rapid Vallation* are examples of effects in this category.

Although spells such as *Notes of a Delightful Sound* manipulate the environment, the application to *Doctrina* is questionable at best, and the vast majority of *Tremeris* would consider such a spell to be *inuti-*

lis. Some *signiferes*, however, quietly insist among themselves that it should be considered effective in social situations.

A **Movens** effect transports the target. The most notable spells in this category are *Seven League Stride*, *The Leap of Homecoming*, and *Wings of the Soaring Wind*. However, spells such as *The Wizard's Mount* are also included in this category, as transportation is the primary function of such spells.

An **Obsistens** effect counteracts other effects. Spells such as *Dispel the Phantom Image*, *Restore the Moved Image*, and *Unravelling the Fabric of (Form)* are examples of effects in this category.

A **Sentiens** effect is an Intellego effect that allows the target to sense things they might otherwise miss. All sensory target effects are included in this category, as are spells like *Summoning the Distant Image*, *Sense of Magical Power*, and *Scales of the Magical Weight*.

A **Sustinens** effect improves the ability to provide logistical support, including healing. Effects such as *Bind Wound*, *Purification of the Festering Wounds*, and even *The Bountiful Feast* are included in this category. Spells such as *Ward Against Rain* and *Charm Against Putrefaction* are also considered to be *Sustinens* effects.

A **Tutans** effect protects the target, whether against physical threat or magical attacks. All warding effects are included in this category, as are spells such as *Doublet of Impenetrable Silk*, *Circling Winds of Protection*, and *Wizard's Sidestep*.

A **Vulnerans** effect damages or incapacitates the target, either directly or by means of a medium such as an element. Examples include *Agony of the Beast*, *The Incantation of Lightning*, *Pilum of Fire*, *The Wound that Weeps*, and *The Earth Split Asunder*.

SCRIPTUS LABORIS & INCANTAMENTA GRAVIDATA

Two forms of *sustentum* that are not adequately discussed in *Houses of Hermes: True Lineages* are *scripta laboris* (lab texts), and *incantamenta gravidata* (charged items).

Lab texts are one of the most common forms of *Sustentum*. *Domus Tremēris* provides such texts to its magi because of their advantages:

- Lab texts provide standard methods of achieving magical effects;
- Lab texts can save many seasons of effort, which may then be used more productively for the *Domus*;

Lab texts for enchantments are often provided on a work-reward basis: the maga enchants a number of items for the *Domus* using the lab text, and is then able to use the text to enchant items for her own use.

Lab texts for spells and charged items are the most common form of text provided to junior magi. Charged items are also often provided directly to junior magi. *Sustentum* in this form is a common way to provide specific capabilities to magi (particularly magi *Mercurialis*) who do not know a relevant formulaic spell, or whose Arts are insufficiently developed in a given area.

Charged items are also a cost-effective way of providing *auxilia* with practical magical capabilities to deal with specific threats or situations. The most emphasized function of charged items under *Doctrina*, however, is their use as offensive weapons. These items offer several advantages over spells:

- Charged items, if efficiently designed, can have a much greater penetration than most magi can achieve with a similar spell;
- Charged items may be used in inimical *aurae*

without the associated risk of casting mishaps and subsequent Warping;

- Charged items may be used by junior magi or *custodes* to achieve effects beyond their innate capabilities.

Doctrina groups offensive charged items into two broad categories:

Missilis items are offensive items, such as a *Fulmen Iovis*, that affect opponents or the environment at Touch range, and must somehow be physically conveyed to the target. Various means may be employed to convey the item to the target, from throwing, to crossbows and ballistae, to effects such as *Glanoballista*.

Telumis items are offensive items, such as a *Virga Incendii*, that affect an opponent at greater than Touch range.

Charged items do have limitations: they require significant investments in time to prepare in advance, and are a finite asset compared to a spell. Such limitations can be overcome with judicious planning and organization.

Domus Tremēris maintains stocks of charged items through regular service seasons on the part of magi *Tremēris*. With a suitable lab text, even a junior magus will be able to enchant multiple charges of useful effects in a single season. Nevertheless, *Tremēris* do not consume such items without sufficient cause. The more charges they use, the more time they will have to spend replenishing the stores of the *Domus*.

Chapter VII, *Volumen Arcanum*, includes a generous selection of standard lab texts for both spells and enchantments.

Ars Militaris Magica

The art of military magic is much more complex than simply inventing the most destructive effect to hurl at one's opponent. In *Doctrina*, magic supports and enhances every aspect of military activity: from movement, logistics, and communication; to scouting, combat, and recovery.

Doctrina recommends standard methods or tactics for handling many commonly encountered situations. Magi Tremēris call these methods *rationes exemplaria*. *Doctrina* defines *rationes* for five major areas of military activity:

Mobilitas
Communicatio
Speculandu
Impetus
Defensio

Each of these areas is discussed in detail in the following pages.

Mobilitas

In accordance with *Contractio*, *Mobilitas*, and *Repentissimus*, *Doctrina* categorizes various modes of movement. Some are nearly self-explanatory, while others have particular meanings within *Doctrina*.

Pedester (on foot) is the most basic means of movement. The advantages of *pedester* are that it requires no special abilities or mounts and can be used in a stealthy manner. Magi Tremēris keep fit so they can perform *pedester* movement effectively.

Eques (horseback) movement is avoided by Tremēris as a general rule, but *assessores* and *auxilia* often use *eques*. Magi such as Ruprecht de Solange Tremēris, who has bonded a magical warhorse as his Familiar, are rare.

Natens (swimming) movement may be used in human form, but is more often used after assuming an aquatic animal form, such as *Forma Delphinis* or *Forma Lutrae*.

Vehicularis (wagon) movement is not often used for combat, but is a necessary part of logistics, and is thus addressed in *Doctrina*. Specifically, Tremēris craftsmen have developed methods for increasing mobility through improvement of roads and crafting of stronger wheels and axles.

Pendens (floating) movement is achieved through use of a Rego Corpus effect such as *Magicus Volitans*. The magus flies suspended a short distance above the ground - anywhere from a few inches to a few paces. There are a number of advantages to maintaining a flight spell such as *Magicus Volitans*. *Pendens* is by its nature quieter; the magus is not as vulnerable to effects that target the ground; and he does not have to take additional time to cast a separate spell if he wishes to use *Volucer* movement (see below).

Methods of Measuring Time & Location

The most fundamental applications of magic deal with *rationes* for precise measurement of time and location. Magi Tremēris do not possess accurate clocks. Although some magi *Verditii* have experimented with intricate mechanical devices for measuring time, *Doctrina* advocates an effective magical system of references for time and location.

Time is a relatively trivial thing to measure magically, using standard Intellego Vim effects. Most magi Tremēris know *Sense the Hour* (TMRE, 51) or have an *Horarium* to perform the same task. *Siginiferes*, *praecursores*, and *assessores* sometimes also learn *Sight of the Astrological Hour* (TMRE, 51), or enchant a similar effect into a Talisman.

Roman *hora* (hours) varied in length, depending on the season and latitude, but astrological time is more consistent. *Doctrina* divides each *hora* into thirty *diametri* (Diameters). *Doctrina* uses *diametri* rather than minutes, since *diametri* are intrinsically measurable and meaningful for any Hermetic magus.

Doctrina also defines *rationes* for measuring distance and referencing locations. Magi Tremēris use the standard Roman measurements of distance:

the *passus* (about 1.5 meters) and the *mille passus*, or Roman mile (1,000 *passus*, or about 1,480 meters).

In addition, Tremēris use a unique measurement, called an *iterdiei* ("day's march"). An *iterdiei* is equal to twenty mille *passus*, or about 18 miles (28 km). While this would not normally be a precise unit of measure, spells such as *Via ad Locum Distans* give measurements of distance a degree of accuracy that is otherwise unavailable in Mythic Europe.

One simple method of referring to a location is to use a direction and distance from a specified point. For example, "one hundred paces east of the north tower." Giving a direction and distance from a specified reference point is the foundation of the *Doctrina* system. Tremēris just tweak it a little with magic.

For example, magi might use *Via ad Locum Distans* to determine their location relative to a known point. This method enables precise magical measurement of distance and direction, but requires an Arcane Connection.

Methods of Measuring Time & Location (continued)

One basic task of *praecursores* is to identify landmarks and collect Arcane Connections from suitable locations nearby. Other magi may then use those Arcane Connections to locate themselves relative to known points with great accuracy, even if the associated landmarks are not clearly visible.

Magi with sufficient ability in *Artes Liberales* (geometry) may use triangulation via Arcane Connections from two known places to determine their own relative location. Some *praecursores* have become so adept at doing this that they have collected measurements for a variety of known locations. Various magi have recorded measurements for locations such as *Conventa Domus*, *vis* sites, and towns and castles throughout *Dacia*.

Adula Tremēris has drafted a travel map of *Dacia* using her own measurements and those collected by others. She believes that by making finer and finer measurements using *Via ad Locum Distans*, she will be able to precisely locate Lycaneon relative to Estergom, for example, and Coeris relative to both of those places.

Arcane Connections can also be used to scry on those locations, identify the landmarks clearly, and gain a visual perspective for the terrain. For major operational movements, *signiferes* typically use *Exemplum* to create an illusory model of landmarks so that other magi can also familiarize themselves with their appearance.

The Arcane Connections collected in this manner also enable magi to travel directly to a location

from which the landmark is visible. *Doctrina* prefers that Arcane Connections not be taken from the landmark location directly, but from a place nearby. Locations intended for *varicandum* should generally be secluded and concealed. Locations intended for *speculandum* should have a good viewpoint for the surrounding terrain. One location is rarely ideal for both purposes.

A variation on this *ratio* is sometimes used if there isn't a readily identifiable landmark near enough to the desired place. A magus, typically a *signifer*, will create an illusory landmark (*Index Limitis*) to mark an appropriate spot. Such temporary landmarks are typically created to fit in with the surrounding landscape. A very large boulder or a weirdly formed tree are common shapes.

However, in a situation where stealth isn't as important as clarity and speed, Tremēris use a clearly unnatural mark (*Index Proelii*) such as a glowing colored column or a scintillating floating sphere.

A series of *Indices Proelii* can be very useful on a large battlefield, for example, where the combat takes place over a widely dispersed area. Since magi Tremēris like to leverage magical mobility, most battles involving magi Tremēris tend towards dispersed combat.

Each *praecursora* and *signifera* has her own preferred style. Teams of magi Tremēris train together so that they are familiar with such individual quirks.

Pendens movement may also be used indoors, with the magus floating mere inches above the floor. *Pendens* can mitigate some risks of *varicans* travel (see below). Arriving some distance above the ground may also be more stealthy.

Pendens movement also complements invisibility. An invisible maga might have to dodge the movements of those who, unaware of her presence, would otherwise bump into her. This can be difficult in crowded urban areas. *Pendens* movement, however, allows the magus to float overhead while remaining invisible and typically undetected.

There are drawbacks to *pendens*. While the magus can generally drop to the ground and walk if desired, all floating movement under the power of the spell is subject to Finesse rolls. This increases the risk of mishap unless one's Finesse is well-developed. Also, maintaining an active spell could reveal one's location to Intellego Vim magic. Masking active effects can mitigate this risk, however.

Magi Tremēris consider all of these factors in choosing a mode of movement; *pendens* remains a common choice for tactical situations. Because of its disruptive winds and inability to hover, *Wings of the*

Soaring Wind is not considered suitable for *pendens* movement.

Volucer (flying) movement involves flying by changing shape to a winged form or the use of any flying effect such as *Magicus Volitans* or *Wings of the Soaring Wind*.

The distinction between *pendens* and *volucer* is one of height above the ground; *pendens* is below tree-level (that is, underneath the branches of the trees, or among the branches); *volucer* rises above the trees. In an open field the distinction may not be obvious, but the general sense of height may still be used: floating movement just above the ground is *pendens*; flying high up into the air is *volucer*.

In nearly every respect, most Tremēris consider *Magicus Volitans* to be superior to *Wings of the Soaring Wind*. It uses the same arts as *varicans* movement, and is capable of supporting both *pendens* and *volucer* movement. And unlike *Wings of the Soaring Wind*, *Magicus Volitans* does not require concentration to maintain the effect.

Even so, *praecursores mujis* traditionally use the Auram spell for *volucer* movement, although not exclusively. Most also learn *Magicus Volitans*, if only

for *pendens* movement. Experienced *praecursores* also use *Forma Venti*.

Volucer is often more vulnerable to detection; Pjerin Trememis developed his eponymous *Lacerna* to reduce this risk. *Volucer* while shapechanged into an flying animal may counteract the risk of detection.

If detected, *volucer* may also prove more vulnerable to missiles. A maga could rise above the range of archers, but excessive height introduces increased vulnerability to storms and spirits of the skies, as well as nearly certain death from falling if the flight effect should fail for some reason. Still, *volucer* enables rapid movement and improved visibility. *Doctrina* recommends *volucer* for appropriate situations.

Varicans (striding) movement is direct teleportation from one location to another. Two similar terms are used in this text: *varicans* is the mode of movement, while *varicandum* is the act itself. *Varicans*

movement is the most powerful mode of travel available to a magus, but there are significant limitations.

First, effective use of *varicans* requires adequate scores in several Arts. Ideally, a high score (20+) in Rego is desired, with moderate scores (12-15) in Animal, Corpus, Herbam, and Terram.

Second, *varicans* can be more effective when using Arcane Connections. This is one reason among several that *Domus Trememis* has developed so many *rationes* for dealing with Arcane Connections.

Finally, there are risks associated with *varicans*. Magi with low Finesse scores may suffer minor mishaps during relocations, and may be ineffective as combatants until they have recovered.

Varicandum Caecum (blind striding, i.e. striding without sensing the target location) is especially risky. *Doctrina* advises magi to use an effect such

Cartography in Mythic Europe

Medieval cartography was extremely rudimentary by modern standards, and was in many respects inferior even to the maps used by the ancient Romans. Nonetheless, spells such as *The Inexorable Search* imply a degree of cartographic ability, at least within the Order of Hermes, that was not present in historical 13th century Europe.

Maps that are useful for finding things or guiding one's journeys require aptitude in three abilities. First, a thorough knowledge of the area to be mapped, represented by an appropriate Area Lore ability. This may be as a result of personal experience, or from descriptions of the area.

Second, the prospective cartographer must have some skill at geometry, represented by *Artes Liberales* ability. Geometric training is necessary to understand the relationships between points in space, and to transfer those relationships proportionately to the map. Finally, one must have some ability to draw, represented by Profession: Scribe.

Maps are useful because they can be used by others as a bonus for applicable Area Lore (geography) rolls, adding the applicable modifier to rolls according to the combined aesthetic and accuracy ratings of the map. The quality of maps is expressed in the same terms as for crafted items (City & Guild, 67).

Quality	Modifier	Ease Factor
Shoddy	(-1)	3
Standard	(+1)	6
Superior	(+2)	9
Excellent	(+3)	15

To determine the quality of the map, use two different totals, each generated by adding a Characteristic to one or two Ability scores. The **Aesthetic**

Total is determined by adding the cartographer's Dexterity and Profession: Scribe. The Free Expression Virtue adds +3 to this total. Other modifiers may also apply, such as use of *Exactly to Scale*.

The **Accuracy Total** is determined by adding the cartographer's Intelligence to the sum of an applicable Area Lore (geography) Ability and *Artes Liberales* (geometry). However, the contribution from *Artes Liberales* (geometry) cannot exceed the sum of Intelligence + Area Lore (geography).

Magic can assist with the accuracy of maps. Spells such as *Via ad Locum Distans* add a +2 accuracy bonus if they are used extensively in the area to be mapped, or a +1 accuracy bonus if their use is more limited in scope.

As these separate totals imply, it is possible to have an ugly but accurate map, or a beautifully rendered but inherently inaccurate map. For example, Adula Trememis wants to draw a map of *Tribunal Daciae*, depicting the locations of major towns, castles, and all of the *Conventa Domus*.

Adula's Intelligence is +2, and her Dexterity is +1. Her *Dacia* Lore (geography) score is 3, her score in *Artes Liberales* (geometry) is 3, and her Profession: Scribe (maps) score is 1.

Adula's Aesthetic Total is $1 + 2 = 3$. Her maps look fairly shoddy, and may be difficult to use. If she wants anyone to trust her maps, she'll have to improve her scribal skills, or hire a professional.

Her Accuracy Total is $2 + 4 + 4 + 2 = 12$. The accuracy of her map is superior in quality, due to her training in geometry, her knowledge of the area, and her magic. The resulting map subtracts -1 due to its shoddy appearance, but adds +2 due to its superior accuracy. If others can work out how to read the map, it is worthwhile to use it.

as *Eyes of the Eagle* in combination with Sight range *varicandum*; and *Acciens Imago Remota* when using Arcane Connections. Many *Tremēris* prefer to use a *Persona Aquilae* or *Lens Speculandi* rather than devote time to the study of Imaginem.

Exsiliendum is a specific tactic of using fast-cast *varicans* spells to avoid an attack or potential attack. Spells such as *Resilio* or *Passus Brevis* are useful for *exsiliendum*, but *Viginti Mille Passus* and *The Leap of Homecoming* may also be used if mastered for fast casting. Despite the risks and challenges, the benefits of judicious *varicans* movement are great enough that *Tremēris* invest a great deal of effort into overcoming the associated obstacles.

Navigens (shipboard) movement is a relatively recent addition to *Doctrina*. Initially considered merely a logistical mode of movement, recent innovations in *Doctrina* have elevated *navigens* towards consideration as a tactical mode of movement as well. The *Classis Domus* is a combination of light galleys, medium-sized (60-80 tons) nefs and cogs, and small, fast sailing vessels the *Domus* calls *celoces*. Nefs are used for trade and transport across the Mediterranean, whereas cogs are used in Gallia and Britania.

Celoces are a recent innovation. As a platform for magically supported naval combat, a large ship is as much a liability as it is an asset. All that is really needed is a ship large enough to carry one or two magi, a ballista, and a few *classarii*.

Celoces have several advantages. Their small size makes them relatively easy to build and allows them

Varicandum Considerations

Effects such as *Seven League Stride*, *Viginti Mille Passus*, or *The Leap of Homecoming* require casting requisites for any clothing or equipment brought along with the caster. Per the description of *Wizard's Leap* (HoH:S, 36), however, a caster's Talisman is brought along automatically.

A Familiar at least two Size categories smaller than the caster may be brought along with an Animal casting requisite, but must be physically carried by the caster (perching on the shoulder or arm is sufficient). However, strong effects may cause Warping to the Familiar.

Tremēris discipuli are typically instructed in Animal, Corpus, and Terram; and sometimes Herbam as well. New magi often dedicate several seasons to improving the relevant Arts.

Younger *Tremēris* sometimes limit their clothing and equipment to one or two Forms (often Terram and Animal). A magus might be able to fight naked in an emergency, but having to rely on someone else to bring along your clothing and coin purse generally gives a strong incentive to study the other Forms as soon as possible.

In Praise of Lodestones

Magi *Tremēris* are fond of lodestones (magnets), because of their occult properties. A lodestone aids Rego magic, and is especially powerful in aiding Rego Corpus and Rego Terram magic.

Most magi *Tremēris* incorporate a tiny piece of lodestone into their Talisman somehow, and several standard enchantments incorporate small pieces of lodestone.

easy access to shallow coastlines and rivers. They can sail close to the wind if needed, and can sail faster than many larger ships.

Unlike most warships used in the Mediterranean and Black seas, *celoces* do not use banks of oars when the winds are not favorable. Magi are capable of providing motive force, either through control of the winds or currents in the water.

Nauarches Tremēris are currently debating whether *Doctrina* should recommend one or two magi per *celox*. One view, championed by *Vexillarius* Aimeric *Tremēris a Navalis Euxinus*, holds that *gemella* (pairs of magi) may support each other more effectively if both are on a single vessel.

The opposing view holds that a pair of *celoces* should support each other, with one magus on each vessel. Hygwald Veritas *Tremēris* is the major proponent of this view, although he has received some support from *Vexillarius* Philostratus *Tremēris*.

Grypes (*Gryphis*-born) movement is the most recent addition to *Doctrina*, and is still in a formative stage of development. *Gryphes* (griffins) are magical flying creatures. *Tremēris* have "tamed" a few *gryphes* of the Carpathian Mountains, and a special project is underway to further develop this capability for the *Domus*.

Proponents of *grypes* contend that a magus rider will be able to concentrate on magic, and not have to devote mental resources to controlling flight. A well-trained *gryphis*, they say, can perform that function better than any magus. However, some *Tremēris* remain unconvinced that this mode will ever be as useful as *volucer*. They regard it as an interesting distraction, at best.

Communicatio

Communicatio is a key complement to *Mobilitas*. Increased mobility makes effective communication more difficult. Reliable communication between widespread magi and *auxilia* is critical for *Praeceptum*, and is vital to *Contractio* and *Sustentum* as well. *Doctrina* also categorizes types of communication:

Loquela (speech) is self-explanatory.

Gestus (gestures) may be as simple as pointing or miming, but *Tremēris* have also developed a few gestures with specific meanings. These are known

Mountain Running

The degree to which magi *Tremēris* emphasize *Mobilitas* is evident in their games. *Cursum Montuosus*, or mountain running, is a favorite pastime among younger magi and *discipuli*. Although it does not share the exalted status of *Certamen*, strong performance in *Cursum Montuosus* is widely regarded as a mark of prestige within *Domus Tremēris*.

Cursum Montuosus is a competition, wherein two or more magi race through mountainous terrain. The starting and ending points are agreed, but the specific routes can vary. Leaping, flying, or striding effects may only be used to assist in crossing chasms or other obstacles, but are still quite commonly needed during the races. Sustained effects are permissible only if cast with Concentration Duration; *Magicus Volitans* is specifically excluded.

The sport is a test of stamina, finesse and concentration; athletic skill and speed alone are seldom enough to win. The distances and terrain selected are typically grueling and require a combination of athletics and magic to complete. Common finish points include ice-clad mountain peaks, cliff-side ledges, or rocks in the middle of sheer waterfalls, and the routes to reach them usually include some of the roughest terrain in the region.

The ability to cast leaping or striding spells on the run tests the focus and Concentration of the participants and accustoms them to stressful casting similar to that performed in a battle. The ability to cast without gestures gives a decided edge, as does the ability to cast quietly or silently (to save

one's breath for physical exertion). Lower magnitude effects are often more useful, *ceteris paribus*.

Magi from outside the *Domus* are usually welcome to compete; *audiutores militaris* are especially encouraged to participate. *Tremēris* sometimes hold "public" tournaments that emphasize participants from outside the *Domus*. *Ordino* in particular has a reputation for hosting competitions in the Pyrenees. One famous competition following the meeting of *Tribunal Aquitaniae* of 1193 AD started at the entrance to the host *conventum* and ended at the peak of the mountain above *Ordino*. *Ordino* couldn't resist showing off a bit on that occasion; the magus who acted as the official starter for the race also ran the route and acted as the official judge at the finish line. He finished a full hour before the "winning" magus arrived.

Coeris hosts two *Tremēris*-only runs during each *Decenium*. One is for young magi or *discipuli* who are preparing for *Provocationes*, and the second is for magi who are attending at least their second *Decenium* as magi (i.e. they are at least one decade past *Provocatio*). The top performers in each race receive prizes of *vis*.

Senior magi typically do not participate, however, both to give the younger magi a better chance to win, and to avoid the embarrassment of a poor showing or Twilight event during the race. However, side bets among senior magi are common. They often fly above the route(s) taken by the contestants, comparing performance and watching out for rules violations.

as *gestus nuntios* (message gestures), and are typically taught to magi *Tremēris*, *custodes* and *audiutores* as part of *Doctrina* (*Domus Tremēris* Lore).

Common *gestus* include:

- Caution
- Danger
- Hold
- Attack
- Withdraw
- Assist Me
- Guard

Gestus are learned through instruction and exposure, and are not described in any texts, although they may be referred to in some texts.

Loquela Ficta (feigned speech) is speech created or transferred via *Imaginem* magic. *Tremēris* use this mode of communication frequently, and have developed enchantments just for this purpose. *Loquela Ficta* allows clear communication without regard for Magic Resistance, to potentially anyone in sight. Such speech could be an order to a unit across a noisy battlefield, or a whispered conversation between two *sodales* at *Tribunal*.

Loquela Silentem (via silent speech) is direct mental communication. Although this is possibly the most private and secure mode of communication, it must deal with the issue of Magic Resistance, and is thus impractical between magi. *Loquela Silentem* is useful when communicating with *consortes* and *custodes*, and *plumbumarii* regard it highly for that purpose, but most *Tremēris* prefer the convenience of enchantments to support *Loquela Ficta*.

Loquela Coniuncta (via *contextum nuntium*, or message connection) is speech created or transferred via *Imaginem* magic at Arcane Connection Range. Magi *Tremēris* maintain special Arcane Connections for this very purpose, and have developed a sophisticated system of managing them.

An enchanted device called a *Dossuarium* is used to levitate small objects known as *res nuntias* (reporting things) near the wearer's head, but outside the protection of the *Parma Magica*. An Arcane Connection linked to a *rem nuntiam* can be used to create or transfer *species* from a remote speaker to the *rem nuntiam*.

The *species* created or transferred to the *rem nuntiam* emanate uni-directionally from one face of the object, pointed at the head of the receiver. This enables communication without the need for any effect to penetrate the *Parma Magica*. *Res nuntias* are typically no larger than a plum, and many are the size of a small grape. They are often uniquely decorated, so that the user can easily recognize and distinguish between them.

Simple *res nuntias* are just that— objects to which an Arcane Connection is linked. These can be used with spells or some types of enchanted items. However, some *res nuntias* are also enchanted with Imaginem effects that use an embedded Arcane Connection. There are two varieties: those that create species at the target location, and those that transfer species between locations.

Tremēris usually create such objects in pairs called *res gemellas* (paired things), each of which is a *contextum stabilis* (Arcane Connection that has been Fixed) for the other. Sharing *res gemellas* is not undertaken lightly, since linked Arcane Connections present a vulnerability if one half of the pair is obtained by an opponent.

Although the link is often outside the *Parma Magica*, that is precisely the risk. Using the linked Arcane Connection, an opponent could track the user's location or even scry on the user without having to penetrate the *Parma Magica*. Because of this risk, *Tremēris* are careful in their use of *res gemellas*. Magi typically share such devices only among close confidants, with one major exception.

All *signiferes* serving as *Dracoferes* to *Exarchi* or as *signiferes* to the *Prima* or for a *Vexillum* share *res gemellas* with all others in similar positions. They may not keep them active at all times, but they are available if needed. *Signiferes* often contact each other at Sunrise and Sunset, just after renewing the *Parma Magica*. More frequent contact may be needed during missions.

Each *Dracofer* or *Signifer* also shares *res gemellas* with their *Exarchus* or *Vexillarius*. This enables effective communication among all *Tremēris* units in time of crisis, but insulates the *Exarches* from the need to manage a multitude of various devices, with the attendant distractions and risks.

Loquela Silentem Coniuncta (silent speech via Arcane Connection) is very rarely used among magi, because it must penetrate Magic Resistance and use an Arcane Connection. This represents an enormous potential threat to the receiving magus. Most magi are unwilling to accept that degree of risk. Some *Tremēris* do use this mode of communication to send secret messages to mundane agents or allies.

Epistolae (letters) are a basic feature of Hermetic culture. Redcaps provide a reliable and discrete means of exchanging correspondence between widely scattered *conventa*. *Domus Tremēris* strongly supports *Domus Merceris* in its duties, and utilizes their services for routine correspondence with magi

of other *Domus* or *Tremēris* in *conventa multigenusa*, as well as delivery of *summae*, *tractatus*, and lab texts to various *Conventa Domus*.

Epistolae Transiliendi (letters of leaping) are magically transported via Arcane Connection to their destination. *Epistolae Transiliendi* are used for official *Domus* correspondence and in some cases for receipt of reports from *assessore*s and *praecursores* on extended missions.

Each *Conventum Domus* has a drop box, called a *receptaculum epistolicum*, at a relatively secluded and secure location outside of the *Aegis*. A drop box could be as simple as a chest concealed in a small tool shed or cave; or as large as a dedicated building.

Whatever the specific means used, the *conventum* then provides Arcane Connections to the other *Conventa Domus* and to selected magi. The Arcane Connections may then be used to send packages to the *receptaculum*. By the 13th century, most *Conventa Domus* have enchanted devices for this purpose.

Conventa Domus check their *receptacula* regularly. The frequency depends on the degree of secrecy, but generally they are checked at least once each week. Most *receptacula* are warded in some manner; some are guarded day and night, and arriving messages are immediately delivered.

Speculandum

Speculandum (scrying) is a delicate subject in the Order of Hermes, but *Doctrina* addresses it in detail. Like most other complex subjects, *Doctrina* defines different types of *speculandum*, and provides guidelines as to their use. *Doctrina* categorizes *speculandum* in two ways. First, it categorizes three broad types of effects; secondly, it categorizes six different types of targets.

Speculandum (Intellego Imaginem) effects are the most basic type of scrying. By moving her viewpoint to another location, the maga can use one or more senses at that other location. Most frequently, magi think of using Arcane Connections to shift their viewpoint to a location outside of their normal sensory range. However, even simple spells like *Prying Eyes* are *Speculandum*.

Speculandum effects are considered the most invidious kind, because in most cases, they do not need to penetrate Magic Resistance. Note that *speculandum* is used as a general term for scrying, and also as a specific category of effect. Context will indicate which usage is meant. In this text, if the term is capitalized, it refers to the category of effect, and not to scrying in general.

Sensum Magicum (Sensory Target) effects are common and powerful. Because they do modify the user's senses to allow detection of things not otherwise sensible, their use counts as scrying under the Code.

This kind of magic is potentially contentious. If a magus is using *Sight of the Active Magics*, and observes another magus maintaining an active spell, is he scrying on the other magus? He isn't specifically targeting that magus; he is observing all active magical effects within his vision, and is probably not intending to peer into the affairs of the other magus.

Even so, the common legal answer remains a qualified 'yes, it counts as peering into his affairs.' Of more practical importance, because sensory Target spells must penetrate Magic Resistance, the observed magus could possibly detect that his *Parma Magica* repulsed an effect.

Speculandum and Magic Resistance

Intellego Imaginem effects such as *Summoning the Distant Image* may not need to penetrate Magic Resistance. This depends on whether the effect can apprehend species after they leave a target's Magic Resistance (sight, hearing, or smell, for example), or whether the species must be apprehended within the coverage of the target's Magic Resistance (the sense of feel or taste, for example).

In many common uses of *Speculandum*, Magic Resistance is irrelevant to the results. A magus can spy on another magus without having to penetrate Magic Resistance, so long as the means of viewing the target location is not affected by Magic Resistance.

For example, consider a magus who possesses a lock of hair from another magus. In order to cast *Summoning the Distant Image* with that lock of hair, the magus must penetrate the *Parma* of the target magus. The lock of hair is a connection to the other magus, who is protected by his *Parma*. On the other hand, if the spying magus had a splinter from a certain tree, and the magus being spied upon were standing next to that tree, his *Parma* would not protect him from being spied upon.

This is because the scrying magus can cast the spell without being affected by Magic Resistance (the tree is not protected), and *species* from the magus being spied upon are not protected by his *Parma Magica* once they leave his body. They can be freely sensed by any entity, either using their innate senses or with magical aid.

This potential vulnerability also applies to *The Invisible Eye Revealed*. Because of the Touch Target of that spell, Intellego Imaginem effects that do not target the magus himself cannot be detected. For this reason, *Doctrina* specifies the use of *Ausculdo ad Oculum Invisibilis* to detect scrying effects.

To ensure that such concerns are muted, magi Tremēris typically use forceless casting with *Sensum Magicum*. The use of forceless casting does have one significant consequence, however. It ensures that any entity with Magic Resistance who is sensed with *Sensum Magicum* will detect an attempt to penetrate its resistance.

For this reason, most magi consider it rude to use sensory spells that could target others at gatherings of Hermetic magi. The constant "pinging" upon everyone's *Parmae Magicae* is very annoying and, more seriously, could mask a real attempt to penetrate someone's Magic Resistance.

Spells such as *Sight of the Active Magics* and *Vision of Heat's Light*, for example, would be very annoying. A spell such as *True Sight of the Air*, however, would not be likely to impact another magus unless he had assumed the form of a cloud.

Violators should be prepared to face *Certamen* at the very least, and *Domus Tremēris* fully supports this unwritten rule. In one infamous case, contention over this issue between Symphorian *Bonisagi* and Pulchra *Jerbitonis* led to Wizard's War and the death of a promising young researcher.

Discernendum effects (discerning or general Intellego magic) are the third category. Any *speculandum* effect that does not use a sensory target, and is not Intellego Imaginem, is grouped in this category. Spells such as *Image of the Beast*, *Enchantment of the Scrying Pool*, and *Whispering Winds* are all examples of effects in this category.

These spells are legally problematic. *Image of the Beast*, for example, would likely not count as scrying under the Code -- unless one happened to use it on a Familiar or a magus *Bjornaer* in beast form. *Enchantment of the Scrying Pool* is more obvious, as is *Whispering Winds*, but the use of a spell such as *Converse with Plant and Tree* is unclear. In most situations, this spell would not reveal any information about another magus in the Order - but it might in some cases.

A favored technique of some *praecursores* and *assessores*, called *animum vehendum*, is the use of animals as spies (HoH:TL, 129). Using spells such as *To See as Others See* with an Arcane Connection, a maga can sense what the animal senses, and direct its movements (HoH:TL, 139). The senses of the animal may also be enhanced with spells such as *Odorandum Vestigia Corporis*, either beforehand or through *Opening the Intangible Tunnel*.

Types of Targets

Doctrina categorizes six different types of targets for *speculandum*. The most restrictive target is a **Magus Hermei** (Hermetic Magus). Protected by the *Lex Hermei* in most cases, *speculandum* is only legally permissible in the case of Wizard's War, Wiz-

ard's March, or under conditions of forfeit immunity (HoH:TL, 62).

Magi Pagani or **Venifici** (Hedge Wizards or sorcerers) are a generally permissible target. The primary consideration here is not legality, but practicality. *Magi pagani* may have capabilities that are unknown to Hermetic Magic. The capabilities of *magi saraceni*, for example, are still not well understood.

In such situations, discovery of a *speculandum* attempt may not result in a *Tribunal* case, but it might result in direct hostilities. For this reason, a similar degree of caution is used, although the desire for information about *magi pagani* often prompts the use of *speculandum*.

Entitas cum Vi (entities with Might) are another generally permissible group, but with similar pragmatic concerns. Unlike many non-Hermetic wizards, entities with Might have general Magic Resistance, and thus are less vulnerable to *speculandum*.

Locos (locations) are generally permissible targets, with the consideration that a magus Hermei might be sensed at a given locus, and therefore the protection of the Code might be relevant. A place scryed upon is called a *locum speculandum*.

Recognizing Hermetic Magi

Unless one knows all of the magi in the Order personally, recognizing that a given person is a Hermetic magus may be difficult.

Some magi dress in a distinguishing manner, but many do not. In such cases, one may plausibly say, "I didn't know she was a maga when I was scrying on her."

This defense is generally acceptable, so long as the defendant does not reveal any information that would contradict that statement (such as magical secrets), and stops scrying immediately upon discovering her status as a maga.

There are some ways to recognize Hermetic magi, however. Visible spell-casting using Hermetic speech and gestures is a clear indication, as might be the use of Hermetic Latin vocabulary in conversation.

Even if a person doesn't use Hermetic magic, however, they may still be a member of the Order. Redcaps, for example, may appear and act as any other mundane. Magi *Ex Miscellanea* may have no Hermetic Arts, and may not even speak Latin, but are still protected by the Code.

One clear indicator remains: if a person invokes the *Parma Magica*, they must be assumed to be a member of the Order and thus protected by the *Lex Hermei*. Observing any typical magus for half a day or more is likely to reveal this activity at dawn or dusk, and thus confirm the status of the person observed.

Speculandum in Dacia

Tremēris frequently scry on locations in *Dacia*, where any Hermetic activity should be known to the *Domus*.

If a Hermetic magus is unexpectedly detected in *Dacia*, *Domus* policy calls for the matter to be referred immediately to the *Munera Exarchae* (office of the *Exarchia Daciae*)

Regula Transitus Cohibens, a ruling of the *Leges Perepheria Tribunalis Daciae*, states that any Hermetic magus entering *Dacia* must contact a representative of the *Praeca* immediately upon entry into *Dacia*, and must provide their planned route of travel and a general statement of their purpose for being in *Dacia*.

The *Praeca* always delegates this responsibility to the *Exarcha Daciae*. Thus, any non-resident Hermetic magus in *Dacia* who has not previously contacted the *Exarcha* is in violation of the *Leges Perepheria Daciae*, and *speculandum* is legal under *forfactum immunitas*.

Magi *Tremēris* in other *Tribunalia* do not have this fortuitous legal provision, and so they are generally more discrete. However, *Tremēris* in other *Tribunalia* may still target key locations. In practice, this has rarely caused any legal issues.

Doctrina addresses such issues in a pragmatic way. In effect, *Doctrina* says: "don't get caught using *speculandum* in a way that cannot be plausibly explained as a defensive measure." *Domus Tremēris* will support its members if they are using Intellego magic prudently and discretely. Imprudent or indiscrete use of Intellego magic will certainly result in an internal investigation by the *Vexillum Speculorum Fractorum*. *Domus Tremēris* would prefer to police itself, rather than have such issues arise at *Tribunal*.

Mundani (mundane individuals or groups) are generally permissible targets. The legal concern here is not the *speculandum* act itself, but what might be done with the information gained. So long as the information is not shared with other mundani to the ruin of one's *sodales*, such activity should not violate the Code.

Magi *Tremēris* frequently spy on mundanes. They use the information gained to advantage in trade or negotiations, and also simply to keep abreast of what various people are thinking about *Tremēris*, their *conventa*, the Order of Hermes, or magical things in general.

Magica (magic) are magical effects and their residues. Although the name specifies magical effects, this category includes supernatural effects of all Realms. Legally, *magica* is especially problematic, since it is very literally peering into magical affairs. Non-Hermetic supernatural effects might also be

protected by the Code, if generated by a magus of the Order. However, there are some circumstances in which the detection of Hermetic magic may be permissible.

Impetus

These categories of targets may also be applied as targets of *impetus*. *Doctrina* defines six major modes of *impetus*, or attack. These are not the same as the *scholae proelii* familiar to magi *Flambronis*, but there are some areas of overlap. Selecting the best mode of attack for a given situation is something of an art. Even so, *Doctrina* outlines some general guidance.

Armatus (armed) attack is the use of weapons, either melee or missile. Both enchanted and mundane weapons are included. *Armatus* is commonly employed by *auxilia*, and may be employed by magi in some situations. Many magi *Tremēris* do not carry iron weapons, however, so that they can effectively use *Aversum Contra Ferrum*.

With very few exceptions, *auxilia* are not capable of maneuvering like magi, and thus are deployed only in situations where their more limited capabilities can be effective. Most frequently, *auxilia* are employed to defend magi and *Conventa Domus* from assault, freeing the magi to maneuver and attack.

Directus (direct) attack is the use of spells or enchantments that target the opponent directly (and are thus always subject to Magic Resistance). *The Incantation of Lightning* and *The Wound That Weeps* are both examples of *Directus*. Although the Target of *The Incantation of Lightning* is the lightning created, the directed bolt also has an object of attack, which is the target referred to in this sense.

Doctrina & Schools of Magical Combat

While magi *Tremēris* recognize the common terminology for fighting styles used by magi *Flambronis* (*Houses of Hermes, Societates*, HoH:S, 25), they rarely use those terms among themselves. So far as *Tremēris* are concerned, there is only one school of magical combat, and that is *Doctrina*.

Doctrina recognizes several modes of attack in magical combat, but the idea of different *scholae* (schools) doesn't mesh well with *Tremēris* philosophy. Despite the fact that individual *Tremēris* may appear to be using very different styles of magic, in their way of thinking they are simply applying different tactics under the same *Doctrina*.

For this reason, magi *Tremēris* do not favor the followers of any particular *schola proelii magici*. Any capable magus who can learn to function under *Doctrina* is a potential *adiutor militaris*.

Obliquus (indirect) attack is the use of spells or enchantments that target the environment around the opponent. Such attacks may or may not be subject to Magic Resistance. *The Earth's Carbundle* is *Obliquus*, as is *Glanoballista*. The first is resisted, the second is not.

Vicem Animae (in the manner of spirits) is attacking with summoned or controlled spirits as well as ghosts and elementals. Spirits may be summoned and controlled by *plumbumarii* using *katadesmoi* or *kolossoi*, or by other magi using *contextus umbrarum*. *Kolossoi* may also incorporate *contextus umbrarum* for greater effect.

Magi *Tremēris* prefer to collect finger bones as *contextus umbrarum*. Small finger bones are more portable and may be reasonably combined into groups without having to cart around large piles of bones. Magi often protect *contextus umbrarum* by incorporating them into *kolossoi*, or by plating the bones with a thin layer of tin or brass.

Vicem Bestiae (in the manner of beasts) is attacking with summoned, controlled, or conjured beasts. Beasts are summoned and controlled via *contextus bestiarum*. The preferred materials are tufts of hair or a small amount of blood.

Vicem Incantamentorum (in the manner of enchantments) is attacking with enchanted devices, including both *missilis* and *telumis* items as discussed earlier. Both magi and *auxilia* may employ this mode of attack.

Cooperation

Coordinated action is a central factor in nearly any *Tremēris* attack. *Tremēris* very rarely attack alone or act in isolation. Sometimes solo action is unavoidable, but even magi who reside at *conventa multi-genusa* will typically select a partner from another *Domus*.

Tremēris who often act alone gain a reputation as a *Lupus Solus*, or "lone wolf." This is rare enough that it is considered odd. Magi *Tremēris* prefer to work in pairs (HoH:TL, 111), called *gemella*. A *gemellum* pairs two magi with complementary skills, typically magi of different *collegia*. Most often, a *gemellum* pairs a *plumbumarius* with an *architectus*, *praecursor*, or *praefectus*. Leaders are almost invariably paired with their *signiferes*.

Tremēris train in *gemella*, but do not restrict themselves to only one pairing. Magi will train in different combinations, learning how each pairing may be exploited most effectively. Ideally, a group of two or three *gemella* will act in concert. One magus will concentrate on defensive actions such as *Obsistens* and *Tutans* effects; another magus will attempt to isolate the opponent(s) and/or disrupt the environment around them, while the other magi employ different modes of attack.

Communio magorum may also be used to great effect in *directus* and *obliquus*, as great penetration may be achieved even for potent effects. *Tremēris* also employ it for *vicem animae* and *vicem bestiae*. This is especially true for *plumbumarii Mercurialis*. Using *communio magorum* they are able to achieve superior penetration, allowing the combined group to summon and control entities that might otherwise

resist; or to summon larger groups of lesser spirits or beasts. *Plumbumarii Mercurialis* nearly always cast rituals using *communio magorum*—if a ritual is needed, and if a sufficient number of *plumbumarii Mercurialis* are available, they typically will perform the ritual, due to the greater *vis* efficiency of *magica Mercurialis*.

The Copious Uses of Contextus Arcanos

Doctrina addresses *contextus arcanos* (Arcane Connections) in great detail. Because of their many applications, *Domus Tremēris* invests significant effort into collecting and managing them. Magi seldom collect just one connection, for example. Typically, a magus will collect a dozen or more connections on behalf of his *sodales*. This habit is ingrained within the culture of *Domus Tremēris*, such that it requires a conscious decision to collect only a few connections, or only a single Arcane Connection.

Doctrina categorizes Arcane Connections in two ways: by the type of target, and by the function for which the connection will be used. There are three types of target for Arcane Connections:

Contextus entitatum (connections to entities) are valuable for direct attacks, for communication, or for summoning and controlling spirits.

Contextus umbrarum (connections to shadows) are a special category of *contextum entitatis*, used for summoning and controlling the ghosts of the dead.

Contextus locorum (connections to places) are distinguished from **contextus rerum** (connections to things) in that *contextus locorum* are connections to places that don't move: shards of wood from a tree or a piece of rock split off from a boulder are common materials. One basic task of *praecursores* is gathering *contextus locorum* from various useful locations, and storing them along with notes about their origin in special wax tablest called *tabellas pro contextibus*.

Arcane Connections have four primary functions: travel, messages, scrying, and attack.

Travel: *Contextus viaticos* are typically *contextus locorum*, since specific locations are the most common targets for travel. Even so, the ability to travel directly to the location of a person or thing may also be useful.

Messages: *Contextus nuntios* are typically *contextus rerum*, called *res nuntias* (see the discussion of *Loquela Coniuncta*).

However, *contextus entitatum* may also be useful, especially for messages to *consortes* and *custodes*. *Contextus locorum* are rarely used for communication, with the exception of *contextus epistolicas*, which are used to send letters to *receptaculum epistolicum*.

Scrying: *Contextus speculos* for all types of targets are used. Types of targets for *speculandum* are discussed in more detail in the preceding section.

Attack: *Contextus impetuosos* are most often *contextus entitatum*, but *contextus locorum* may also be used, particularly by *architecti*.

When attacking with magic, *Tremēris* prefer to make use of Arcane Connections to the maximum extent possible. Connections may aid penetration, of course, but they also enable other tactics, especially when using *Opening the Intangible Tunnel*. *Tremēris* use this effect extensively, and several variants have been created.

One common variant has **Diameter duration**, obviating the need for Concentration, but with increased risk because the spell cannot be easily cancelled. Another variant has **only Momentary duration, with Part target**. *Architecti* are fond of using this variant (or *Via Intractilis*) with a *contextum loci* to target a piece of ground through the Tunnel. The Tunnel doesn't have to penetrate Magic Resistance. Only the actual attack spell must penetrate.

By mastering such a variant, a magus can fast-cast *Opening the Intangible Tunnel* and then cast a spell such as *Rictus Telluris Voracis* at great range in a single round. *Architecti* have developed special Touch Range versions of Rego Terram spells, to enhance penetration. Touch Range variants of *The Earth's Carbuncle* and *Hands of the Grasping Earth* are standard in the *Domus*.

Defensio

Doctrina emphasizes attack over defense, recognizing that, despite the need for defense, it does not win battles or wars. Only *impetus* toward the *propositum* can achieve victory. Nonetheless, *Tremēris* do not neglect defensive measures. Like other complex topics, *Doctrina* categorizes different aspects of defense.

Defensio Corporis: the most basic type of defense is protection against physical assault. Protective spells such as *Aversum Contra Ferrum* or *Repel the Wooden Shafts*; warnings such as *Ululatus Glandis Praecipitis*; and armor are all means of protecting one from physical attack.

Most magi *Tremēris* utilize several methods of protection in battle. A typical combination might be a *Lorica Impenetrabilis*; *Aversum Contra Ferrum*; and *Ululatus Glandis Praecipitis*. While *custodes* may sometimes serve to augment physical defense, *Doctrina* does not emphasize their use in battle, as in most cases, *custodes* are not capable of the necessary mobility.

However, *stipatores* or *custodes scutata* may serve a valuable defensive role in more constrained situations, where overt magic might prove detrimental. In social gatherings or visits among the mundanes, for example, magi *Tremēris* rely on their *custodes* to guard them.

Weapons & Armor

Every magus *Tremēris* is trained in the basics of at least one type of weapon. However, most *Tremēris* do not carry weapons about unless they are planning to go into battle.

Most of the time, *Tremēris* are armed with little more than a dagger or belt knife, often of cast bronze rather than steel. The major exceptions are those magi whose Talismans are in the form of a weapon, such as the traditional *Hasta Signi* of the *signiferes*.

Magi *Tremēris* do not wear armor continually, either; although most own a good suit of armor, often a *Lorica Impenetrabilis*. When they are not training for battle, *Tremēris* are frequently performing duties for which armor is impractical or inappropriate.

Dress in the lab is typically comfortable and utilitarian; outside the lab, dress is generally appropriate for travel or court, possibly protected by *Doublet of Impenetrable Silk*.

Praefecti Auxiliorum are frequent exceptions. They spend far more time training with *auxilia* or engaged in discussions with militant magi or with nobility. In those cases, a degree of military dress is not only appropriate, but expected.

Tremēris Bodyguards

Domus Tremēris has two separate traditions regarding bodyguards. In the original tradition, known as the *Coeris Ratio*, magi do not have personal guards. Instead, bodyguards known as *stipatores* are allocated from a common pool, according to the needs of the situation. Most *Conventa Domus*, including all *Conventa* in *Dacia*, follow this *Ratio*.

The other tradition, dating back to the mid-ninth century, is known as the *Ordinonis Ratio* or the *Ratio Multigenusa*. Magi following this *Ratio* keep one or more dedicated personal bodyguards, called *custodes scutata* ("shield guards"). This practice began among magi *Tremēris* at *Ordino*, who were heavily influenced by the practices of magi *Flambonis* and *Tytali* in the region.

It remained an unusual quirk until the *Dissipatio* of the late eleventh century. Magi joining *Conventa Multigenusa*, unable to rely on the common pool of *stipatores* available in most *Conventa Domus*, adopted dedicated guards. At first, such personal guards were typically *stipatores* assigned to the magi in question for extended periods. With time, however, some of the assignments became truly permanent, while other magi *Tremēris* began to recruit their own personal *custodes* as needed. *Conventa* in *Gallia* continue to follow the *Ordinonis Ratio*.

Both traditions are respected within the *Domus*; although at *Conventa* following the *Coeris Ratio*, *custodes scutata* are assigned duties as part of the common pool.

Defensio Furtim: defense against detection by the enemy is more important than protection from assault. If one's opponent does not know where one is, or is even unaware of one's presence in the area, he is highly unlikely to be able to attack.

Velamen Invisibilitatis Vera is a basic choice, but a *Lacerna Pjerinis* is far superior, and is comparably more expensive in time and *vis* invested. Even so, an opponent may have Second Sight or some other means of perception that doesn't rely on *species* and isn't blocked by the *Parma Magica*. Magical means of invisibility should not be relied upon solely as a means of protection.

Masking the Odor of Magic may be just as important to avoid detection, especially if a magus is maintaining multiple cantus. Stealth of physical means, such as the use of the environment (terrain, forests, clouds or fog, etc.) is typically most effective.

Rapid movement may also prevent detection; or at least knowledge of one's current location. One application of *exsiliendum* is to move away immediately after making an attack. This may deny the opponent an opportunity to counter-attack.

More strategically, various deceptions may be used to prevent detection. False identities, documents, and even false actions (illusory or otherwise falsified) may be used to misdirect observation and hide the true intent. Use of a false identity to point to an *Inimicus Domus* is a favorite technique.

Defensio Magica: a defense against magic is the third and most crucial aspect of defense. Despite the name, this refers to supernatural effects from any Realm.

The Form scores of a magus are the most fundamental means of defense against magic, followed by the *Parma Magica*. *Doctrina* advises that each magus should regularly study the *Parma Magica* until he possesses a clear mastery of the Ability (5+). *Summae* are available for the *Parma Magica* to level 5, and *tractatus* sufficient to reach level 8 are available in every *Biblioteca Domus*.

Experienced magi may also study Forms such as *Ignem* and *Terram*, which are common methods of attack, to increase their defensive capability. Even if such Forms are not normally emphasized in the respective *collegia*, higher scores increase effective Magic Resistance and also enable more effective fast-cast spontaneous defensive spells.

Another defensive technique used by experienced magi is to learn certain standard attack spells, such as *Pilum of Fire*. By mastering such spells for defensive Magic Resistance, they can double their *Defensio Magica* against that specific spell and any effects that are similar to it (ArM5, 87). Through careful selection of key spells for such *peritio defensionis magicae* (defensive spell mastery), a magus can significantly increase his protection against a wide range of magical threats.

Wards may also be used as a defense. *Doctrina* categorizes three types of wards. **Arcens Defensio**

is the use of a ward to contain *entitas cum vis* within a defined area.

Prohibens Defensio is the use of a ward to keep out *entitas cum vis*. This sort of ward is a special case, as it may also protect one against physical assault, but its primary application in *Doctrina* is for protection against mystical powers.

Depellens is the use of Rego magic to expel an entity, such as a possessing spirit, from a body or place. Once expelled, *Prohibens Defensio* may be used to prevent the entity from returning.

Avertens Defensio is the use of a ward against a specific Form, such as *Ward Against Heat and Flames*, to turn aside an attack of that Form. This manner of ward may also be used to protect against physical assault, i.e. *Aversum Contra Ferrum*.

Apart from wards, the *Aegis* of Notatus *Bonisagi* may also be employed as an additional bulwark of defense against hostile magic, even in battles that are far removed from a *Conventum Domus*. An *Aegis* may be employed in any boundary area, and even a moderately strong *Aegis* provides a significant edge for magi who have a casting token. In situations where a major mystical battle is expected, magi *Tremēris*, particularly magi *Mercurialis*, may cast an *Aegis* over a battlefield area. Magi *Tremēris* then lure their opponents into the area, either directly or through various tactics of deception.

With the additional protection provided by an *Aegis*, magi may be able to withstand more powerful magical assaults, and thus turn the battle in their favor and defeat the opponent.

Some types of magical attack may not be blocked by Magic Resistance. In such cases, *cantus obsistens* (counter-magical effects) are another form of defense against hostile magic. Current *obsistens* development within *Domus Tremēris* focuses on the magic of *magi Saraceni*, the wizards of Islam.

The Aegis in Doctrina

Doctrina emphasizes the need for a strong *Aegis of the Hearth*. In addition to its defensive function, an *Aegis* promotes health and harmony within a *Conventum*. Because an *Aegis* of sufficient strength excludes spiritual entities from its Boundary, many spirits that cause disease, strife, and other harmful influences cannot affect those protected by the *Aegis*.

This can have undesirable side-effects, however, as spiritual entities with beneficial influences may also be excluded from the *Aegis*. However, such entities may be invited into the *Aegis*, or may arise natively within an *Aura*.

The protection provided by an *Aegis* is not absolute: more powerful entities may not be blocked by the *Aegis*. Harmful entities may also attempt to enter the *Aegis* surreptitiously through possession

of a person who is allowed or invited inside the protection. However, the ability of such spirits to influence those protected by an *Aegis* is also reduced by the suppressive effect.

For these reasons, and for the defense against hostile magic provided by an *Aegis*, all *Conventa Domus* are protected by the strongest *Aegis* each can reasonably afford. Because magi *Mercurialis* cast the *Aegis* rituals for *Conventa Domus*, the *vis* cost is reduced by half (ArM5, 46).

Most *Conventa Domus* have *Aeges* of sixth magnitude, although a few have lesser *Aeges*. Some have more powerful versions available for times of conflict. Coeris, for example, possesses a *Tabulam Sortitionis* for a tenth magnitude *Aegis*. One of the most powerful *Aeges* known to exist, it hasn't been used in over a century.

Doctrina calls for selected magi to develop *obsistens* capabilities. Often, the magi selected are *Praefecti Auxiliorum*. This serves two functions: first, *obsistens* effects are typically the only protection from magic available for *auxilia*. Second, *Praefecti* may also apply *obsistens* capabilities as part of a battle team of magi. Having one or two magi to focus on defensive efforts for the team allows the others to focus on *impetus*.

Training

Effective cooperation, for attack or defense, requires training and practice. *Doctrina* dictates that magi must train regularly: individually; in *gemella*; and in larger units. Study of the Hermetic Arts and martially-oriented abilities is a form of training, as is the development of spells in accordance with *Doctrina*.

However, all magi *Tremēris* must also train in the employment of tactics on a regular basis. At least once every two years, each *Signum* and *Vexillum* is directed to train together for at least one month. Some *signa* and *vexilla* are more emphatic in such training, often spending an entire season practicing tactics.

Tremēris with experience in battle know that to be a born killer of men is a rare trait; one that isn't often found among those selected as *discipuli Tremēris*. Magi who haven't killed, who haven't developed a keen edge of ruthless lethality, will usually hesitate when they are first faced with killing in battle.

For this reason, *Domus Tremēris* seeks ways to inculcate *acumen letiferum* ("combat edge") in its magi. The preferred method is participation in actual magical combat in small-scale conflicts.

Open war is to be avoided, and Wizard's Wars should not be casually instigated. Conflicts with *magi pagani* are generally preferred, although not at the expense of recruiting potential *discipuli*.

Through involvement in magical combat, the *Domus* hopes to not only pass along the hard-won lessons of past conflicts to the latest generations of magi *Tremēris*, but also to invest *Doctrina* with new lessons and insights.

Training *Adiutores Militaris*

Adiutores Militaris must train as well. Since most will not have received the focused apprenticeships of magi *Tremēris*, many require development of what *Tremēris* consider basic capabilities. *Vari-cans* movement, for example, requires development of Rego, Corpus, and requisite Forms such as Animal, Herbam, and Terram.

Rego and Corpus are also useful for *pendens* and *volucer* movement, and knowledge of Rego also enables the use of many standard lab texts available from *Domus Tremēris*. Most *adiutores militaris* therefore spend the first years of service with *Domus Tremēris* studying Rego and Corpus.

Assassination

Domus Tremēris draws a distinction between murder and the slaying of an enemy in battle. Soldiers slay enemies in battle, but do not murder. *Domus Tremēris* draws no distinction between murder and assassination, however. Murder is reprehensible, and the *Domus* condemns it without hesitation.

Murder is also, regrettably, sometimes necessary. Not murder of magi, of course, but particularly troublesome *venifici* or mundanes are occasionally dealt with in lethal fashion off the battlefield.

Magi *Tremēris* don't trust murderers, however. For this reason, there is no secret force of deadly assassins waiting for the call to go out and murder enemies of the *Domus*. When murder is deemed necessary, an *assessor* arranges for the services of an appropriately disreputable killer. *Domus* policy directs the *assessor* to act under the disguise of an *Exemplar Praetextus*, impersonating another enemy of the target if possible.

Occasionally, magical assistance is provided to the hired killer. Such assistance is always temporary; a charged item such as a *Sica Sicarii*, for example. Mental compulsion may also be employed, to ensure that the killer follows through with the act, and does not intentionally betray the attempt.

The *Domus* prefers to involve as few magi as possible in such affairs. Typically, only the *Prima*, *Legatus* or *Exarchus*, and the *assessor* himself are aware of the act. The *Supernumerarius* Separator *Tremēris* is the magus who most often has performed this unpleasant duty for the *Domus*. He has done so on five occasions in the last four decades.

Dealing with Ingenium

Although a few magi *Tremēris* are *Ingeniosum Mite* (Gentle Gifted), most must deal with the social difficulties of The Gift. Over the centuries, magi *Tremēris* have developed a number of standard methods for ameliorating the social hindrances of their magical natures. With the traditional focus on Mentem, most *Tremēris* have a number of options in this regard. *Doctrina* defines five general approaches to using Mentem to overcome the effects of The Gift, corresponding to the five Techniques.

First, one can use *Creo Mentem* to create an emotional state of trust in a person or group of people. This is an efficient approach, although it leaves the specific reactions of individuals open to their own judgment of how to deal with this person for whom they feel an innate degree of trust. Such variability in reaction may be beneficial in a long-term relationship, however, as the person's decisions are truly their own, influenced only by the feeling of trust engendered by the magic.

Second, a magus can use *Intellego Mentem* to discern the specific concerns and biases of a person, and by addressing those underlying desires and fears, work to establish a degree of trust or amiability. This is the most laborious method, as in essence it uses magic to speed up the normal process of gaining familiarity with the magus.

Third, a magus can use *Muto Mentem* to change the memories of a person so that they recall previous interactions (real or inserted) with the magus in a favorable light. This is similar to the function of *My New Best Friend*, the spell developed by Henri de Tours *Jerbitonis* (GotF, 72).

Fourth, one can use *Perdo Mentem* to destroy the feelings of distrust and hostility that result from The Gift. Such an effect must have a sustained Duration, however, or the effects of The Gift will return. Both *Muto* and *Perdo* approaches can be very effective for brief encounters, where a long-term relationship is not envisioned.

Finally, and most popular with magi *Tremēris*, one can use *Rego Mentem* to influence or control a person or group. Spells such as *Aura of Rightful Authority*, *Conclave Aequum* and *Enslave the Mortal Mind* utilize this approach. This method can have the added advantage of getting people to do exactly what you want them to do. On the other hand, that advantage can become a great source of weakness as well.

Those who act as the maga wishes may later recall acting uncharacteristically in obedience to the maga, and this may in fact exacerbate the effects of The Gift, increasing the difficulty of overcoming those effects through familiarity. In essence, the targets are becoming more familiar with the maga, and rather than learning to trust her, they are learning to fear her appearance. Despite these drawbacks, however, many *Tremēris* continue to use a *Rego Mentem* ap-

Laboratories in Doctrina

Because magi *Tremēris* typically change *sancta* several times during their career, they tend not to invest a great amount of effort into customizing their laboratories. Moreover, the culture of the *Domus* shuns opulence. Magi who invest great effort into turning their *sanctum* into a luxurious home are wasting effort that could improve their ability to perform their role within *Doctrina*.

Overall, magi *Tremēris* assume that others will inherit the lab that they create, just as they will inherit the efforts of others. This approach discourages excessive personalization. This is not to say that *Tremēris* laboratories are bare rooms with elementary furnishings. Magi *Tremēris* consider efficient laboratory improvements, especially those that can be used by other magi in the future, to be valuable *Sustentum* contributions.

Doctrina favors larger, more spacious labs (Size +1, Spacious), with magical heating and lighting (Superior). Trained servants are typically available in most *Conventa Domus*. Mature *conventa* will also possess the capability to provide superior equipment and tools.

Artifices often invest in specializations in lab activities, typically Item specializations, when the time and resources for Refinement are available. Specialization features for the Arts are rare, except for Rego. *Artifices* may also have an assortment of useful magic items to assist in the lab.

(Laboratory specialization rules, Covenants, 109-121)

proach because it plays to their strengths. Junior magi especially are likely to use a *Rego Mentem* method, as they may lack the Arts or spells to use another method.

Combinations of these approaches are possible, even with *Rego Mentem*. Effects such as *Cura pro Viatorem Fidelem*, for example, both incline the person targeted to trust the caster, and instill in the person a desire to see that the caster is properly cared for. This offers superior benefits to direct control, as the person is allowed to use their own knowledge and judgment about how to best care for the caster. Personal knowledge of the local area and other people may offer better guidance than anything the caster could impart directly.

Such subtle effects have an additional advantage over direct control. Memories created while under the influence of the magic are permanent, and may thus lead to more natural feelings of favorable familiarity than memories of a time when the person is acting oddly even by their own estimation.

Fight or Negotiate?

One topic of debate within *Domus Tremeris* is whether the focus on diplomatic and economic expansion over the past century has strengthened or weakened *Domus Tremeris*. A growing number of *consiliari* contend that magi *Tremeris* are losing, or may have already lost, their *acumen letiferum*. These magi, known as *Bellacosi*, are calling for a major shift in focus, away from politics and back to an emphasis on martial ability.

Other magi, known as *Conciliatores*, reply that the emphasis on political action and economic growth has averted serious conflict between magi over the past century. To neglect those successes would inevitably lead to increasing conflict, both within the Order of Hermes and with external enemies.

The major arguments of *Conciliatores* are that military action should be a last resort, and that continued emphasis on politics has strengthened the position of the *Domus* within the Order. The success of political action has enabled *Conventa Domus* to avoid most of the complications arising from the expansion of mundane populations. If conflict comes, *Domus Tremeris* will be ready for it; but trouble should not be pursued.

Bellacosi rarely argue against the effectiveness of negotiation; the results have plainly favored the *Domus*, at least so far. Their opposition, and their desire for a shift in emphasis, derives from a firm belief that *Domus Tremeris* as a whole is losing *acumen letiferum*. *Bellacosi* believe that in the absence of conflict, the natural tendency of humans to seek comfort will dull the sharp edge of martial lethality that has made *Tremeris* so effective in previous conflicts.

Bellacosi freely admit that more than a century of relative peace has done much to strengthen the position of the *Domus*. Another century of such success, they add, and the *Domus* will no longer be an army, merely a militia. They believe that such an undesirable result could be avoided if the *Domus* were to shift its posture, and emphasize combat ability over political skills. Key recommendations of this position are:

- Magi *Tremeris* should seek out ways to hone their martial expertise in real battle.
- The borders of the Order have barely budged in over a century. *Domus Tremeris* should lead efforts to expand to the east, in both *Sarmatia* and *Syria*.

- *Magi saraceni* should be absorbed into the Order as equals, or defeated and driven into oblivion: the Order of Hermes cannot and should not tolerate a competing group of organized wizards.

- The Order should stop fearing the unknown North, and should instead seek out *Ordo Odinis*, and discover how it may be defeated or absorbed into the Order of Hermes.

The touchstone of the *Bellacosi* philosophy is a maxim from the *Strategikon*: "Never lead soldiers into combat before having made sufficient trial of their courage."

Conciliatores counter that such an approach would inevitably lead to open war, possibly even multiple wars at the same time. Open war could also hinder efforts to improve the interpretation of the Code of Hermes with regard to interference in the affairs of mundanes.

Conciliatores believe encroachment on magical resources by mundanes is the most dangerous threat to the Order in the decades to come. *Conciliatores* are fond of quoting another maxim from the *Strategikon*: "The best leader is one who does not willingly engage in a hazardous and highly uncertain battle."

Domus leaders are also divided over this issue. Poena herself was a leading *Conciliatora*. As a mediator, however, she recognized that the *Bellacosi* had valid concerns.

To maintain unity within the *Domus*, compromise was needed. *Prima Poena*, in true *Conciliatora* form, has adopted a compromise position that has the support of the majority of the *Domus*, at least for now. She selected Nyyrikki as *Legatus* because of his moderate support of the *Bellacosi*. She directed initiatives to investigate the powers of *magi saraceni* and develop new elements of *Doctrina* to counter their opposing strengths.

Poena has also approved a change for the *Exploratores*, to focus on scouting the territory of *Ordo Odinis*. *Vexillarius Umno* hopes to find enough solid facts regarding the northern wizards that a plan of action can be submitted to the next Grand Tribunal in 1261 AD.

Decorations

The most important honors, for magi *Tremēris*, are those that demonstrate the respect of their fellow magi *Tremēris* (HoH:TL, 116). Like the ancient Romans, *Domus Tremēris* recognizes the achievements of its soldier magi with military decorations. Outsiders rarely see some of these decorations, because they are normally displayed for formal *Domus* events such as *Decennia*, *Sollemnitates Gratulatoriae*, *Exsequiae*, and *Officii Praemiorum*.

Penciles (pendants) are awards given to units. They are most commonly given in the form of a metal disc that is hung below the *signum* (*Pencilis Signi*) or *vexillum* (*Pencilis Vexilli*) of the honored unit. The award of a *pencilis* is one reason why a *Vexillum* might have a physical banner. Banners of retired *Vexilla* are displayed, with their *penciles*, along the upper walls of the *Atrium Praetorium* and apse in the *Basilica Coeris*.

Penciles are awarded for service in battle and occasionally for other extraordinary accomplishments. Non-battle awards are mainly given to *Vexilla* rather than *Signa*. *Penciles* have been awarded for battles in the *Bellum Taltuum*, *Bellum Schismatis*, and *Bellum Bessorum*. Since each *signum* participated in at least one of those conflicts, all *signi* have at least one *pencilis* award.

Domus Tremēris also awards decorations to individual magi. The most prestigious individual awards are *torques*, which are small torcs of twisted precious metal worn as sash pins at the upper breast or shoulder area. The sash is gathered and pierced by a pin that connects through the two ends of the *torques*.

A *torques* is only awarded to a magus *Tremēris* or *adiutor* who has slain an enemy of the *Domus* or the Order of Hermes. *Torques* awarded to magi *Tremēris* are fashioned of silver, while those awarded to *adiutores* are of gilded brass.

Phalerae are large metal medallions, about the size of a man's palm, which are worn on a formal sash over the *Pallium Lethaeum*. Each is decorated with

a symbol and inscription. Bas relief wolf heads are popular motifs, as are enameled butterflies and two-tined forks (HoH:TL, 111). *Phalerae* are awarded for a variety of notable achievements, including successful service as a *Vexillarius* or *Tribunus*.

Insignia are small marks or emblems awarded for victory in a significant *Certamen* match. Significant matches are those fought on behalf of the *Domus* or against a magus of another *Domus* on a substantial issue. Duels fought *causa amoris*, or against other *Tremēris*, are typically not honored with *insignia*.

Insignia take a variety of forms, but are seldom larger than a walnut in size, and usually about the size of a large marble. Depending on the exact form, *insignia* may be worn on a formal sash or might be attached to a *betulla* or other wooden rod fashioned for the purpose. Unlike *phalerae*, *insignia* rarely use the butterfly, wolf, or pitchfork motifs. Most frequently, they take the form of a small badge bearing the inverted symbol of the defeated magus, or of the *Domus* of the defeated magus. The inversion symbolizes the defeat of the other party.

Excerpts from Doctrina Texts

From *Ob Adiutores*:

"Do not strike of one's own will at the enemy, but upon direction from one's *praefectus*."

"Stopping in the midst of a battle to plunder a corpse is strictly forbidden; such acts allow the enemy to escape and risk defeat if the enemy counter-attacks."

"An *adiutor* must ensure he can recognize those beasts and faeries that are allies, so that he does not attack them by mistake in the heat of battle."

"The prudent magus will avoid detection by the enemy. The fundamental principle of magical combat is this: what can be seen, can be targeted; what can be targeted, can be destroyed."

From *De Doctrina*:

"Each magus should be capable of *varicans* outside of an aura, and should master the spell to allow its use without gestures at a minimum."

"As resources permit, magi should enchant devices with utilitarian effects, rather than relying on spells for such routine matters. Enchantments are more certain of success, particularly in an inimical aura, and pose less risk of calamity."

"*Spectra*, *animae*, and *bestiae* should be risked first in battle, wherever possible. Magi should remain uncommitted as much as possible until the *occasio supinus*."

Lost Draco

Several *dracones* were lost or destroyed during the Schism War. They have since been recovered or replaced by new ones.

One *draco* remains at large, however. *Draco Galliae* was presumed destroyed following the Tempest, but still exists, unknown to *Domus Tremēris*. Although this *draco* has been replaced, with similar enchantments, the original *draco* has great symbolic value to *Domus Tremēris*, and its recovery, if discovered, would be a major goal of the *Domus*.

Doctrina Texts

Doctrina is not secret; magi *Tremeris* wish more magi would adopt it (HoH:TL, 116). For various reasons, few magi outside of the *Domus* seem to be interested.

Adiutores Militaris are required to study an introductory *tractatus*, *Ob Adiutores* (Q10), written specifically for the purpose of giving magi of other *Domus* a basic understanding of the principles of *Doctrina*, and their role in assisting magi *Tremeris*. *Ob Adiutores* is often made available to informal guests of the *Domus*, although copies are not allowed outside of *Conventa Domus*.

Despite its desire for the Order to adopt *Doctrina*, the *Domus* does not reveal the most intricate aspects to just anyone. Some texts are marked *Subsigno Domus Tremeris*, and are only available to magi *Tremeris* and *adiutores* who have demonstrated comprehension of the basic principles.

De Doctrina, by Vilhelm *Tremeris* (*Summa* L4, Q11): a thorough treatment of *Doctrina* with plentiful examples drawn from the events of the Schism War and other magical conflicts, this text has been substantially glossed; most of the text of current copies is actually the work of later authors. It remains the standard introduction to *Doctrina*, however, and is the most frequently studied text. Copies are available in all *Bibliotheca Domus*.

De Bestia Bellica, by Tarsicius *Tremeris* (*Tractatus* Q10): written in the form of a dialogue between the author and an un-named *discipulus*, this is considered to be the definitive work on the control and application of beasts in warfare.

Auxilia, by Tryestram *Tremeris* (*Florilegium* of three *tractatus* by the author: *Domus Tremeris* Lore (*Doctrina*) Q9; Profession: Soldier (training) Q9; and *Domus Tremeris* Lore (*Doctrina*) Q9): these three *tractatus* discuss the application of *Doctrina* to the use of *auxilia*; their training in principles of *Doctrina*; and magical support of *auxilia* in a variety of situations.

Certamen, by Prochorus *Tremeris* (*Tractatus* Q12): a masterful treatise on the application of *Doctrina* in *Certamen*, focusing on strategy for preparation of the issue and assessment of the opponent, as well as tactics for influencing the outcome of the match before the Arts are chosen. This text is required reading for all *disputatii*.

Contextus Arcanos, by Murychides *Tremeris* (*Tractatus* Q11): the definitive work on the use of Arcane Connections in *Doctrina*, it outlines specific *rationes exemplaria*, and discusses the distinctions between *contextus impetuosos*, *contextus speculos*, *contextus nuntios*, and *contextus viaticos*.

Most of the notable texts concerning *Doctrina* have been glossed over the decades or centuries since they were first penned, and those glosses have by now become fully integrated into the texts.

Auxilia is an exception, since Tryestram *Tremeris* still lives, and is known to be especially touchy about interpretations of his writing. Navanzato *Tremeris* has already created a gloss of *Auxilia* based on his discussions with Tryestram (Q10 for each of the *tractatus*), but will not make it available until after the demise of the author, out of respect for his *sodalis*.

"Never fail to keep a suitable reserve. Always expect that this battle will not be your last."

From *De Bestia Bellica*:

"Care should be taken that beasts of contrary temperament are not summoned or conjured in close proximity to one another. One should also try to make use of the most effective beast for the task, rather than summoning several different kinds in confusion.

"What animals are the most effective for attacking an enemy in his camp?

"A horde of vermin can be most effective if the enemy is in camp. The smallest allies are often very damaging in such situations."

"How can one employ *Audacia* with beasts?"

"Is not the baying of hounds or wolves dismaying to the enemy? Augment the use of hounds or

wolves with illusory baying or howling in other areas, especially during the night.

"*Signiferes* may thus increase the demoralizing effect of the howling, far in excess of what the actual beasts are capable of achieving.

"It is imperative in such situations, however, that the enemy quickly learn through pain or death that the beasts are real, and not merely shadows in the night.

"What if the enemy is on guard against such an attack?"

"Indeed, the attack may be delayed for a time if the enemy are well-prepared. One should always seek the *occasio supinus*."

From *Auxilia*:

"A *Praefectus Auxiliorum* should divide his men into various units, as follows:

"*Auxilia* should be divided into *cohortes* or *turmae* of no fewer than fifty men and no more than two hundred, and a *Praetorius* appointed over each. A *turma* is best with fewer than one hundred men, but its size should vary according to the purpose and numbers available. Give each *cohors* and *turma* its own banner."

"*Cohortes* and *turmae* should be further divided into *manipuli* and *decuriae* and an *Optio* appointed over each. A *manipulus* may have up to twenty men, but between eight and twelve is best."

"Each man of the *auxilia* should understand the *propositum* for his unit and know three leaders above him: his *Optio*, his *Praetorius* or *Praefectus Castrorum*, and his *Praefectus Auxiliorum*. *Optiones* must also know the *Vexillarius* or *Exarchus*."

"A *Praefectus Auxiliorum* should know each of his *Praetorii*, *Praefecti*, and *Optiones* by name, and his character and disposition. It is good to also know each of the *auxilia* by name, although this may be difficult over time.

"At the very least, a magus should address a man whose name he does not know as "*miles*" or "*bellator*" and not *potus* ["grog"] as some magi do."

"A magus should treat *auxilia* as soldiers rather than servants, else he will go to battle with a mob of handmaids rather than a *cohors* of soldiers."

"A leader of *auxilia* should ensure that he shares in the rations and living conditions of *auxilia*, even if better things are available to him. This improves morale.

"Yet, at the same time, a magus should not lower himself to excessive familiarity with *auxilia*; sharing in hardship is essential, but sharing in matters of friendship is detrimental to good order and discipline. By no means should a magus ever gamble or debauch with *auxilia*."

From *Certamen*:

"The novice often assumes that the best Arts to use in a duel are the Arts in which she is most proficient, or those with which she possesses some special talent. This is a common error, and must be avoided.

"The best Arts to use in a duel are the Arts in which you have the most advantage over your opponent. These Arts may not be your favored Arts; however, they are rarely your worst Arts."

"*Certamen* will expose your most hidden weaknesses. Seek out opportunities to discover those weaknesses among your *sodales* within the *Domus*; better to reveal such to a brother than to discover it in contest with an enemy."

From *Contextus Arcanos*:

"Consider well the benefit of collecting Arcane Connections from every place that one visits and every potential opponent one encounters. For it is preferable to collect such connections without need, than to discover the need and belatedly plan to collect one."

DOCTRINA & CULTURE

Doctrina infuses the culture of *Domus Tremēris* in ways that outsiders rarely appreciate. Perceptions of *Domus Tremēris* may be skewed, perhaps, by the different backgrounds and expectations of other magi. Many magi *Jerbitonis*, for example, look at *Domus Tremēris* and see an unquestioning hierarchy, a tyranny of the strong over the weak.

Magi *Tremēris*, in contrast, see themselves as governing primarily by consensus-building. Other magi might object that "consensus building" is really just stronger magi defeating weaker magi in *Certamen*.

Magi *Tremēris* would not disagree with that as a point of fact, but view that as proof that the *Domus* is a meritocracy. The best magi should give the best *proposita*, and therefore the best magi should govern. The *Prima* and *Exarches* give directives, but if enough magi disagreed with those directives, dissent would play a role in changing the course of the *Domus*.

Only in a time of crisis would magi *Tremēris* follow a course of action with which they fundamentally disagreed. Magi *Tremēris* believe that to divide the *Domus* in a time of crisis would be worse than any mistake that a leader might make. Someone must lead, and in a crisis, each magus must follow that lead. To do otherwise is not dissent, it is cowardice.

Dissent is not rebellion against authority; dissent is disagreement about who should wield authority or who has the best *propositum*. A magus who truly rebels against the authority and principles of the *Domus* is declaring that they want to leave the *Domus*. A *parens* whose *filius* rebels has the responsibility to deal with that rebellion by renouncing the *filius*. Depending on the circumstances of the rebellion, the *Prima* may declare a renounced magus *orbis*, or may direct the *parens* to declare Wizard's War. This is a very rare event. The last time a magus was ejected from the *Domus* was in the early 12th century.

Practico Mutatio Formae (Practical Shape-shifting)

Although a few magi *Tremeris* possess an innate talent for shape-shifting, other magi use spells to achieve similar results. Whether by means of talent or spell, the use of animal shapes has a long tradition in *Domus Tremeris*.

Doctrina defines three uses for assuming an animal shape. First, some forms provide increased mobility. Winged animals, such as falcons, crows, or bats, enable a magus to fly quickly and surreptitiously.

Aquatic forms are less common, but also allow effective movement along river routes or even across seas. A common choice for river travel is the otter, as otters have necks and limbs about which things may be carried, and useful paws for manipulating simple objects.

Land animal forms are also useful for quick movement in some situations. Wolf forms are popular for crossing wilderness areas, while the form of a rat may allow ingress into hard-to-reach urban areas.

Second, assuming an animal form appropriate to the area is an excellent disguise, allowing the magus to scout areas or keep a subtle watch over a place or person. Although there are mystical means of detecting the true form of the magus, they are less common than Second Sight, and thus shape-shifting provides a superior disguise compared to invisibility or illusory veils.

Third, many animal forms have superior natural senses, and may be used to great effect when searching or tracking. The sharp hearing and keen noses of wolves are popular, as is the keen vision of raptors.

Despite all of these advantages, there are a number of significant drawbacks to shape-shifting. Animal forms lack the facilities of speech and gesture required for many spells. Although a few magi may possess talents that allow them to forego

the use of gestures or speech, and others may have mastered some spells for the same purpose, most magi will be greatly constrained in their ability to perform magic while in animal form.

Further, magi who operate in changed form may be limited in their ability to utilize enchantments or even casting items (such as the piece of amber required for *Viginti Mille Passus*), and the Shapeshifter talent does not include clothing or accoutrements in the change (although *standard Tremeris spells* do).

Tremeris have managed to overcome some of the disadvantages, however, through cunning innovations. For example, a Talisman or other enchantments can be enchanted to assume the form of a collar for a wolf, or a leg-band for a falcon. Such devices may then be worn while in the appropriate form, even by magi with the Shapeshifter talent. Magi who use *Tremeris* shape shifting spells may always bring along their Talisman, without the need for any casting requisites or special enchantments.

For magi with the Shapeshifter talent, the lack of clothing and equipment may be overcome if the maga can at least carry a small Arcane Connection in the animal form (attached, perhaps, to the aforementioned collar or band). With such a connection and a suitable transport spell such as *Sarcina Commoda*, the maga can summon her clothing and accoutrements to her location as she wishes.

Alternately, if the maga possesses a suitable Arcane Connection, and *The Leap of Homecoming*, she may return to a cache. If she has thought to collect an Arcane Connection from her previous location, she may then return to it if she wishes.

Finally, a Talisman may also be enchanted to assume the form of clothing when human form is resumed. One common form is an enveloping hooded cloak called a *caracallis*.

Agencies & Doctrina

Most experienced magi *Tremeris*, and some younger magi, have personal *Curationes* (Agencies, HoH:S, 140). Due to the effects of The Gift, many have a *factor* manage the *Curationis*, often a trusted *consors* or *custos*.

The purposes for a personal *Curationis* may vary. Some are simply sources of information, while others actively manage personal interests, such as sources of mundane income, or possibly even sources of *vis*.

Doctrina classifies *actores* according to their primary purpose: for information (*actores sciens*), for assistance in commerce (*actores mercans*),

for assistance with mundane officials (*actores munes*), or for assistance with arcane matters (*actores arcanorum*).

Doctrina specifies two major types of actor: those who know they work on behalf of *Domus Tremeris* (*actores gnaros*), and those who are not aware of their actual employer (*actores deludens*). Those who are unaware of their employer may be managed under a *Praetextum Curationis*, or may simply be ignorant of the Order of Hermes and the mystical nature of their ultimate employer. Each type has its own advantages and disadvantages.

Chapter V:

Dacia

At length, driven through long wanderings, I reached that shore, where Sarmatians and Getic bowmen unite.

- Ovid

Dacia was the land of the *Daci*, an ancient Thracian people who developed a remarkable civilization before they challenged the Roman Empire and lost. After their defeat by the Emperor Trajan at the beginning of the 2nd century AD, much of the former Dacian territory became the Roman province of Dacia. *Domus Tremēris* adopted the ancient name for the *Tribunal* containing those lands. *Dacia* is also the name of the *Exarchium* that includes *Tribunalia Daciae*, *Helvetiae*, and *Sarmatiae*.

Geographically, *Tribunal Daciae* spans the region east of the Alps from the Carpathian Mountains in the north to the Aimos Mountains in the south, and from the Dalmatian coast on the Adriatic Sea to the shores of the Black Sea.

Politically, *Dacia* consists of the Kingdom of Hungary, including Croatia and Dalmatia; the Banate of Bosnia; the Kingdom of Serbia; the northern part of Bulgaria; and part of Cumania. In 1232 AD, most of the region north of Greece owes at least nominal allegiance to either the Hungarian King András II or to the Bulgarian Tsar Ivan Asen II.

Hermetically, *Tribunal Daciae* consists of five *Conventa Domus* and a fledgling *Capitulum* on an isle in the Adriatic Sea. The five *Conventa* are among those described in **Chapter VI, Conventa Domus**.

Mythic Hungary

The 13th century is a time of dramatic social upheaval in Mythic Hungary. Hungarian society had changed dramatically once before, with the accession of Saint Stephan I and conversion to Christianity, but the basic structure of society had been stable throughout the 12th century. That stability ended, however, with the death of King Emeric in 1204 AD and the accession of his brother András II to the

throne. Since that time, rapid change has disrupted the social order and brought turmoil to the Magyar lands.

In 1232 AD, these disruptive changes are still in process. Although the changes instigated by András II have been ongoing for the past three decades, the previous social structure has not completely broken down. Mythic Hungarians still view society through the lens of the previous social structure, and have not yet adjusted to the emerging social order. The changes initiated by the King are immense, however, and nearly everyone in Hungary is affected by them to some degree, including magi of the Order of Hermes.

To understand the current state of the Kingdom of Hungary, one must first understand the previous social structure, which had endured since the foundation of the kingdom under King István I. With the conversion to Christianity and the establishment of a Christian monarchy, István consolidated power in a manner that was fundamentally different from that of early Christian monarchs in the West.

The structure of the Magyars had been a coalition of related nomadic tribes, who militarily dominated the settled populations who had inhabited the Carpathian basin before they arrived. István had inherited a position as Prince of the Magyars that made him "first among equals" with several other great nobles.

By imposing Christianity upon the pagan Magyars, and then deriving his authority as King from the Christian ethos, István eradicated any remaining tribal structure. There were no longer any tribes or tribal leaders, only the King, and the Church.

István modified the underlying clan organization, and strengthened it with a parallel ecclesiastical structure. The King was both a secular and religious leader of his people, and with the help of foreign knights and clergy, István established strong institutions in both the worldly and the spiritual realms. He built upon pre-existing Magyar customs and concepts in founding his kingdom, and despite the crucial support of German and Italian pioneers, the result was uniquely Magyar.



András II of Hungary with his first wife, Gertrude of Merania

Free vs. Serf in Mythic Hungary

The traditional feudal definition of a freeman is someone who is not bound to the land, but has the freedom to choose where he wishes to live. This Western definition often does not apply in Mythic Hungary. Very few medieval Hungarians possessed that sort of freedom, which is termed "golden liberty" in Hungarian legal documents. This sort of freedom is typically enjoyed only by nobility and foreign settlers.

The vast majority of "free" men in Mythic Hungary are still bound to the service of a specific lord; they are considered free because they enjoy a particular legal status, and the terms of their service are limited and defined. For example, some serve the lord by farming; others by cutting timber; and still others by fighting as warriors.

A serf, in contrast, is not only bound to the service of his lord, but his service is unconstrained. Serfs

are persons in a limited legal sense, but otherwise have a status that is very similar to draft animals. Freeman in medieval Hungary have few rights, but they do have a few inalienable legal rights, which serfs do not have.

Free status can be taken away under one condition, however. If a freeman (or free woman) has sexual intercourse with a serf, that freeman becomes a serf, along with any offspring that might result. Marriage between free and serf is forbidden.

This distinction in the meaning of "free" is beginning to fade in Mythic Hungary by 1232 AD. The Western usage of freeman is becoming more common, especially in official documents. Although the legal status of most of those who were previously considered "free" does not change as a result, they are less frequently called "freemen."

Most of Hungary is divided into *comitati* ("counties"), corresponding to the areas of control of the major clans. Smaller clans were subsumed within this major clan structure. Initially there were forty-five *comitati*, although by the early 13th century the number has increased to seventy-two. István had confiscated two-thirds of the land of each *comitatus*, and nearly all of the unsettled land, such as the forests of the Carpathian Mountains.

The King's lands thus comprised more than two-thirds of all of the land in the Carpathian region. The land seized included villages and all of the people living in those areas, who at least initially became direct subjects to the King. Some of this land, particularly the forest, is considered the personal demesne of the King. Another sort of land, called *terra castri* ("castle land"), although belonging to the King, is not part of the royal demesne.

An *ispán* (Hung.) or *comes* (Latin, "count") is appointed over each *comitatus*, although most *ispáns* control multiple *comitati*. A handful of major nobles control the vast majority of *comitati* on behalf of the King, and these great nobles all have their own lands as well. Two-thirds of the royal revenue of each *comitatus* goes to the King, and one-third of the royal revenue is kept by the *ispán*.

Although *ispáns* are appointed by the King, and serve at his will, there are a limited number of nobles who can be appointed as *ispáns*, and many serve for life. Subordinate nobles, called *curialis comes* ("curial counts"), administer the *comitati* for the *ispáns*. Each *comitatus* has a royal castle that serves as a garrison for royal troops and as a center of administration and justice within the *comitatus*.

These castles are large earthworks supported and surmounted by sturdy wooden palisades. Most do not have keeps, either, though they do usually have wooden towers. With the exception of a few

royal residences and some border castles, stone castles are nearly unknown in Mythic Hungary. Until recently, nobles did not even have castles of their own. Most nobles live in manors, along with their personal retinues.

The ecclesiastical organization parallels the civil structure of the counties. There are twelve *dioceses*, each comprising several *comitati*. Two of the twelve dioceses are *archdioceses*: the Archbishop of Esztergom is head of the bishops of Eger, Győr, Nitra, Pécs, Vác, and Veszprém; and the Archbishop of Kalocsa is head of the bishops of Gyulafehérvár, Cenad, Nagyvárad, and Zagreb. Church officials in Hungary are supported by a tithe, which is mandated by royal decree.

Hungary also has many monasteries, which are typically supported by grants of land that include a number of villages. Some monasteries control vast estates of more than 2000 households. Most monasteries follow the Benedictine rule. There are also a few Cistercian abbeys, and the mendicant orders are beginning to establish themselves.

Social Classes

Apart from the nobility and the clergy, most Hungarians belong to one of five classes: *iobagones*, *castrenses*, *conditionarii*, *udvornici*, or *servi*.

Iobagones, or warriors, are elite freeman whose servile obligation is solely to fight on behalf of their lord. *Iobagones* serve in the *castri comitatorum*, the royal castles. A castle warrior is always a warrior of a specific castle; their status derives from that position. Many hold a small amount of land of their own, in similar fashion to a noble, and the majority serve the King. They serve in positions similar to those of a junior officer in a modern army. After the decrees

of András II, some *iobagones* no longer serve the King directly (see below).

Castrenses ("castle folk") are freeman of lesser status than *iobagones*, whose service is communal agriculture, and who pay a food-rent to support the warriors and nobles (or a monastery, if they belong to one). *Castrenses* mainly live in the villages surrounding and supporting castles or monasteries.

Some *castrenses* are also hereditary warriors. One man in eight of the *castrenses* must be ready to muster when called upon, and this duty has become hereditary by the 13th century. These warriors are not of the same status as *iobagones*, however, and must still pay the food-rent. A special category of *castrenses*, called *speculatores* ("scouts"), live in border areas and are responsible for defensive reconnaissance – a kind of medieval border patrol.

Conditionarii are similar to *castrenses*, but do not pay a food rent, and do not provide one man in eight as a soldier. Instead, their service obligation has a certain condition (hence the name). Each village of *conditionarii* provides a specified type of product or service to the King, or a noble, or to a monastery. One village might provide ploughs; another beaver or ermine furs; yet another might have to provide wagons and teams for their lord's use.

Most *conditionarii* farm just like most peasants; the special condition of their obligation is typically provided by specialists from their village. Depending on their specific duty, the social status of *conditionarii* can vary widely. Some are nearly equal to warriors, while others are regarded as little better than serfs.

Udvarnici have a limited status similar to *castrenses*, but without most of the legal benefits. *Udvarnici* are the descendents of Slavs, Avars, and other peoples who settled in the land before the Magyars arrived. Most belong to the King. *Udvarnici* do not

Hungarian Common Law

Like England, Hungary has its own legal customs, distinct from Latin Civil Law, known as Hungarian Common Law. Hungarian law relies greatly upon tradition and rights granted by charters.

Characters with appropriate backgrounds may develop an Ability with Hungarian Common Law, which functions in a similar fashion to the Common Law Ability (Arm5, 64), but which is not interchangeable. The common law of Hungary has very little in common with the common law of England.

have the same legal rights as freemen: they cannot attend a court of law, nor give testimony. This makes them nearly a serf, but with one important distinction: their service is limited in nature.

Udvarnici are governed by a special class of freemen, the *liberi Udvarnicorum*, who are hereditary warriors in similar fashion to those of the *castrenses*. One man in ten of the *udvarnici* is such a warrior.

Ethnic Slavs and Avars in Hungary follow the Catholic rites, and many now speak Hungarian as their primary language.

Vlach are Orthodox Christians following the Old Slavonic rite, and continue to speak a dialect derived from Vulgar Latin as their primary language. Vlach do not have to pay the ecclesiastical tithe, but they do pay a special tax in sheep called *quingagesima* ("fiftieth"). Vlach dwell in the *Oláhföld*, a district of the southern Carpathians, and also in the region around Hátszeg and Coeris.

Servi are serfs, who have no legal rights, although they are responsible for their own actions under the

Mythic Vlach of Coeris

Following the founding of Coeris in the eighth century, several communities of Romanized people in the region relocated to the area immediately surrounding Coeris. Although there is no historical or archaeological evidence of such communities in the area at that time, in eighth century Mythic Europe the communities did exist.

A few of these communities are formally part of the *conventum* lands; most are not. Traditionally, Coeris has recruited *habitatores* from those Vlach communities.

The Vlach people who live in the area of Coeris speak a distinct dialect that is much closer to Latin than that of the Vlach who live elsewhere in Transylvania. They are able to converse in Latin with only a -2 penalty, and many have a passing familiarity with common Hermetic terms, and understand the effects of The Gift.

Vlach are still suspicious of strangers with The Gift, but if a magus identifies himself as a member of the Order, he can at least expect civil treatment. They call a Hermetic Magus a *hultan* instead of the common vernacular term *vrajitor*, meaning "sorcerer". Sorcerers are diabolists or *magi pagani*, not members of the Order of Hermes. However, this distinction is not necessarily shared by Vlach in other areas.

Vlach in other areas are also able to understand some Latin, but with more difficulty. Treat fluent speakers of Vlach as having an effective Latin score of three less than the Vlach score. Vlach speakers can also understand Latin with the same penalty.

Vlach is a Slavic term borrowed from early Germanic languages. Vlach call themselves *Romani* or *Rumani*, but will identify themselves to outsiders as Vlach, as that is the commonly used term.

law. Serfs can be found throughout Hungary, living both in their own villages or working as servants on noble or royal manors.

The proportion of these five classes varies from place to place, but on average, less than ten percent of non-noble Hungarians are *iobagones*. Nearly half are *castrenses*. About fifteen percent of the population belongs to the *conditionarii*, and another fifteen percent belong to the *udvornici*. The remainder are *servi*. The average village has around forty households, although larger villages do exist, particularly those villages that host markets.

There are also nomadic Hungarians, **Székely**, who do not belong to any of the categories mentioned above. *Székely* are descended from a tribal people that are related to the Hungarians, but had migrated to the Carpathian region long before the Magyars arrived there. *Székely* speak Hungarian, but have their own runic alphabet. Although primarily nomadic, *Székely* practice cultivation in addition to herding. Since all land is held communally, they draw fields and pastures each year by means of bow shots.

Székely society is structured around military service to the King. All *Székely* are freemen in the Western sense of the word. *Székely* divide themselves into three classes. *Nemesember* (nobles) are those who command; *lófő* are those who are wealthy enough to equip themselves as light cavalry, and commoners are those who go to war on foot. Militarily they serve in six tribes, or seats, each with four branches. Each of the twenty-four branches is required to muster 100 *lófő*.

By the early 13th century, the *Székely* dwell in the southernmost ranges of the eastern Carpathians. They were relocated to this area to guard the Hungarian lands from raids by nomadic Cumans and others whose territories lie to the south and east of the Carpathians. *Székely* are governed by the *Comes Siculorum*; appointed by the King and independent

No Fiefs in Hungary

Mythic Hungarian society is not a feudal society. Unlike medieval societies in England, France, or Germany, Hungarian land is not given “in fief,” meaning under a contract of service to the lord granting the fief.

All Hungarian land grants are given as *allodia*, meaning the recipient has absolute ownership of the land, resources, and of the people living on the land. No service of any kind is due to the King or other noble as a result of having been given the land.

There are a few short-lived historical exceptions to this rule, in the subordinate Croatian kingdom, or in the case of special groups such as the Knights Templar, who were granted land in fief. But Hungarian nobles, even if foreign-born, are not vassals in the technical sense of the term.

This may seem odd to those used to thinking of medieval society in feudal terms. In medieval Hungary, service to the King is expected as a matter of course, not as a favor in return for some land. Although this ideal has been ignored on several occasions, it is generally upheld, at least as frequently as Western vassals uphold their feudal oaths.

of the *Voivode* of Transylvania. *Székely* do not pay taxes of any kind, but every *Székely* household must give the King an ox as a gift on the occasions of his coronation, wedding, and the birth of his heir. The oxen given are branded with the King’s mark, and thus the gifts are known as ox-brandings.

Outside of this primarily rural agrarian structure are several distinct ethnic groups. Foreigners from the west have settled in Hungary, particularly in the relatively uninhabited northern and eastern border

Private Ownership of Land

Houses of Hermes: Societates (46) states that magi may not enter into feudal relationships, and so may not inherit land. This is not true in *Dacia*. Because land in the Kingdom of Hungary is not held in fief, inheritance is not automatically subject to an Oath of Fealty. A magus could theoretically inherit an *allodium* without violating the Code of Hermes.

This has not happened to date. However, it is possible that a magus, perhaps not even *Tremēris*, could legally inherit land in Hungary and be able to take possession of it without violating existing provisions of the Peripheral Code in *Dacia*.

The charters which recognize the rights of *Domus Tremēris* to the lands owned by Coeris and other *Conventa Domus* are possible because the covenant lands are also *allodia*, allowable under

this same legal principle. This principle is unlikely to be overturned, because *conventa* charters could be called into question if the rulings were altered. However, no *conventum* may be registered in *Dacia* without the approval of the *Praeca Daciae* (i.e. *Prima Tremēris*).

This situation could develop into an interesting political tangle. The magus has inherited the land legally. To deny that magus his inheritance could be construed as interfering with mundane law, and the magus could press his claim in the royal courts.

However, the magus could be in jeopardy of provisions against vagrancy, and thus risk the ire of the *Tribunal*—and possibly worse. Resolving this tangle might require a diplomatic coup — or a masterful campaign of *Certamen* challenges.

areas. These settlers and their descendents are freemen in the usual Western sense of the term.

Walloons immigrated to Hungary as early as the 11th century, and one can find a "Latin" quarter in the few cities in Hungary in the 13th century. Germans from Flanders (called "Saxons" by the Hungarians) began immigrating to Transylvania in the latter half of the 12th century. King Géza II wanted to strengthen the defenses on his southeastern border, against incursions by Cumans or Byzantines. He invited poor German knights and peasants from lowland Germany to settle along the Olt River in southern Transylvania.

Géza granted the German settlers very attractive terms, including internal autonomy, but required them to provide five hundred soldiers, called *gerébs* to the service of the king. A *geréb* is a professional warrior, like a knight, but without feudal authority. *Gerébs* are not considered nobility, except in the sense of "those who go to war" (see below), but they do own land as a grant from the King, and are entitled to establish mills. They are generally the wealthiest members of their communities, and thus have many of the trappings of nobility.

Among the terms granted to the Saxons are the rights to choose their *gerébs* (German *gref*, or lord) and their own priests. Other settlers, from areas throughout Germany and the low countries, emigrated to Transylvania, and by 1232 AD large areas in Transylvania are essentially Germanic enclaves. Other Germans settled in Hungary proper, and those settlements are developing into urban towns on the Western model. These western settlers brought the concept of town law with them, and most are governed by charters following *Fehérvár* law, after the first Walloon settlers in Fehérvár.

In addition to these Christian ethnic groups, small groups of non-Christians dwell in Mythic Hungary.

Ismaelite (*Böszörmény*) are Muslims, who generally fill one of three roles in Hungarian society: sol-

dier, financier/merchant, or serf. Bands of Muslim soldiers, mostly archers, serve the Hungarian King. Their status is similar to that of the *Iobagones*. Educated Muslims also serve the Hungarian King and prominent nobles in a variety of specialized roles, including minting, tax collecting, and management of the salt trade.

Small villages of Muslims also persist in Hungary, mostly in the south along the Danube, west of the confluence with the Tisza River. The inhabitants of these villages are much like *servi* in most respects, save their religion. In addition to these openly Muslim groups, there are small numbers of Muslims who pretend to be Christians in public, but who practice Islam in secret.

Hungary also hosts small communities of **Judei** (Jews). Hungarian Jews are largely immigrants or the descendents of immigrants from Austria, southern Germany, or Bohemia. They live in small Jewish streets or quarters in the larger urban centers. *Judei* fulfill a number of social roles in their communities, but most notable to outsiders are moneylenders, merchants, and those who serve the King as financiers and tax collectors.

Noble Status

Western influence in Hungary is increasing in the 13th century, and that influence is bringing with it tremendous social upheaval. The most significant trend of change is the emergence of a new Hungarian noble class. Unlike most Western nobility, Hungarian nobility is not based upon feudal service.

Hungarian nobility emerges instead from the concept of *allodium*. A *nemes* (noble) in Hungary is someone who owns land, even a tiny amount of land, rather than living on someone else's land. The social changes instituted by András II in the early 13th

Social Status for Hungarian Characters

Some Social Status Virtues function differently for Hungarian characters.

Ispáns are essentially Landed Nobles. Although their oath of service is not technically a feudal oath, they do serve one of the *Barones Regni*, administering a county on their behalf. The Favors Flaw is more appropriate to represent this status. *Ispáns* also control their own lands, the extent of which is affected by the Wealthy or Poor status of the noble. It is compatible with the Knight Virtue, but may not be selected by female Hungarian characters.

Servientes Regis are essentially Knights, who hold a small amount of land outright. Although they do not owe fealty for their land, they are direct servants of the Royal family, and are expected

to attend to missions on their behalf when asked to do so.

Iobagones, *Székely*, and *Liber Udvornici* are essentially Warriors who owe service to the King or one of the *Barones Regni*. Their social status is greater than that of a peasant, but their level of material wealth is similar.

Castrenses, *Conditionarii*, and *Udvornici* are variations of Peasant. *Servi* are essentially Slaves (Minor Social Status Flaw, GotF, 102).

Most other Social Status Virtues and Flaws function normally, with the exception of Wanderer. Non-noble Hungarians are not free to move about at will. Characters with this status are likely foreigners such as Bohemians, Germans, or Italians.

century result in a dramatic increase in the number of “nobles” in Hungary.

All Hungarian nobles are not equal, however. There are many fine gradations of status among the nobility. The amount of land held is relatively minor as an indicator of status. By tradition, Hungarian estates are divided equally among the sons. Over a few generations, this can result in the diffusion of even a large estate. Thus the amount of land one holds, while a source of wealth and power, is not the primary component of noble status in the 13th century.

The highest status is given to those *generi* (“clans”) that are descended from the leaders of the pagan Magyar tribes who occupied Hungary in the tenth century. Lesser status is given to those clans who descend from the German and Bohemian knights who served the first kings. Still lower status is accorded those who have risen to the ranks of the nobility more recently, regardless of their origin.

The lowest status of all, at least among the nobility, belongs to “those who go to war.” The *Székely* have always technically been a sort of nobility, because they all own a share of their communal land. In the early 13th century, the *iobagones* and warrior freemen of the *udvornici*, whose hereditary duty was fighting, also begin to separate themselves from the other classes of commoners, and achieve a sort of intermediate status between the nobility and the rest of the common people. The hereditary warriors of the *castrenses* and *udvornici*, however, remained peasants, as they did not hold their own land, and thus could in no way be considered noble.

New Institutions

This relative change in status among the hereditary warriors is merely a reflection of the more substantial changes brought about by what King András II calls *novae institutiones* (“new institutions”). Over the past three decades, András II has given away vast tracts of royal lands, from both his own personal demesne and the royal castles. These lands have been granted to men of widely varying backgrounds. Some grants were made to men who previously had been peasants, lifting them from servitude into the ranks of the nobility with a bit of parchment and a waxen seal.

Iobagones were among those lifted from their semi-noble status to that of full nobility through land grants, as were some of the *Udvornici* warriors. Foreign knights and warriors have also been given grants, and now rank themselves among the Hungarian nobility. These diverse groups are together known as *servientes regis*, “royal servants.” They are in effect personal retainers to the King, even if they do not attend him at court.

The greatest grants, however, including in one case an entire county with its castle, were given to those

Hungarian Social Hierarchy, 1232 AD

Royalty	King and immediate family
Nobility	<i>Barones Regni</i> <i>Ispáns</i> <i>Servientes Regis</i>
Warriors	<i>Székely</i> <i>Iobagones</i> <i>Gerébs</i> <i>Liber Udvornici</i>
Freemen	(various Western settlers)
Peasants	<i>Castrenses</i> <i>Conditionarii</i> <i>Udvornici</i> (those who formerly had been <i>castrenses</i>)
Serfs	<i>Servi</i>

great nobles known as *barones regni*, the barons of the realm. There are twenty great nobles in 1232 AD who qualify as *barones regni*, and most of them are vastly more wealthy and powerful now than they were two decades ago. The King’s grants have created immense fortunes, in a few cases with a single grant, and this has drastically altered the balance of power among the nobility and has alienated those of the oldest and most distinguished *generi* who were not the recipients of this largesse.

In addition, the act of giving away the lands of royal castles has dramatically undermined the status of the *iobagones* and *castrenses*. Those belonging to lands that have been given away now owe service to a noble lord instead of to the King, and their status is thus reduced or in doubt. The *iobagones* might at least have land of their own to grant noble status, or even if not, they can continue to claim a certain semi-noble status, as mentioned above.

The *castrenses* are not so fortunate – their peasant status is further reduced if they do not serve the King, almost as if they are merely *servi*. In short, the entire social order, which people have relied upon since the days of István I, has been upended.

The goal of this upheaval is the modernization of the army. The King’s goal is to duplicate the feudal arrangements of the West in order to create a force of mounted knights. However, the grants he makes

Offices of the Highest Barones Regni

<i>Palatinus (Nádor)</i>	Count Palatine
<i>Iudex Curiae</i>	Judge Royal
<i>Banus Croatiae</i>	<i>Ban</i> (Governor) of Croatia
<i>Erdélyi Vajda</i>	<i>Voivode</i> (Lord) of Transylvania
<i>Comes Siculorum</i>	Count of the Székely
<i>Curialis Comes</i>	Head of Queen's Household
<i>Magister Tavarnicorum</i>	Head of the Royal Chamber
<i>Magister Agazonum</i>	Master of the Horse
<i>Magister Dapiferorum</i>	Master of the Table
<i>Magister Pincernarum</i>	Master of the Cup-bearers

are not feudal in nature: as mentioned previously, land in Hungary is not given in fief, but as an *alodium*, a perpetual estate that belongs entirely and hereditarily to the recipient.

The disruption created by these grants has not gone un-remarked. In 1222 AD, a large number of nobles gathered and made their discontent known to András in very definite terms. They forced him to appoint new nobles to the highest offices of the *barones regni*, and to issue a charter of liberties known as the Golden Bull. Most of the document consists of prohibitions on such things as giving away entire counties, and it also attempts to limit the influence of foreigners.

The Golden Bull also establishes that nobles are exempt from taxation of any kind and cannot be forced to go to war without recompense except in the defense of the kingdom. The *servientes regis* are included in these exemptions, thus distinctly separating them from *iobagones*. *Iobagones* continue to owe military service to their lord, whoever that might be.

Although the Golden Bull assuages some of the objections of the nobility, the Church enters the fray next. Concerned by the influence of Jews and Muslims in the royal administration, particularly in finance, the Church forces András to sign a second Bull in 1231 AD, re-iterating much of the Golden Bull and adding several new requirements. Included in the new Bull is a provision authorizing the Archbishop of Esztergom to enforce the Bull through excommunication, if necessary.

King András proceeds to ignore the Bull, and Archbishop Robert of Esztergom retaliates by excommunicating many nobles and placing the entire kingdom under interdict in 1232 AD. The end result is that András II doesn't really have the modern army of knights that he wants; the recipients of his grants are now specifically relieved of certain military obligations to the King; Hungarian society is severely disrupted; and the Dominion is weakening throughout the kingdom (for the effects of interdict, see *Realms of Power, the Divine*, 76).

Agriculture in Mythic Hungary

Hungary has an abundance of food. In contrast to some western lands, famine is almost unknown in Hungary. This is partially the result of the relative under-population of the region, and to the absence of destructive warfare inside Hungary proper, but it is also due to the rich agricultural and pastoral land.

Cattle, sheep, and pigs are the most common herd animals. Cattle may be owned by commoners and nobles alike. Nobles often keep large herds outdoors, tended by *servi*, especially on the *Alföld*, or Great Hungarian Plain. The upland forests host herds of wild *urus* (Auroch), which may be hunted or sometimes captured and bred with domesticated cattle.

Sheep are most often kept in hilly areas, especially in upland pastures during the summer season. Vlach especially are known for herding sheep, to the extent that the tax they pay is specified as one sheep in fifty (*quingagesima*, see earlier). Hungarian breeds of sheep do not yield high-quality wool; if high-quality wool is needed, it is imported from the west.

Pigs are more frequently kept by commoners, although they may pay *pannage* to a noble for the right to feed their pigs in his forest. The forests are also used for apiculture, and some villages pay their taxes entirely in honey, wax or mead. Others hunt and trap for fur; ermine and beaver fur are the most commonly traded pelts.

Fishing in the rivers and lakes is also common, often using underwater fish weirs. Sturgeon are a specialty along the Danube and lower Tisza rivers. Carpathian sturgeon can grow up to eight feet in length.

Cleared and tilled land produces wheat, oats, barley, and flax in great quantities. Barley is mainly grown for the brewing of beer, while oats are grown as fodder for the large herds of horses and cattle. The flax is treated and spun into linen, which is the most common cloth in Hungary.

Mythic Hungary & Lords of Men

Much of the material on nobility presented in *Lords of Men* may be used for characters in Mythic Hungary. There are a few areas where special considerations for characters in Mythic Hungary should be noted.

Inheritance

Inheritance in Mythic Hungary is partible, rather than following primogeniture. All male inheritors theoretically inherit equal shares of the properties of the deceased. This tradition led to many civil wars in the early decades of the kingdom, until the principle of primogeniture for the kingship was established separate from other inheritances.

Kindreds will sometimes elect not to divide a patrimony, sharing it equally among all the males descended from a common ancestor in the male line. Every few generations, the kindred will decide to divide up the common inheritance, and each inheritor then becomes the originator of his own kindred.

If there are no male inheritors to an estate, a daughter is supposed to receive a "daughter's quarter" of the estate, which is actually inherited by her sons. The remainder of the estate is disposed of as the former owner bequested. If for some reason no bequest was made, the estate (excluding the daughter's quarter) passes to the closest relative in the male line. Only in cases where there is no heir at all (i.e. no living relatives) does the estate pass to the king.

Offices

The major Royal Offices of the kingdom are listed on the preceding page. Several of these offices have no clear parallel to the "standard" western offices described in *Lords of Men* (LoM). The Count Palatine, or *Nádor*, is essentially the deputy of the king, and exercises royal power within Hungary, but excluding Croatia or Transylvania. The Judge Royal is equivalent to a Justiciar, with the same range of authority as the Count Palatine.

The *Ban* of Croatia and the *Voivode* of Transylvania exercise similar powers as those of both Count Palatine and Judge Royal within their respective domains.

The heads of the Queen's household and the Royal Chamber are essentially chamberlains, although as noted there are two in the Royal service. Since these offices are held by senior barons with large domains of their own, the actual duties of the offices are typically performed by subordinates in the Royal retinue.

The Master of the Horse is not quite equivalent to a constable ("count of the stable") or marshal, but is similar to both. The Masters of the Table and

of the Cup-bearers are similar to butlers. Like the heads of the chambers, the barons who hold these royal offices delegate the detailed performance of the duties of the office to subordinates.

Treasury

The royal treasury in Mythic Hungary consists of a number of "chambers" that collected revenue, minted coinage, and performed other financial tasks for the kingdom. Each chamber is governed by a *comes camarae*, or chamber count, who is almost always either Jewish or Muslim. The chamber counts are all governed by the *Magister Tavarnicorum*, but the Archbishop of Esztergom has the right to set the quality of coin produced by the Royal mints.

Vassalage

The various notes about vassals and vassalage do not technically apply, as nobles in Mythic Hungary are not vassals. This does constrain nobility in Mythic Hungary somewhat, as vassalage is not available as a form of truce, for example. On the other hand, the monarchy has historically been stronger in Mythic Hungary than in most western lands, because the king is not dependent on the vassalage of his nobles to ensure their loyalty and obedience. His authority over them derives from his position as king, and not because of their oaths as vassals.

Absent the ties of oaths of vassalage, blood ties to family and clan are even more important in Mythic Hungary. Noble retinues are almost entirely composed of those related to the noble by blood, for example.

Titles

None of the systems of titles presented in *Lords of Men* are relevant in Mythic Hungary. Some titles, such as baron, actually have a completely different and superior status. Similarly, the Count Palatine is a single office with great powers, rather than one of several march lords as in England. The discussion of noble status in the following pages includes the appropriate titles and their relative status.

Role of Women

The role of women in Mythic Hungary is very constrained by law and social custom, and by modern standards, women are worse off than in contemporary western lands. Unlike some areas of Western Europe, in Hungary women never hold land as a noble, nor may they hold a noble title such as *Ispán* or *Serviens Regis*. The status of the Queen, who has her own chamber, household, and armed retinue, is unique in Mythic Hungary, and her status

Mythic Hungary & Lords of Men (continued)

has been heavily influenced by the western origins of many of the queens of Mythic Hungary.

There is no convenient loophole such as “paid rights” to allow an exception; this sort of exception has never happened in Mythic Hungary. Were a female character to somehow secure such an exception, it would be a revolutionary development, with massive social backlash, including from other women. A historical example, predating the establishment of the kingdom, may be found in the Princess Sarolt, mother of Saint Istvan. She was so fierce and violent, acting as a warrior in her own right and killing men, that she became a legendary figure of malice in Hungarian folklore (see [Sarolt](#) in [Chapter VIII, Bestiarium](#)).

Pious and chaste women are the only positive role models in Mythic Hungary. Elizabeth, a daughter of King Andras II who died a young widow at the age of 24 in 1231 AD, is upheld as a model of piety and chastity, and is already regarded as a saint (she will be canonized in 1235 AD if the saga follows history).

Women are less protected by the law; a woman may be killed outright by her husband if he catches her *in flagrante delecto*, and even in other cases, the killing of one’s wife is specifically excluded from the category of homicide. A lesser wergild must be paid to her relatives, ranging from half to less than a twentieth of the amount that must be paid for killing a man, and based on the killer’s status, not the woman’s.

Women are subject to their father’s will until they marry, and are subject to their husband afterwards. They have few legal rights, and no right to speak or appear in court. Without a male relative or suitor to plead their case, they are in effect without any rights.

It isn’t all bad, though. The Christianization of the country has at least reduced the old nomadic customs of abducting women for marriage and of compelling widows to marry against their will. Women are allowed to inherit their mother’s jewelry and similar items, and such items are passed down through many generations from mother to daughters.

In such an environment, magae must tread carefully to avoid problems. Younger magae may sometimes rely on their *parentes*, if they are men. Others, lacking a father or husband, must often make a show of having a male relative in their company (a favored *consors* often plays this role). Such a companion must either be a noble, or must be able to pass himself off as such (ideally, from somewhere outside Mythic Hungary). *Consortes* also become more central to relations with Hungarian nobility, as magae are not likely to be taken seriously in

negotiations. Having a male face present as the mouthpiece in any meeting is essential. Magae may also assume a masculine role and disguise in order to deal directly with nobility.

Hunting & Hawking

Unlike most of their western counterparts, Hungarian nobility have a tradition of mounted archery, and most nobles have some skill with using a bow from horseback. Hungarian hunters often kill their prey from horseback with bow or lance, rather than closing on foot.

Hawking is, if possible, even more popular and prestigious than in the west. The most common type of falcon used is the Saker falcon, a relative of the Gyrfalcon that is native to the region and thus more readily available (use the same stats as the Gyrfalcon).

Romance and Courtly Love

“You’re joking, right? The man serves the woman, and doesn’t even have sex?” (Laughter ensues). See also the earlier point about husbands having the legal right to kill their wives.

Although Mythic Hungary, especially in Transdanubia, has regular interaction with northern Italy and the eastern Germanic lands, the ideals of courtly love and chivalry in general are mostly alien to the culture in Mythic Hungary. There are western knights in Royal service, and they do bring western concepts with them, but unless those concepts involve more effective fighting methods, they generally don’t spread very far.

This shouldn’t be interpreted as saying that romance doesn’t exist in Mythic Hungary, or that all men are inconsiderate louts. The baseline is different, however, and the ideals of courtly love are not part of Mythic Hungarian culture.

Manors & Church Land

The system of manorial practice described in *Lords of Men* is mostly not relevant to Mythic Hungary, although pieces of it may be useful, such as the estimations of the amount of land needed to support a given level of wealth.

Church property, such as that owned by a bishop or monastery, is allodial, just as all other land in Mythic Hungary. As such, there are no issues with alms land or charities. Charities do exist, but are funded outright by gifts of land or pledges of regular income from a noble’s lands.

Private churches, funded by noble families, are also still common in Mythic Hungary. As the land involved remains the property of the noble family, there is usually no question about the services provided by the clergy who reside and serve there.

The climate in some regions is especially conducive to viticulture, especially around Lake Balaton and in the hilly areas north of the *Alföld*. Vines are grown in all regions, however, for wine is a common beverage. The most famous wine in Mythic Hungary is produced in the Srem region, in the hills between the Danube and Sava rivers.

Orchards are also common: cherries, apples, pears, plums and peaches are common fruits. Other common fruits include strawberries, raspberries, and melons. Other common garden items include lentils, radishes, beans, cabbage, carrots, and cucumbers.

Because of the abundance of arable land, plots of land are often used until the soil is exhausted, then the entire village relocates to another area to begin the process again. Over time, the village may even return to the original site and re-occupy it. This is especially likely if a church was built on the original site.

One consequence of this frequent movement is that villages are typically not well-developed. Houses are often not much more than windowless wood huts with reed roofs, beaten earth floors, and a hearth without a chimney. While the weather is accommodating, villagers often live in tents pitched nearby, rather than endure the cramped and smoky interior of the huts. Apart from some churches, stone buildings are rare.

Towns in Mythic Hungary

Mythic Hungary, even more than western Mythic Europe, is a rural society. Apart from a few Dalmatian cities, there are no places in Mythic Hungary worthy to be called "cities." The royal seat at Fehérvár and the twelve Episcopal seats are the most notable settlements, and even those are puny by the standards of the thriving urban centers of Italy or Flanders.

In addition, there are a few notable trading centers, such as Uzhorod on the route to Kiev, Salacea in Bihar, and Bač on the lower Danube. Apart from these few places, however, most settlements in Mythic Hungary are little more than market towns, including most of the county castles. Market towns are typically just a large village, with a sizable field where local farmers and craftsmen gather each week. Different towns hold markets on different days of the week; some market towns are simply called by the name of the week on which the market is held there (i.e. Wednesdaymarket).

Except on the day of the market, travelers encountering a market town generally won't be able to obtain crafts or services as they might expect in a town in France or England. However, they may be able to sell items for currency in a market town; other villages subsist almost entirely on barter, and even in market towns, barter is a common method of exchange.

Equestrian Society

The horse is a central element in Hungarian society. Even though the Magyars have mostly given up their nomadic culture and adopted a more settled agricultural lifestyle, pastoral life remains an important component of the culture.

Animal husbandry of cattle, sheep, and pigs supports much of the economy of Hungary, but the horse is even more important. Owning a horse is a major sign of status for a commoner, and the nobility own vast herds of horses.

Horse breeding is taken very seriously by Hungarians, including the reservation of areas for herds of wild horses. Wild horses are periodically captured and used as studs for domestic herds, to re-invigorate the breed. Most Hungarian horses are smaller than the western warhorse, bearing more similarity to the tarpan horses of the Asian steppe (use Courser stats, LoM 55, although they are at the smaller end of the range for Size +2).

Western-bred destriers have been imported into Hungary for use in war, and many nobles now have such horses. Many Hungarians still ride the smaller traditional horses, however, and the *Székel* light cavalry ride nothing else.

Gazetteer

Mythic Hungary may be divided into five major geographical regions: The North, which includes the capital at Esztergom; Transdanubia; the Great Hungarian Plain, or *Alföld*; Transylvania, and Croatia & the South. Each is summarized below, along with brief descriptions of the most prominent locations found in each region.

The North

The North includes the northwest part of the kingdom and the northern range of the Carpathian Mountains. This region has a relatively high concentration of German and Walloon settlers. The region also has a high proportion of Slavic-speaking population, and has strong social and economic ties to Austria, Bohemia, and the Polish states.

Many of the major land trade routes pass through the northern region. Pozsony is the major customs entry point for trade from the west. Trade routes to the west include the upper Danube River and overland routes through Bohemia to the north German lowlands.

Trade with Poland also passes through the North, either overland from Trencsén to Silesia or Krakow, or through the northern Carpathian Mountains to Sandiomierz, Mazovia, and the east Baltic region.

The major trade route to Kiev in the east also passes through the northern region, at the pass guarded by Ungvár (Uzhhorod in Ukrainian). In the early 13th century, this trade route is a significant source of strange and wonderful goods from the distant east. Jewish and Islamic merchants are frequent travelers along this route.

Most of the northern region, however, is covered by forested wilderness (*deserta*). It is mostly uninhabited by humans, and remains wild and magical. Many legendary beasts, that have since disappeared from more western countries, may still be found in the wilderness forests of the northern Carpathian Mountains. Herds of *urus* (aurochs) still roam the forested valleys, and more exotic creatures such as the Carpathian *gryphis*, giants, and even dragons inhabit the higher elevations.

Humans do inhabit the North as well, especially in the western portion, and along the Danube and Tisza River valleys. Two *Conventa Domus*, *Carpathia Vigiliax* and *Turris Bulcsunis*, lie in this region as well. These *conventa*, and their supporting settlements, are described in more detail in **Chapter VI, Conventa Domus**.

Entering Mythic Hungary from the west, one is likely to travel along the banks of the Danube River. The first settlement one would encounter on this route is the border castle at Dévényivár. Dévényivár is an earthwork castle on a hilltop that guards the border of Hungary at the point where the Morava joins the

Danube. The lower Morava River forms the border with Austria and Bohemia in this area.

Pozsony (Pressburg in German) lies just downstream from the Morava. It is the castle and county seat for Pozsony county, the land just north of the Danube River and east of the Morava River. Pozsony is an ancient settlement, settled by Slavs, Carolingian Franks, Romans, and Celts in ages past.

Pozsony castle sits on the northern bank of the Danube, very near to where the Morava River flows into the Danube. As noted above, Pozsony is the major customs entry point for trade coming into Hungary from the west, often down the Danube River.

South of the Danube lies Moson, the castle and seat of Moson county, and a significant castle town. Technically, Moson lies in Transdanubia, but it is included here for convenience.

Sasvár and Bolondóc to the north are border fortresses that guard the overland routes from Moravia to Hungary. Galgóc and Sempte form a second line of border defense in this area. The region between Pozsony and Trencsén around these four castles has been left uninhabited as a defensive buffer zone against invasion from Bohemia. Scouts and hunters patrol the region, which has also been strewn with deadfalls, ditches, hedges, and similar defensive measures intended to slow and harass any enemy entering Hungary from this direction. All four border forts are located in Nyitra county.

Nyitra is an ancient settlement, first occupied by Celts in the times before the Romans arrived. Later,



Map of the western portion of **The North** region, including *conventum* Turris Bulcsunis

it was part of the Great Moravian Empire in the 9th century AD, and is one of the places that Orthodox monks Cyril and Methodius are said to have visited while preaching to the Slavs. The monastery at Zóbor, just to the north, was founded by Saint István.

The Magyar chieftain Lél conquered the town in the 10th century. Nyitra is now the castle and county seat for Nyitra county, which runs in a swath between Pozsony and Trencsén counties. Nyitra is also the Episcopal seat of the Bishop of Nyitra. It is one of the few truly urban settlements in Mythic Hungary, and is the most similar to a western-style city.

Trencsén is the castle and county seat for Trencsén county, the most northwestern county in Mythic Hungary. As noted above, the major trade routes with Bohemia, Silesia, and the north German lowlands pass through Trencsén county. The border with Bohemia in this area is marked by the foothills of the western range of the Carpathian Mountains.

Komárom is the castle and seat of Komárom county, which is the area between Nyitra county and the Danube River. Komárom itself is located on a large island between two branches of the Danube River. The ancestral lands of the Zovárd clan are located primarily in Komárom and Esztergom counties.

Garamszentbenedek is one of the oldest Benedictine monasteries in Hungary, founded by King Géza I in 1075 AD. It is the only settlement of note in Bars county, which is mostly uninhabited royal demesne to the north of the monastery.

Selmecebánya is a mining settlement. Several gold and silver mines surround the town, which in Latin is also called *terra banensium* ("land of miners"). The gold and silver mined in this area are great sources of revenue for the Hungarian kingdom. One-eighth of the silver mined, and one-tenth of the gold, goes to the king.

Zólyom is the castle and manor for Zólyom forest, an immense region that is entirely royal demesne. Most of the area is forested wilderness, occupied only by royal hunters and foresters. A great dragon is said to lair in the mountains somewhere to the northeast, but the exact location of its lair is not known.

Esztergom is the castle and seat of Esztergom county, which comprises the area on both banks of the Danube River around the town. Esztergom itself sits on the south bank of the Danube, and thus lies in Transdanubia. It is one of two royal seats in the kingdom, and can be considered the capital of the kingdom, due to the importance of the settlement and the presence of the royal mint. The castle at Esztergom was rebuilt in early Gothic style by French artisans in the late 12th century.

Esztergom is also the seat of the Archdiocese of Esztergom, the Primate of the Catholic Church in the Kingdom of Hungary. The Archbishop of Esztergom, currently Robert of Liege, has the right to crown the kings of Hungary. Archbishop Robert is a supporter of Prince Bela against his father, and has been the

primary critic of Jewish and Muslim involvement in administration of the government.

Esztergom is one of the few urban settlements in Mythic Hungary, due to the craftsmen, merchants, and courtiers who serve the royal and archepiscopal courts. Additionally, all merchants passing through Hungary are required by law to stop at Esztergom and offer their goods for sale.

An order of hospitallers tends to the royal hospital in Esztergom, which was founded by King Géza II.

Hont is the castle and seat of Hont county, which is the area north of Esztergom county up to just south of Zólyom. Hont is named for a German knight in the service of King István I, and is also the name of a distinguished clan descending from that knight.

Nógrád castle is the seat of Nógrád county. Nógrád county occupies the area to the east of Hont county, northeast of Nógrád castle. The narrow area between Nógrád castle and the Danube River is part of Pest county.

Fülek castle is one of the few stone castles in Mythic Hungary. The hilltop fortress guards the trade route along the Ipoly River to Kassa and on to Poland. Illswa castle, to the northeast, is another stone castle, but its location is not of any strategic importance. The builders built in stone because of a strange Faerie creature in the area that can possess any structure built of wood.

Gömör is the castle and seat of Gömör county. Borsod, to the southeast, is the castle and seat of Borsod county. The Örs clan controls most of the private land in both Gömör and Borsod counties.

To the north and east of Borsod lies the royal forest of Torna, part of the royal demesne. Torna manor is the only settlement in the forest. The royal foresters keep to the southern edge of the forest, due to the ravages of a powerful *farkaskoldus* (a kind of dark Faerie wolf, see *Vrykolakas* in **Chapter VIII, Bestiarium**) that frequents the northern region of the forest.

North of the Torna forest is the Görgő forest, which is also part of the royal demesne. The royal manor at Görgő guards a magical spring said to grant the heart's desire of someone who drinks from it while pure of heart. The foresters know the secret of the spring, which is that some who drink from it have strange visions. The visions may relate to the heart's desire of the imbiber, or they may not. Magi *Tremēris* have an arrangement with the *Ispán* at Gorgo to collect *Imaginem vis* from the spring every third year. During a year in which the *vis* has been collected, no visions occur, regardless of the purity of heart of the drinker.

Abaújvár is the castle and seat of Abaúj county. The major settlement in Abauj county is Kassa, a major trading center on the northern trade route to Poland. Strange objects from the frozen north can sometimes be purchased here from itinerant traders who have made the long trek down from the Baltic coast.



Map of the eastern portion of **The North** region, including *conventum* Carpathia Vigilax

Carpathia Vigiliax and its supporting settlements are described in more detail in **Chapter VI, *Conventa Domus***.

Tobolyvár is another stone castle, guarding the northern trade route to Poland. It is also a royal manor, and seat of Saros county. Saros county is mostly royal forest to the north of Tobolyvár. With the exception of the pass that leads to Poland, few mundanes ever venture into the mountains north of Tobolyvár, which are home to dangerous beasts and other strange creatures.

Füzér castle is another of the rare stone castles, and also unusual as it is not a royal castle. Füzér was built by Andronicus of the Aba clan, and is one of the primary seats of that clan.

The Patak forest south of Fuzer is royal demesne, governed from the royal manor at Patak. This forest is more “mundane” than the forests to the north and west, but is still home to bears, wolves, and boar.

Szabolcs, on the upper Tisza River, is the castle and seat of Szabolcs county. It is named for its founder Szabolcs, a nephew of the legendary Magyar leader Árpád.

Eger and Tokaj are described in the section on **The Great Hungarian Plain**, below.

Zemplén is the castle and seat of Zemplén county, which runs from the Tisza river to the northeast between Abauj and Ung counties. Much of the north-

ern portion of this county is wilderness, and many strange beasts and other wonders are found in its dense forests.

Ungvár is the castle and seat of Ung county. It is also a major trading center on the route to Kiev and the east. Merchants and travelers from all manner of eastern lands may be encountered here. The route to Kiev leads through the Principality of Halych and Volhynia, which in 1232 AD is ruled by Prince András, the third son of King András II of Hungary. King András has intervened continually in the region to support Hungary’s claims, most recently in 1231 AD to prop up the rule of his son. As a result, the garrison at Ungvár is larger than many similar castles, and the warriors here are all veterans.

Borsova is the castle and seat of Bereg county. Bereg county, lying north and east of the upper Tisza River, is almost entirely forested wilderness. Just as with many other areas in the Carpathian mountains, strange and bizarre creatures and places may be found in its vast tracts of pristine wilderness. The mountains to the north of Borsova, and northeast of Ungvar, still have places that have not been visited by man or magus. Magi *Tremēris* go cautiously when they enter this region, for powerful magic and magical creatures of unknown powers are sometimes encountered.

Transdanubia

Transdanubia is that western portion of the kingdom that lies to the south and west of the Danube River, "across the Danube" from the rest of the kingdom. For the purposes of this document, it includes the portion of Slavonia south of the Sava River.

In ancient times, Transdanubia was a part of the Roman Empire, called *Pannonia*. During the barbarian invasions of the late empire, the region successively came under control of the Huns, Gepids, Ostrogoths, Lombards, Avars, and Slavs. Just prior to the Magyar conquest, the region was part of the Carolingian Empire.

Transdanubia been heavily influenced by its western neighbors, and has the most westernized culture

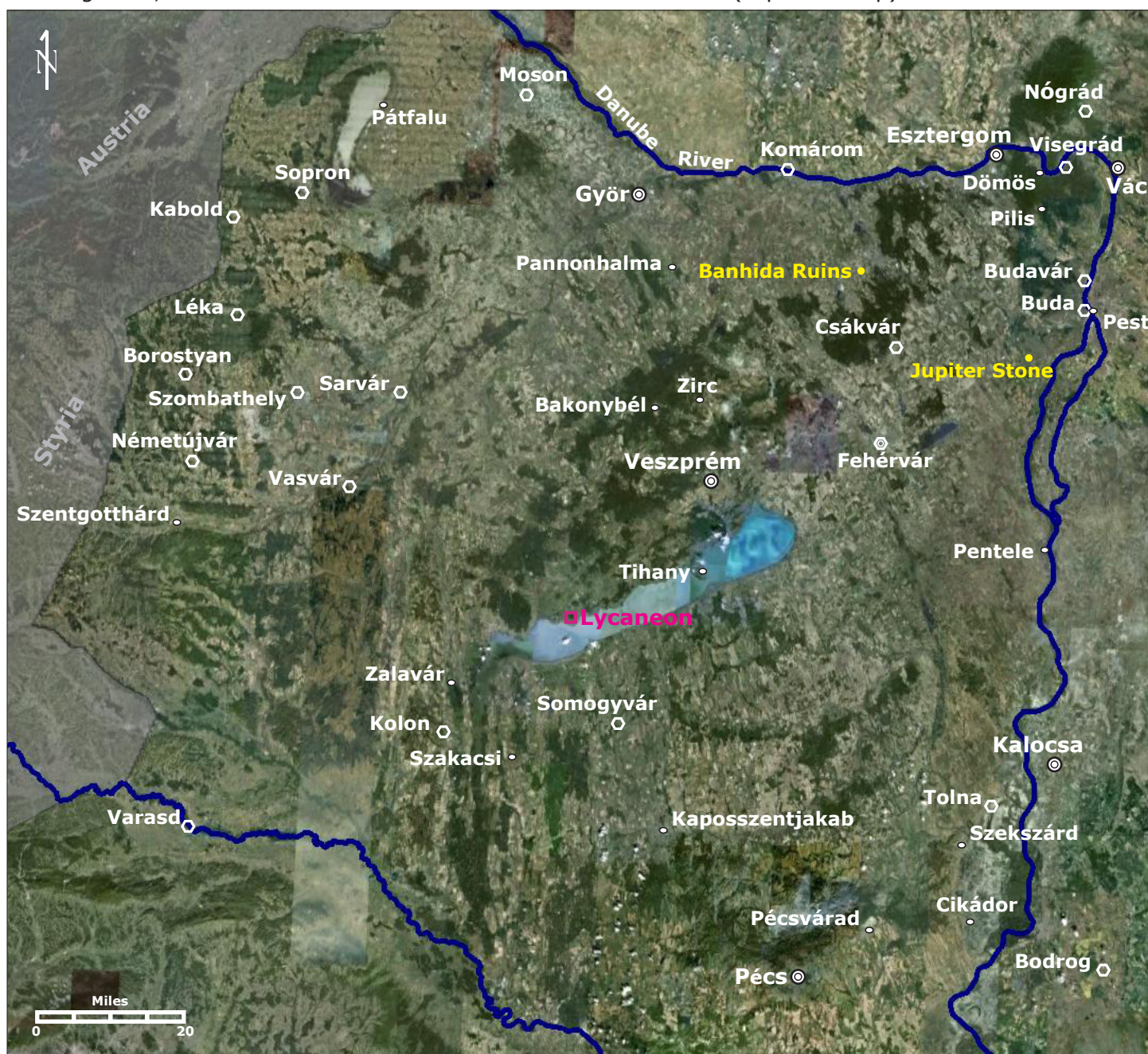
of any region of Mythic Hungary. The border with the duchies of Austria and Styria is also the most fortified of any of Hungary's borders, with five county castles and five new stone castles.

This region also boasts the two largest lakes in Mythic Hungary, *Fertő tó* (Neusiedlersee) near the Austrian border, and Balaton in the center of the region.

Moson, Komárom, Esztergom, and Nógrád are described in the region of **The North**, above. They are included on the map below for reference.

Sopron is the castle and seat of Sopron county. It is much larger than most castles, being built over the Roman ruins of Scarbantia, with walls in a rough ellipse.

North of Sopron is *Fertő tó* (Neusiedlersee), a large and shallow (2 paces deep) lake with vast beds of



Map of the **Transdanubia** region, including *conventum* Lycaneon

reeds. Thousands of waterfowl nest and feed in the shallow lake, and the local villages specialize in weaving baskets and other items from the reeds. The market town of Pátfalú, on the eastern shore of the lake, trades many of the baskets woven in the area.

The waters of the *Fertő tó* do not drain into the Danube River or its tributaries, and the waters are slightly salty as a result. Near the south end of the lake lies a particular bed of reeds surrounded by deeper water, hosting a minor second magnitude Magic Aura. The reed bed hosts a flock of magical purple herons (so-called because of the red-brown neck plumage). The birds spend the summer at *Fertő tó*, but travel far to the south every autumn to winter in the burning hot lands to the south of Aegypt. The birds are immune to heat and fire, and thus can live in the inhospitable tropical regions. The feathers of these herons are infused with the heat and light of the tropics, and magi *Tremēris* from [Turrus Bulcsunis](#) collect them for *Ignem vis* each year in the late spring, just after the herons arrive at *Fertő tó*.

Győr is the castle and seat of Győr county, as well as the Episcopal seat of the Diocese of Győr. Győr county contains the ancestral lands of the Győr clan. Győr is a large market town, which benefits from its position close to the Danube and to the western border. Many of the products of the Balaton region travel north to Győr to be sold to merchants from the west. Győr itself produces few goods for trade, however.

Pannonhalma is the oldest Benedictine monastery in Hungary, founded by Prince Géza in 996 AD. It was built in honor of St. Martin of Tours, who was believed to have been born here (in Roman *Pannonia*). It is also sometimes called *Márton-hegyi Apátság* (Mount of Saint Martin) for that reason. Pannonhalma controls an immense domain of over two thousand households in over sixty villages.

The ruins of a Roman town lie near the small village of Banhida. The ruins host a first magnitude Faerie Aura, and contain a Faerie Regio with three levels. In the lowest level, with a third magnitude aura, the faerie inhabitants act out roles similar to those found in a typical Avar village of the sixth century AD.

The middle Regio level, with a sixth magnitude aura, contains a Roman town of the second century AD (or at least, what the faerie inhabitants can portray of such a town). There are always a few Roman legionaries in the town, visiting relatives or purchasing items in the market. The market itself contains many strange items that were common in the time of the late Roman Empire, but are no longer used in the medieval period. Unfortunately, these items are all formed of glamour, and turn to dirt, leaves, and weeds upon leaving the Regio.

The inner Regio level, with a ninth magnitude aura, contains a Celtic village of the fourth century BC, with an early Iron Age culture. From this level, it is possible to enter the Faerie Realm of Elysium by acting out a heroic story from the time before the Romans

came to this part of the world. This is often a story in which the hero leads a raid against the "Roman" town on the middle Regio level, bringing back booty and slaves to a celebratory feast, at which he hands out rewards (gifts of precious items, fine weapons, and women) to the bravest and mightiest warriors.

Magi sometimes visit the ruins in order to study the faerie interactions in the different Regio levels, or to try to enter Elysium. Magi *Merinitae*, especially those with an interest in Story Magic, are frequent visitors. *Domus Tremēris* offers invitations to reside at [Turrus Bulcsunis](#) for those magi who gain the favor of the *Domus*.

In the large hill above Banhida lies a sizable cavern with a potent Magic Aura. The strength of the Aura varies from second magnitude near the entrance, to fourth magnitude in the depths of the cavern. At nearly fifty paces in length and fifteen paces high, the cavern is large enough to host multiple *sancta*. *Domus Tremēris* has claimed the site, along with the Roman ruins nearby, since before the Magyar tribes arrived. However, the *Domus* has yet to decide how it wants to develop the site. It could be a candidate for the next *capitulum* in *Dacia*.

Visegrád is the castle and seat of Pilis county. A venerable Greek Orthodox monastery here was recently transferred to the Benedictines by Papal decree. Pilis, to the south, is the site of a Cistercian monastery founded by King Bela III.

A few miles upriver from Visegrád is the small monastery at Dömös. Dömös is also the site of a royal manor, which manages the royal forest of Pilis for the king.

Budavár is a small royal castle and residence, built on the site of the ancient camp of King Attila of the Huns. Attila himself is buried near an ancient Roman monument dedicated to Jupiter, a day's march south of Budavár. The site is haunted by spirits, and is a unique *vis* source for *Domus Tremēris*.

Buda is the castle and seat of Pest county. Pest and Pest county actually lie on the eastern side of the Danube River. Pest is a large town in the 13th century, a center for trade and the main east-west crossing over the Danube River. The great island of Csepel to the south, lying between two major branches of the Danube River, is part of the royal demesne. The king keeps his royal horse studs to pasture on the island.

Csákvár is the hereditary family seat of the Csák clan, a venerable and powerful clan.

Pentele is a Greek Orthodox monastery dedicated to St. Pantaleon, founded by a Greek named Andronicus.

Fehérvár is the castle and seat of Fehér county, as well as a royal residence. The oldest church here was founded by István I, and was his original burial place. Most of the other kings of Hungary are buried here. The royal crowns of the king and queen are kept in this church.

Fehérvár holds an annual fair by royal authorization, and is also the site of the *senatus*, or royal council. The *senatus* is comprised of all the *ispáns* and bishops in the kingdom, presided over by the king, and meets every year in the latter half of August at Fehérvár.

Veszprém is also a royal residence, of the queen of Hungary. Veszprém is also an episcopal seat, of the Diocese of Veszprém, and the bishop of Veszprém has the right to crown the queens of Hungary. Nearby is a convent of Greek Orthodox nuns, which was founded by Saint István.

Bakonybél is a Benedictine monastery, founded by Saint István. Saint Gellert is said to have resided here as a hermit before his martyrdom. The area to the east and north of Bakonybél is the Bakony forest, a royal preserve.

Zirc is another Cistercian monastery founded by King Bela III, which has grown rapidly since its founding in 1182 AD. The abbey at Zirc has recently (1232 AD) founded a daughter abbey at Kutjevo in Croatia.

Kabold, Léka, Borostyan, and Némétújvár are all stone border castles, guarding the Austrian border. The area along the border west of these castles has been blocked with deadfalls, hedges, ditches, and other impediments to travel.

Szombathely ("Saturday market") is a market town built over the ruins of the Roman city of Savaria. The Mithraeum in the ruins has been renovated and is tended to by *Tremēris* Initiates of *Legio Mithrae*.

Vasvár is the castle and seat of Vas county. Sarvár to the north is another of the new stone castles, guarding the route north and east toward the heart of Transdanubia.

To the west of Vasvár is the Cistercian monastery of Szentgotthárd, founded by King Bela III in 1183 AD. The monks who founded the monastery came from France, and brought with them more advanced western agricultural methods such as crop rotation, which have spread into the surrounding villages for several days travel in all directions.

Tihany is a Benedictine abbey, founded in 1055 AD. King Andrew I is buried here. The abbey sits on the northern shore of a hilly peninsula that juts into the center of Lake Balaton.

Lake Balaton is a huge lake, the largest in central Europe. The area around Balaton since Roman times has been largely dedicated to vineyards due to the favorable climate. The hills north and west of Tihany have several bubbly mineral water springs. Two of the springs have minor magical auras, produce small amounts of *Creo vis*, and are claimed by *conventum Lycaneon* as *vis* sources.

Conventum Lycaneon, on the northern shore of Lake Balaton, is described in **Chapter VI, Conventa Domus**.

Zalavár is not actually a castle, as its name would suggest, but a monastery dedicated to St. Adrian, founded by Saint István. The monastery was built

on the site of a Slavic fort, from which it takes its name and its fortifications. Zala county contains the ancestral lands of the Vérbulcsu clan. The castle and seat of Zala county are at Kolon, to the south. The village of Szakacsi is notable for supplying the royal cooks to the king and queen.

Somogyvár is the castle and seat of Somogy county. The ancestral lands of the Tatony clan are in Somogy county, south of Balaton.

Kaposszentjakab, a benedictine monastery founded by the Györ clan in 1067 AD, lies in a hilly region near the Kapos River.

Szekszárd is also a Benedictine monastery, founded in 1061 AD by King Bela I. Cikádor, to the southwest, is the oldest Cistercian monastery in Hungary, "founded" by King Géza II in 1142 AD when he was only 12 years old. In actuality, his mother Helena of Serbia was the founder, in accordance with the wishes of her recently deceased husband, Bela II.

Tolna is the castle and seat of Tolna county. The area around Tolna is hilly and heavily forested, with an abundance of deer and boar.

Pécs is the castle and seat of Pécs county, as well as the episcopal seat of the Diocese of Pécs. The cathedral is called *Quinque Ecclesiae*, because it was built from stones from five old churches.

Pécsvárad is a Benedictine monastery, founded by Saint István. A small market town has grown near the monastery.

The town of Varasd was granted a charter as a free town by King Andras II in 1220 AD. Varasd castle is the seat of Varasd county, a very small county on the border with Styria where the Drava River enters the kingdom of Hungary. The area south of the Drava River is called Slavonia. The land in this region is primarily forested hills and mountains, settled by Slavic foresters and hunters who pay their taxes in martin furs.

The Great Hungarian Plain

The *Alföld* is the region of central Hungary between the Danube River and the mountains of Transylvania. It is a vast plain, interrupted only by the Tisza River, which flows down the center of the plain from the north, and joins with the Danube near Belgrade.

Life on the *Alföld* is mostly pastoral. Large herds of horses and cattle roam the plains, while herds of pigs feed in the oak forests of the river floodplains. Wild beasts may also be found here; great herds of European bison and wild horses share the grasslands with the domestic herds.

Herdsmen live a semi-nomadic life, following the herds from place to place. Large white herd dogs called Kuvasz aid in moving the herds and guarding against the predations of roaming wolf packs.

Pest, the main east-west crossing point over the Danube River, is a large town in the 13th century,



Map of the **Great Hungarian Plain** region, or *Alföld*

and a center for trade. Pest county runs north from Pest on the eastern side of the Danube, through Vác and around the curve of the river to the west, south of Nógrád (see *The North*, above). Buda, the castle and seat of Pest county, is located just across the river from Pest in Transdanubia.

Vác lies on the east bank of the Danube River, at the northwestern edge of the great plain. Vác is the episcopal seat of the Diocese of Vác.

Eger is the episcopal seat of the Diocese of Eger. The settlements around the town are primarily devoted to viticulture.

Tokaj is a small village, notable only for being the farthest point on the Tisza River reached by spawning sturgeon each year during their trek upriver.

The Nyírség region is dry, with very little surface water. *Ismaelites* live in several small settlements scattered throughout the region, which is otherwise uninhabited.

Szalacs is a major trade settlement. It is a center for salt transshipments from the north of Transylvania. The salt is sent down to the Koros River, and from there downriver to Szeged. Kaplonymonostor and Szatmár are detailed in the section on Transylvania.

Szentjobb ("Saint Arm") is a small village, notable only for the nearby monastery dedicated to the Holy Dexter, the mummified right hand of Saint Istvan (see **Chapter II, Historia, The Holy Dexter**).

Nagyvárad is the castle and seat of Bihar county, and the episcopal seat of the Diocese of Bihar. Several settlements have clustered on islets in the Körös river, surrounding the castle of the bishop. The oldest Premonstratensian monastery in Hungary is nearby.

Szolnok is a large market town, customs collection point, and the major crossing point over the Tisza River. Várkony, just to the south, is an old Avar settlement, otherwise notable only for being the location of a dramatic meeting between King András I and his restive brother, Bela I. András placed a crown and a sword before his brother, and asked him to choose. Bela wisely chose the sword, indicating that he would be content with his position as second in power, but later defeated András in battle and secured the kingship for himself.

This story is re-enacted by a group of faeries who reside at a ford over the Tisza River near Várkony. They are dressed in the garb of an 11th century royal king and his retinue, with the leader of the faeries playing the role of King András. They will challenge

any group of travelers who seem appropriate, and faerie András will place a sword and crown before the apparent leader of the group, and ask him to choose (if the leader is a woman, the faerie András will select the man who seems most senior).

If the human playing the role of "Bela" in this re-enactment chooses the sword, he may take the sword with him, which grants the Puissant Single Weapon virtue to its wielder for one year (after which the sword disappears). If "Bela" chooses the crown, the faeries will attack the other party, and do their utmost to slay them all. Should the party defeat the faeries in battle, the leader ("Bela") will be recognized by all faeries in Mythic Hungary as the rightful "king" and given due respect and homage.

Should someone thus obtain the faerie "kingship," the faerie pretender Solomon (see **Chapter II, Historia**), son of András, will seek out the "king" and try to defeat him in any way possible, in order to re-claim his throne.

Túr is a small village with a ferry over the Szamos river. It lies on the most direct route between Transylvania and the ferry at Szolnok, and thus many travelers pass through the village. It is otherwise unremarkable.

Békés is the castle and seat of Békés county, which is more devoted to growing crops than animal husbandry, due to the rich soil and good water supply in the area.

Csongrád ("black castle") is the castle and seat of Csongrád county. Despite the name, the castle itself is not perceptively black, being built of earthworks and wooden palisades like most other castles in Mythic Hungary. The appellation "black" refers to its secondary status compared with the "white" castle at Gyulafehérvár in the Transylvania region. Due to its location at the juncture of the Körös and Tisza rivers, and the resulting increase in commerce. Csongrád has a thriving market town.

Zaránd is the castle and seat of Zaránd county. Zaránd county occupies the region north of the Maros River east of Arad. The eastern portion of the county is mountainous and mostly uninhabited.

In the heart of this mountainous region lies an undiscovered magical cave complex, the Cave of the Great Bear. This enormous cavern contains the remains of over 140 enormous bears, trapped here for millenia since the entrance to the cave collapsed. The bears turned on each other, the strongest devouring the weaker bears until only a single bear remained.

The cave complex hosts a strong sixth magnitude magical aura, and the sole remaining Great Bear slumbers here in magical hibernation. It is a powerful and ancient beast of great Might. The remains of the dead bears contain large quantities of Animal *vis*. Much of the *vis* is buried amidst the debris of millenia, but diligent searching could uncover over a queen of *vis* in total. Should magi somehow discover the existence of the cave, it could be a potent site

for a *conventum*, if the magi can deal with the Great Bear who inhabits the cave.

Kalocsa is the seat of the Archdiocese of Kalocsa, currently held by Archbishop Ugrin of the Csák clan. Although it lies on the eastern side of the Danube, Kalocsa is part of Feher county. The area around Kalocsa is largely marshy and wet, and fishing and hunting of waterfowl are common occupations. Land to the east of Kalocsa, on higher ground, is largely occupied by orchards and flax fields.

Bodrog is the castle and seat of Bodrog county. The market town at Bodrog has some of the best leather-workers in Mythic Hungary, including several who perform work for the royal court and other prominent nobility. Because the area surrounding Bodrog is more forested than the plains to the north and east, Bodrog also supplies large amounts of timber and firewood in trade.

Szeged is a market town near the confluence of the Maros and Tisza rivers, which holds a market every Monday. It is also a major trade center for salt transshipments from southern Transylvania. The castle here is larger than most, even though it is not a county center, because it holds royal salt depots. Salt, in the form of large cubes, is often used as a form of currency in Hungary. The royal treasury often pays dues to monasteries in salt cubes, for example.

Csanád is the castle and seat of Csanád county, as well as the episcopal seat of the Diocese of Csanád. The first bishop of Csanád was Saint Gellert, who was martyred at Buda during the first major pagan uprising in 1046 AD.

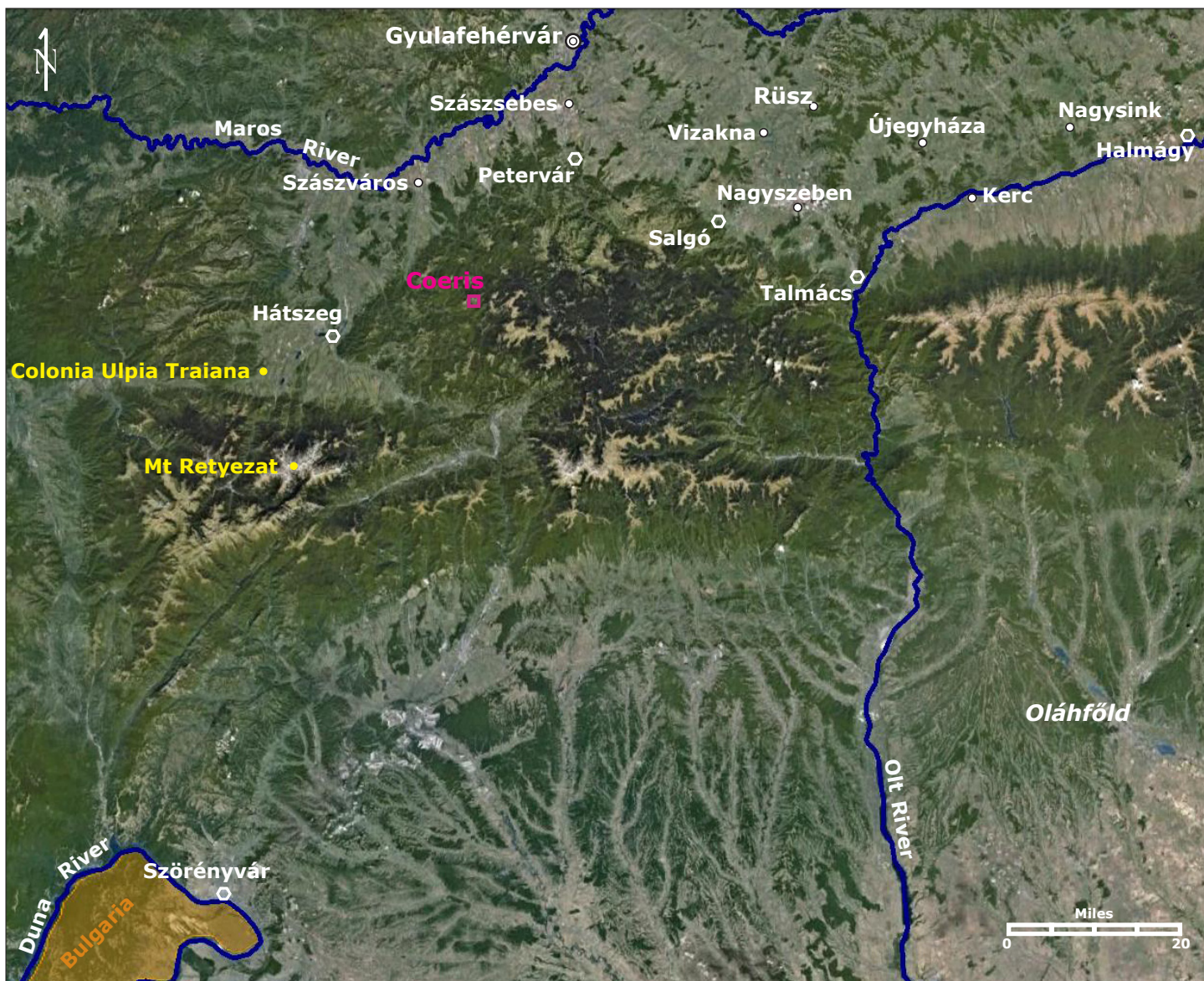
Egres is the site of a Cistercian monastery, founded by King Bela III. If the Saga follows actual history, King András II will be buried in the church here following his death in 1235 AD. His last wife will be buried here in 1233 AD.

Arad is the castle and seat of Arad county. It is the first major settlement on the banks of Maros River downstream from Transylvania. Although the river is navigable throughout this area (salt is shipped downriver from mines in Transylvania on large rafts), the area upriver from Arad is dominated by narrow and winding gorges, and is largely uninhabited.

Transylvania

Transylvania is a Latin term meaning "over the forests." It is a direct translation from a Magyar word for the region, *Erdély*, which indicates a land lying "over the forests." Transylvania, true to the image of its name, is a land of forests surrounded by mountains. It is lightly populated in the 13th century, with vast wilderness tracts.

Transylvania is divided into several administrative divisions, each of which is independent of the others.



Map of southwestern **Transylvania**, showing the region around Coeris

Szolnok county includes the northern-most part of Transylvania, and is governed by an *Ispán* (in 1232 AD, *Ispán Marton*). The major portion of Transylvania, including the counties of Torda, Küüllő, Doboka, and Kolozs, is governed by the *Erdélyi Vajda* (in 1232 AD, the *Voivode Dénes*), who is like a count, but senior in precedence to the *Ispáns*.

The *Székelyföld* encompasses the southeastern ranges of the Carpathian Mountains, where the *Székely* tribes guard the border against incursions from Cumans or other invaders. The *Comes Siculorum* governs the *Székely* for the Hungarian king.

To the west of the *Székelyföld* lie the lands of the Saxon colonists, who govern themselves autonomously under the Hungarian king. Although Saxons have also begun to settle in northern Transylvania, their oldest and most developed settlements lie in the foothills of the southern Carpathian mountains.

In 1227 AD, King András II appointed his son Bela "junior king" and gave him authority over all of Transylvania, but excluding Szolnok county in the north,

part of which lies outside Transylvania. Transylvania is an important region for the Hungarian kingdom, as the royal monopolies on gold, silver, and salt provide huge revenues for the kingdom. Transylvania also produces large quantities of timber and furs for export.

Coeris is located in the southern Carpathian mountains, making Transylvania an important region for *Domus Trememis*. The Saxon town of Szászváros, the ancient Roman ruins of *Colonia Ulpia Traiana*, and Mount Retyezatz are all discussed in the section on *Coeris* in **Chapter VI, Conventa Domus**.

A mile below the western slope of Mount Retyezatz lies a large glacial lake with crystal clear water. The lake has a second magnitude magical aura, and is home to a minor water elemental.

Szörényvár castle guards the area known as the "Iron Gates" of the Duna River (Danube), because of the easily defensible passage through narrow gorges. This is also the location where the engineers of Roman Emperor Trajan bridged the Danube River; the

longest arch bridge ever built in Mythic Europe. The bridge has since been destroyed, but some of the pillars are still visible, especially the anchor pillars on either bank.

The kings of Hungary claim the region to the east of Szörényvár, but there are few settlements in this area. Groups of Vlach herdsmen graze their flocks in the pasture on the southern slopes of the Carpathian Mountains in the summer, then take them south to the valley of the Danube River for the winter (a practice called transhumance).

Hátszeg is a royal castle, which guards the major southwestern approach to Transylvania. Vlach settlements are common in the Hátszeg area, and Vlach border guards in the service of the Hungarian kingdom patrol the region, especially to the south-east down the Zsil valley.

Szászsebes is an old village that has recently been occupied by Saxon immigrants. The area was originally settled in the late 10th century by Pechenegs, who were granted the land by the *Gyula* in exchange for helping to guard the southern border against incursions. Later, *Székely* border guards settled here. In 1224 AD, King Andrew II moved the *Székely* farther east to the *Székelyföld* and granted the village to Saxon settlers.

Gyulafehérvár ("White Castle of the *Gyula*") is the major seat of power in Transylvania, as it is the seat of the Diocese of Gyulafehérvár and the residence of the *Voivode*. It is also the castle and seat for the *vármegye* (county) of Fehervar, which extends north of the Maros River and west of the lower Küküllő River. The cathedral at Gyulafehérvár was built in the 11th century in the Romanesque style favored by the Hungarians.

The town was built over the ruins of the ancient Roman city of Apulum, which was for a time the home of *Legio XIII Gemina*. Magi *Tremeris* have carefully surveyed the area for ancient Roman burials; although many of the *spectra* and *umbræ* from this area were used up in past conflicts, a few still remain.

The earthwork fort of Petervár is notable for its inhabitants, who are the descendents of *Besenyő* (Pecheneg) warriors who settled here in the 10th century as border guards. Although they now speak Magyar, they retain some memory of their Pecheneg heritage. Vlach border guards also settled in the area in the late 12th century.

Salgó and Talmács are also earthwork border forts, which guard the strategic position at the opening of Vorostorony Pass through the southern Carpathians. Pecheneg light cavalry and Vlach border guards garrison the strongholds and patrol the passes in the area.

Rüsz is another Saxon settlement, which gets its name from the Russian mercenaries who settled in this region in the 10th century. The salt mines at Vizakna to the southwest are the southernmost of four major salt mines in Transylvania.

Nagyszeben is a Saxon market town, one of the first Saxon settlements in the region, which is also home to a Dominican monastery. The Dominicans have the mission to combat heresy among the Saxon towns in the region, as well as conversion of Orthodox schismatics such as the Vlach in the *Oláhföld* (Vlach land).

Újegyháza and Nagysink are Saxon market towns, also among the first settled by Saxons. The region around Nagyszeben, Újegyháza, and Nagysink is called *Altland* by the Saxons.

Kerc is a Cistercian monastery, only recently founded by King Imre around 1200 AD. The region south of Kerc and east of Talmács is part of the *Oláhföld* (Vlach land), one of the main areas of Vlach settlement in Transylvania.

Halmágy is a Saxon fort, originally garrisoned by *Székely*, but now the responsibility of Saxon *gerébs*. Miklósvár and Bálványos to the northeast are similar royal border forts, still garrisoned by *Székely*, but are not part of the *Székelyföld*. Hot springs near Bálványos produce small amounts of *Creo Ignem vis dedicatus* (Dedicated *Vis*, RoP:M, 122). Near a volcanic lake to the northwest, caves produce harmful vapors, which may be collected as *Perdo vis*. The corpses and skeletons of dead birds and other small animals litter the ground surrounding these caves.

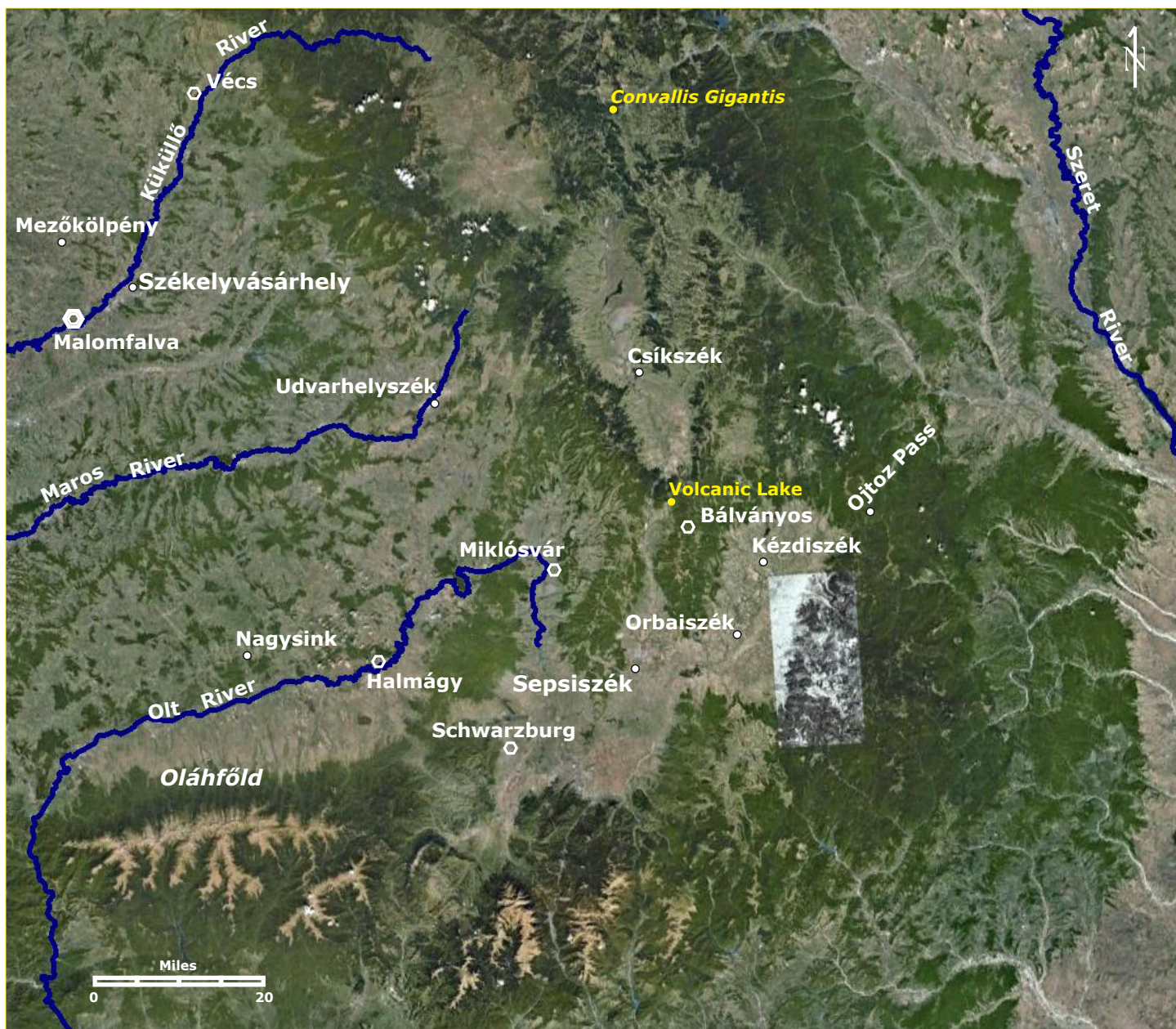
Schwarzburg (see map on following page) is a Saxon settlement, notable for the namesake black castle that dominates the town. The castle was built by the Teutonic Knights during their brief sojourn in the region (between 1211 AD and 1225 AD), and was one of the reasons King András ejected them from the kingdom. The Knights were only authorized to build castles of wood and earth, not stone.

Székelyvásárhely, the largest *Székely* market town, is one of six *Székely* seats (Marosszék). The other five seats are Udvarhelyszék, Csíkszék, Sepsiszék, Kézdiszék, and Orbaiszék. The region surrounding the six *Székely* seats comprises the *Székelyföld*. The *Székely* are strongest in the southeast to guard the Ojtoz Pass, which is the traditional approach for raiders crossing the eastern Carpathians.

Malomfalva is the castle of the *Comes Siculorum*, and is the westernmost settlement in the *Székelyföld*. Mezőkölpény to the north is a small *Székely* settlement, although it was originally founded by Pecheneg mercenaries. The descendents of the first settlers still live in the area, though now they mostly speak Magyar.

Convallis Gigantis, the home of *Oriás*, is described in more detail in the Coeris section of **Chapter VI, Conventa Domus**. *Oriás* is described in **Chapter VIII, Bestiarium**.

Vécs, on a hill above the upper Küküllő River, is a former royal border castle, given by the king in 1228 AD to Dénes of clan Tomaj, currently the *Voivode* of Transylvania. Vécs is unique among mundane fortifications in Transylvania, as its walls are built of stone,



Map of southeastern **Transylvania**, showing the *Székelyföld*

not earth and timber like other mundane fortifications.

Oroszi village, on the Küküllő River between Malomfalva and Gyulafehérvár, was settled by Russian mercenaries in the 10th century. The inhabitants, who are *udvornici*, owe the service of ten warriors to the *Voivode* of Transylvania.

Küküllővár is the castle and seat of Küküllő county, which encompasses the area between the Küküllő and Maros rivers west of the *Székelyföld*.

Ramet is the location of a small group of Orthodox eremite monks.

Torda is the seat of Torda county, which is a narrow east-west strip of land immediately north of the Küküllő River. The castle at Torda guards the valuable salt mine at Tordaakna. A nearby village, Tordaszentlászló, was the site of a miracle of Saint Lazlo, when he was pursuing a Pecheneg raiding party. The raiding party threw the gold coins they had pil-

laged behind them, to distract the Hungarian forces. The ruse worked, until Saint Lazlo prayed, and God turned all of the gold coins to stones. Lazlo was then able to rouse his men and pursue the Pechenegs, defeating them and freeing their captives.

The resulting stones are called Saint Lazlo's money, and are scattered throughout the area. A fourth magnitude Divine Empyrean Aura (RoP:D, 12) manifests throughout the area where Saint Lazlo's money lies.

Torda Gorge is a large gap, two miles long, in the hills west of Torda castle. Small to medium-sized caves dot the sides of the gorge. In the spring, bright yellow flowers called *boglárka* bloom. Diligent searching can sometimes reveal a *boglárka* that is an Herb of Virtue (RoP:M, 124). A *Boglárka* of Virtue, if enriched by burying it in a haystack for the three days of the full moon, grants its owner the power of

(Greater) Immunity against poisons. Unenriched, a *Boglárka* of Virtue contains a pawn of *Herbam vis*.

The Transylvanian Mountains to the west contain hundreds of caves and caverns of various sizes. One of the most notable is the *Spelunca Glaciei*, a magnificent ice cave high in the mountains that Coeris claims as a source of *Aquam vis*. A colony of **magical bats** occupies part of the cavern.

Kolozsvár is the castle and seat of Kolozs county, which runs from the mountains in the west, around Álmosmonostor, east to Vécs. Kolozsvár guards the salt mine at Kolozsakna to the southeast, and the large Benedictine monastery at Kolozsmonostor to the west. The monastery, which was founded by King Bela I, was recently rebuilt after having been razed by the Bishop of Transylvania during a dispute with the abbot there. Kolozsmonostor provides legal and notarial services to the *Voivode*, and is primarily a clerical service and training institution.

Álmosmonostor, nestled in the foothills of the western Carpathian mountains, is a smaller Benedictine monastery, founded in 1120 by Prince Álmos, the father of King Bela II of Hungary.

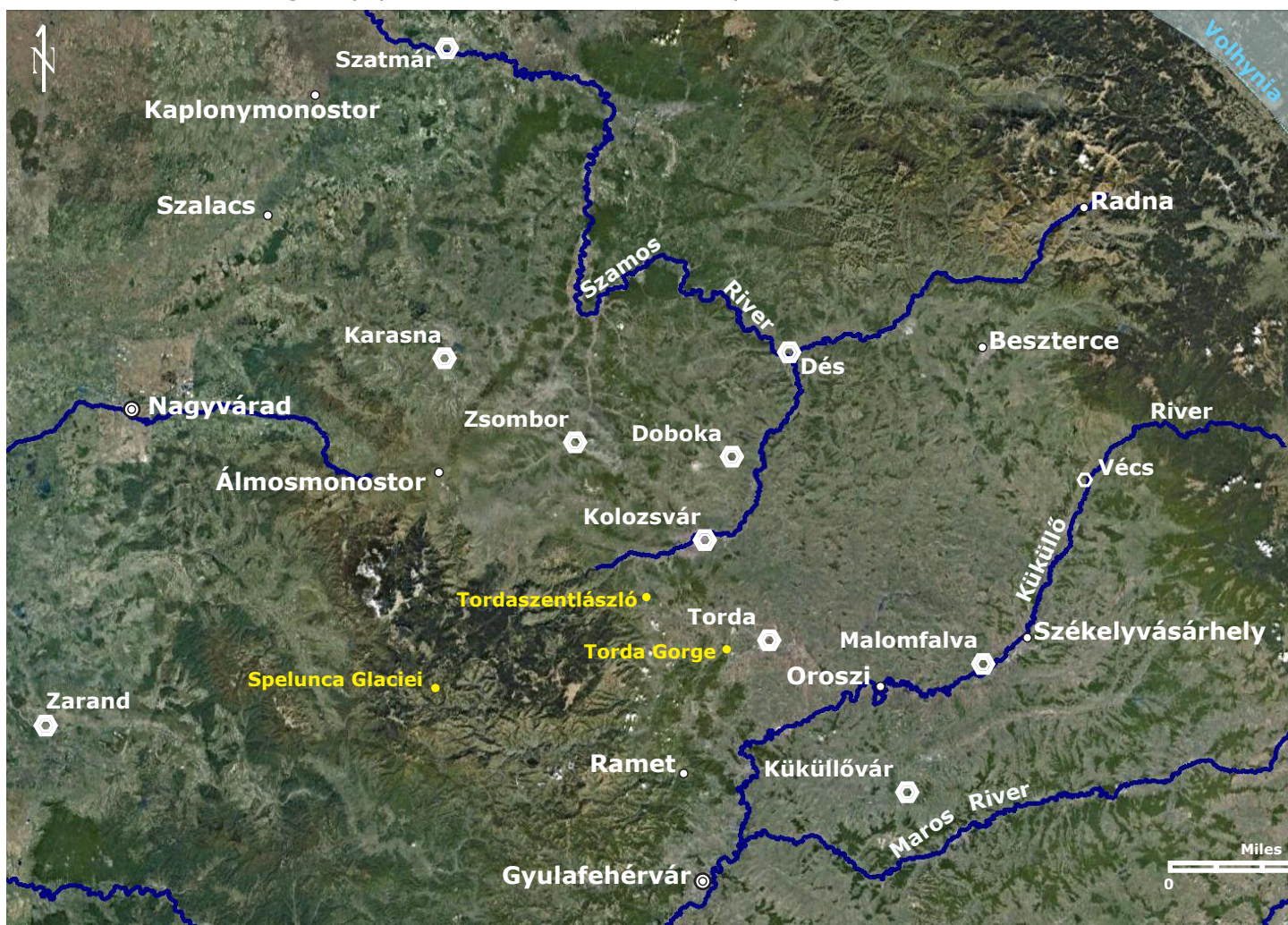
Zsombor is the traditional family seat of the Zsombor clan, the most venerable clan in Transylvania. Doboka castle was originally part of the Zsombor

clan holdings, but King István I appropriated it as part of his organization of the new kingdom, and made it the seat of Doboka county. Doboka county is a narrow crescent-shaped piece of land just to the south of the Szamos River.

Beszterce is a northern Saxon settlement, founded in 1206 AD. The area was formerly settled by Pecheneg border guards, whose descendants still live in the region. Beszterce also hosts a newly founded Dominican monastery.

Radna, to the northeast, is a Saxon mining settlement. The silver mines are royal property, and one-eighth of the raw silver produced goes to the king. Radna is occasionally plagued by a *Zmeu* (a kind of dragon), and several youths in the town have *Zmey Blood* (HoH:TL, 143) as a result. Magi from Coeris make periodic trips to the area around Radna to watch for signs of The Gift among the inhabitants. They try not to disturb the *Zmeu*, respecting its claim to the area. Annaeus Quintilius has met the *Zmeu* at least twice in the past, while it had assumed human form, and had what he describes as interesting conversations on both occasions.

The castle at Dés guards the salt mine at Désakna. Dés is the seat of Szolnok county, which is a large county running from Beszterce in the east to Szalacs



Map of northern **Transylvania**

in the west. Although Dés itself is within Transylvania proper, Dés and Szolnok county are ruled by King András II, and not by Prince Béla or the *Voivode* of Transylvania. However, Szolnok county is included in the Diocese of Transylvania, and thus falls within the ecclesiastical domain of the Bishop of Transylvania.

Karasna is the castle and county seat for Krasna county, a small area of hilly terrain surrounding Karasna. Although Karasna is not part of Transylvania proper, Krasna county is included in the Diocese of Transylvania.

Kaplonymonostor is the family monastery of the Kaplony clan, an ancient and distinguished kindred that has lost much of its original wealth and influence. Their remaining lands are mostly in Szolnok and Szatmár counties.

Szatmár is the castle and county seat for Szatmár county. Like Szolnok and Krasna counties, Szatmár county is included in the Diocese of Transylvania, although it is not part of Transylvania proper. The forests of Szatmár, between the lower Szamos and upper Tisza rivers, are some of the least-populated lands in all of Mythic Hungary. All manner of fantastic and legendary creatures are said to inhabit the forests and mountains to the northeast.

Szalacs, Nagyvárad, and Zarand are described in the section on **The Great Hungarian Plain**.

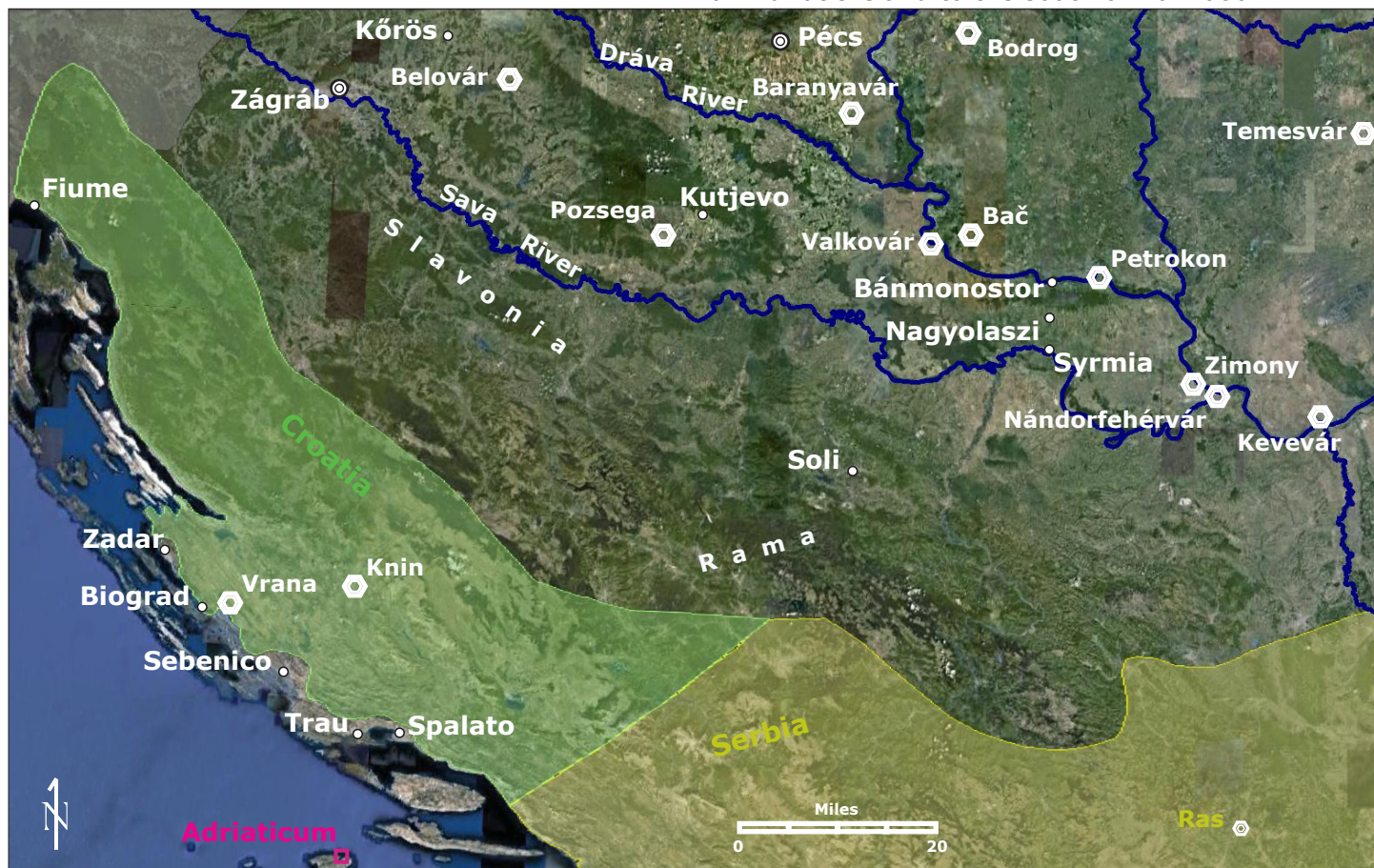
Croatia & the South

The southern portion of Mythic Hungary includes the subordinate kingdom of Croatia, as well as Slavonia, Dalmatia, Rama (Bosnia), Szerem, and several southern counties. Much of the land is hilly or mountainous, and settlements tend to cluster along a few major river valleys. Other than the Dalmatian cities, most of the settlements are small.

Croatia in the 13th century is a small strip of land between the Kapela Mountains and the Adriatic coast, centered on Biograd. The Kingdom of Croatia has had the same ruler as the Kingdom of Hungary since 1102 AD, when King Colomon crowned himself King of Croatia in Biograd. Since that time, Croatia has been governed by a *Bán*, or governor, appointed by the King of Hungary. Croations, like most Hungarians, are Catholics. The metropolitan of Zadar is the governing Church authority for Croatia.

The region north of Croatia and south of the Dráva River, and centered along the upper reaches of the Sava River, is Slavonia. In the 13th century, Slavonia is part of the Kingdom of Hungary, comprising the counties of Varasd, Zágráb, Kőrös, and Pozsega.

Dalmatia consists of several fortified towns and cities, and a smattering of offshore islands along the Adriatic coast. *Capitulum Adriaticum*, which is described in **Chapter VI, Conventa Domus**, lies on an Adriatic island to the south of Dalmatia.



Map of **Croatia** and southern Mythic Hungary, showing *Capitulum Adriaticum*

The *Bánát* of Rama (a part of Bosnia that is claimed by Hungary) lies east of Croatia and Slavonia. In the 13th century, Rama is most notable for being a haven for Bogomil heretics. Otherwise, it has little significance other than land to be fought over between Hungary, the Byzantines, Bulgaria, and now Serbia. In 1232 AD, the *Bán* of Rama is Colomon, second son of King András.

The mountains of southeastern Slavonia, southern Rama, and northern Serbia have few human inhabitants, as they are home to several tribes of *Psoglavī* (see **Chapter VIII, Bestiarium**). The *Psoglavī* raid the surrounding lands, killing men and taking women and children captive.

East of Rama and Slavonia is the region of Szerem (Srem, or Syrmia). Szerem occupies the region between the middle Danube River and the lower Sava River, southeast of Valkovar. The city of Syrmia is the cultural center of the region. In the 13th century, Szerem is part of Mythic Hungary, but it has been a contested area between Hungary, the Byzantine Empire, and Bulgaria in prior centuries.

Fiume is a walled town built over the ruins of the ancient Roman city of Flumen. At the northwestern edge of Croatia, its inhabitants are largely Italian in dialect and culture. Fiume is the western-most settlement in all of Mythic Hungary, and prospers from trade with the Italian cities.

Zadar is a Dalmatian city, notable for being the first target of the Fourth Crusade in 1202 AD. In ancient times, it was a base for Liburnian pirates until it was conquered by the Romans. Zadar was nominally a part of the Byzantine Empire, and chief among the Dalmatian cities, until the eleventh century, when King Colomon conquered Dalmatia. After its devastation by the Fourth Crusade, Zadar became subordinate to Venice. The people of Zadar speak Italian, although inhabitants of the surrounding lands and some of the islands speak Croatian.

Biograd is a former capital of the Croatian kingdom, and the current administrative center for the *Ban*. Despite its status as capital, it is a small town.

Vrana is a Benedictine monastery and stone fortress of the Knights Templar since 1194. Vrana is the only Templar province in Mythic Hungary, and is more heavily fortified than seems necessary for a Templar possession in a Christian kingdom. Some speculate that the fortress guards a great treasure, or a great secret.

Knin is a fortress held by the *Bán* of Croatia, and also a former Croatian capital. As Knin lies over the ruins of a Roman military camp, magi *Tremēris* have surveyed the area for pre-Christian burials. Several graveyards have proven suitable for raising groups of Roman legionaries, although not in great numbers.

Sebenico is a thriving Dalmatian city. Like Biograd and Knin, it was for a short time a capital of the eleventh-century Croatian kingdom. It is more notable now for its trade.

Trau is now the most prominent Dalmatian city, following the sack of Zadar earlier in the century. It has held a town charter from the Hungarian king for over a century (since 1107 AD), but is currently a satellite of Venice.

Spalato is another thriving Dalmatian city, built near the ruins of the Roman city of Salona. Spalato is best known for the Diocletian palace, which forms the inner part of the city. Spalato remains a subject state of the Hungarian crown.

Soli ("salt") is one of the few significant settlements in Rama. Although they cannot compete with the larger mines in Transylvania, the mines at Soli supply salt throughout Slavonia, Croatia, and Serbia.

Zágráb is the episcopal seat of the Bishop of Zágráb, and the largest settlement in Slavonia. The cathedral dominates the settlement closest to the river, while the county castle occupies a hill just to the north. The administrative area of Zágráb extends to the west and south of the city.

Belovár is the castle and seat of Belo county, which occupies the land between the Dráva and Sava rivers northwest of Pozsega. The settlement of Kőrös has been a Royal town since 1193 AD, when King Bela III granted it a charter.

Pozsega is the castle and seat for Pozsega county, which occupies a small area north of the Sava River. Kutjevo to the northeast is a fledgling abbey started in 1232 AD, a daughter house of the Cistercian monastery at Zirc. At the moment, it consists of little more than huts and a few cleared fields, but the monks are already hard at work building a stone church.

Pécs and Bodrog are described in **Transdanubia** and **The Great Hungarian Plain**, respectively.

Baranyavár is the castle and seat of Baranya county. The castle is very old, and pre-dates the Magyar conquest. The land around Baranyavár, especially to the south between the Dráva and Danube rivers, is mostly swampland. Vast flocks of waterfowl make their home here, including the great conquering stork. From time to time, a Stork of Virtue may be found among the flocks in this area. The heart of such a stork may be enriched by wrapping it in the skin of a hawk or vulture, and writing the phrase "because I have conquered my enemies" upon the skin. If the resulting charm is bound to the right arm, the wearer gains the Puissant [Weapon] Virtue, corresponding to their best weapon Ability.

Temesvár is the castle and seat of Temes county. The western portion of Temes county is part of **The Great Hungarian Plain**, while the eastern and southern hills are home to Vlach herdsmen.

Valkovár is the castle and seat of Valko county, which extends between the Dráva and Danube Rivers on the north, and the Sava River to the south. King András II granted the town of Valkovár a charter as a free town in 1231 AD, making it independent of the *Ispán* of Valko county.

Báč is the castle and seat of Báč county, which extends along the left bank of the Danube River from Báč to the confluence of the Tisza River. Until recently, it was a major trading settlement, being on the route between Esztergom and Constantinople. However, with Hungarian expansion to the south, Kevevár has overtaken Bács as the major trading center in the south.

Bánmonostor is a Benedictine monastery, founded by *Bán* Beluš (a Serbian noble) in the mid-twelfth century. The monastery lies near the ruins of a Roman military camp. The remains of two temples, one to Jupiter and one to Neptune, host minor Faerie auras. Magi *Tremēris* have been able to gather *Regovis* from greenish tears that occasionally form on the face of a statue of Jupiter. However, the tears seem to form erratically, and the magi have not discovered any pattern or predictable element to their formation.

Petrokon is a border castle that overlooks the Danube River, built on the remains of an old Roman limes fortification. The town near the castle was originally built by the Byzantines when they controlled the area.

The town of Nagylaszi was founded by Walloon settlers in the eleventh century. It is now famous for wines of superior quality, which it sells throughout the region, and even as far away as Constantinople.

Syrmia is an ancient town, at one time one of the capitals of the Roman Empire. After its devastation in the barbarian invasions, the settlement was abandoned for a time. Magi of *Domus Jerbitonis* founded *Conventum* Sirmium here immediately following the *Disiuntum*, as an attempt to move the border between *Dacia* and *Graecia*. The attempt succeeded temporarily, because of the weakness of *Domus Tremēris* in those years, but the *conventum* was destroyed during a Magyar raid in 930 AD.

The 13th century city lies on the remains of an enormous Roman *circus*, or racing track. The underground ruins contain a faint Faerie Aura, which strengthens once each year on the 23rd of July, the date of the ancient festival of Neptunalia. Neptune Equester was the Roman god of horses and horse racing, and on the day of his festival, the aura strengthens just enough to overcome the Divine Aura throughout most of the city. Faeries come (or are awakened?) to the city for this one day. The inhabitants know to welcome the strange visitors, and set out fresh cakes, milk, and ale for them.

Zimony is a border castle, facing Nándorfehérvár across the Sava River. Since Hungary now controls Nándorfehérvár, the garrison at Zimony has been reduced in size.

Nándorfehérvár ("white castle of the Bulgarians") at the confluence of the Sava and Danube rivers, is a small city in the early 13th century. In previous centuries, Hungarians, Byzantines, and Bulgarians traded the city back and forth several times, and the

frequent sieges and conquests have done nothing to help the settlement.

The confluence of three major rivers in the area (the Tisza joins the Danube a day's journey upriver) causes regular contests between the elemental spirits of the rivers, and results in frequent flooding in the late spring or early autumn months, depending on which spirit is strongest.

Kevevár is the castle and seat of Keve county, which comprises the area north and east of the Danube River, opposite the confluence with the Sava River. Kevevár lies at the southeast border of the county, opposite lands contested with Bulgaria.

The southern Morava River flows into the Danube from the south at Kevevár, which has made the castle town a center for trade in the region. Goods from Serbia float down the Morava, while goods from Hungary, Germany and Poland come down the Danube and Tisza Rivers, all coming together at this town on the southern border of the Hungarian kingdom. Goods from Greece and Bulgaria similarly come upriver to this point, and merchants from many lands gather to haggle and trade.

Spirits of the Great Rivers

None of the great rivers of Mythic Hungary have been tamed by man in the 13th century. The great spirit of the rivers, called *Amnis Magnus* or *Tethys*, remains wild and strong.

Although the Faerie goddess Danu claims the Danube River has her own, due to the correspondence in names, she only exercises influence over the upper Danube River, where the spring floods from melting Alpine snowpack allow her to overcome the power of the magical spirit of the great river. For the rest of the year, and in the lower stretches of the river, the spirit *Duna* has dominion over the greatest river in Mythic Europe.

The spirits of the Dráva, Sava, and Tisza rivers are lesser aspects, but are the equals of the spirits of the Rhine, Rhone, or Po rivers. The Dominion does not extend over the waters of a river; only a miracle or other Divine intervention can tame the wildness of the rivers.

Many smaller elementals (as opposed to elemental spirits) flow and play along the courses of these mighty rivers. Where the rivers combine, these elementals, each striving to outdo those of the other river(s), cause havoc with boats and buildings along the shores. When a river is in flood, only madmen or those with supernatural aid attempt to overcome the might of the elementals.

Chapter VIII, Bestiarium, includes a profile for *Száva*, the aspect of the Sava River.

Mythic Serbia

Mythic Serbia is a land of rugged hills and mountains, isolated mist-filled valleys, and vibrant Dalmatian cities hugging the sunny Mediterranean coastline. Surrounded by powerful neighbors on all sides, Mythic Serbia has fought its way to a precarious independence.

In the early 13th century, Mythic Serbia is a young kingdom. Barely fifteen years have passed since a Papal Legate of Pope Honorius crowned Stefan II, called Stefan the First-Crowned. Stefan II died in 1228 AD, leaving his kingdom to Stefan Radislav, his son by his first wife, the Byzantine princess Evdokia.

King Stefan Radislav is thus a grandson of the former Byzantine Emperor Alexios III Angelos. King Stefan, a swarthy black-bearded man in his early 40's, is increasingly unpopular. This is mostly due to the influence of his wife Anna Doukaina Angelina, the daughter of Theodore Komnenos Doukas, the former ruler of Epirus.

His half-brother Prince Stefan Vladislav is more popular with the people, and a growing faction supports him against his brother the king. Stefan Vladislav is the son Stefan II and his second wife Anna, the granddaughter of Venetian Doge Enrico Dandolo. In addition to his Venetian connections, Stefan Vladislav has the support of Tsar Ivan Asen II of Bulgaria, and is betrothed to the daughter of the Tsar.

Church politics in the region are also fractious. The coastal areas are largely Catholic, while the interior is primarily Orthodox. Both sects are divided, however. The Catholic Archbishop of Ragusa has a century-old dispute with the Archbishop of Bar over who should govern the Catholic cities of Dalmatia. Since the see of Bar was re-confirmed as an Archbishopric in 1199 AD, each Pope has continued to confirm an Archbishop of Bar over the objections of the Archbishop of Ragusa. The Serbian rulers traditionally support the Archbishop of Bar, whose see is located

A Lawless Place

Despite its new status as a kingdom in its own right, parts of Serbia remain relatively lawless. Were magi to found a *conventum* in Serbia, the Ungoverned Boon (Covenants, 21) would be appropriate for secluded areas of Serbia, as well as parts of neighboring lands, even areas under the nominal control of the Bulgarian Empire.

Of course, a *conventum* in Serbia or any of those neighboring regions would have to register in the *Tribunal Daciae*, and the magi would have to obtain the approval of the *Praeca Daciae* — the *Prima Tremaris*.

Family Connections

The Serbian royal family has a number of interesting connections. The recently deceased king, Stefan II the First-Crowned, was for a time a son-in-law to former Byzantine Emperor Alexios III Angelos, and held the significant Byzantine title of *sebastokrator*.

The brother of Stefan II, uncle to the current king, is Sava, the first Archbishop of the Serbian Orthodox Church (established in 1219 AD). In 1232 AD, Sava is on his way to Jerusalem, hoping to establish a hospice there and make arrangements for Serbian monks to visit the Holy Land.

The current king, Stefan Radislav, also has a significant marital connection. He married the daughter of Theodore Komnenos Doukas, the ruler of Epirus and Emperor of Thessalonica. In 1230 AD, however, Theodore broke a treaty with Tsar Ivan Asen II and invaded Bulgaria. The Bulgarians crushed Theodore's army at Klokotnitsa, and captured Theodore.

Given this recent turn of events, his son-in-law Stefan Radislav's seat on the throne of Serbia is precarious at best, and most observers expect Stefan Vladislav to overthrow his brother.

within the borders of Serbia, and is regarded as a Serbian cleric.

Orthodox politics are not quite as divisive. Since 1219 AD, the Serbian Orthodox Church has been independent, although nominally part of the Nicean Church. Archbishop Sava (son of Saint Stefan Nemanja, and brother of King Stefan I of Serbia) is the head of the Serbian Church. The Serbian Church is largely rural; unlike the more urban Catholic or Greek Orthodox churches, all of the Serbian Episcopal seats are located in monasteries. Episcopal seats are located in Ras (Diocese of Raska), Ston (Diocese of Hum), Prevlaka (Diocese of Zeta), Pec (Diocese of Hvosno), Budimlja, and Prizren.

Socially, Mythic Serbia is a blend of Italian & Catholic civic culture in the Dalmatian cities, and clan structures among the Orthodox Serbs in the hinterlands. There are no feudal institutions of any significance among the Serbian clans; family connections and brute force govern most social interactions in Mythic Serbia.

Mythic Serbian culture is heavily influenced by its powerful neighbors. The Dalmatian cities are influenced by Venice and Hungary, both of which desire to control the profitable trade that flows through their ports. On the eastern and southern borders, trade and fighting with Bulgarians, Vlachs, and Greeks convey Byzantine religion and culture. Despite these powerful external influences, the Serbs have a strong sense of their own identity, which has managed to overcome the internecine fighting to achieve a fragile unity under their first kings.

Mythic Serbia comprises four major regions: three coastal provinces surrounding various Dalmatian cities, and the mountainous region of Serbia proper. Each region is ruled by a *zhupan*, a title roughly equivalent to a count (*comes*).

Hum is the coastal province stretching inland and north from the city of Ragusa (modern Dubrovnik). Ragusa is a major port on the eastern Adriatic coast, which has seen an increase in commerce following the sack of Zadar to the north by the Fourth Crusade in 1202 AD.

In 1232 AD, the ruler of Hum is *Zhupan* Toljen II. He is not related to the Serbian king; his family ruled Hum for generations prior to its conquest by the Nemanja dynasty. Although he serves the Serbian King, he is not without his own ambitions. Toljen does not govern the city of Ragusa or its immediate hinterlands, however; since 1205 AD, Ragusa is a tributary of Venice, with its own civic government.

To the south of Hum, along the Adriatic coast between Ragusa and Kotor, lies Travounia. Its political center is Travunja, a stronghold that sits on the overland trade route between Ragusa and Constantinople. Travunja is dominated by ethnic Vlachs, whose experience in moving through the mountains makes them excellent caravan guides and guards. Some Vlach have become rich and influential magnates.

Northern Travounia has occasional problems with an *aždaja*, a nine-headed hydra who dwells in the hills to the north of Travunja.

The commercial center of Travounia is the coastal city of Kotor, which despite its nominal integration into the Serbian kingdom, retains the right to make its own treaties and wage war independently of Serbia. In most respects, Kotor is Italianate in its culture, architecture, and religion.

To the south of Kotor lies the Serbian province of Duklja (Zeta), centered around the ancient city of Bar. Bar is famous for its vast olive groves. One grove in particular hosts a fourth magnitude Magical Aura, centered on an ancient olive tree. It is a Tree of Virtue (RoP:M, 128) that produces magical vis-bearing olives. The oil of the olives, if carefully extracted, bears *Ignem vis*. Magi *Trememis* have an arrangement with the grove's owner to separate the fruit of this particular tree and press it out separately. A magus from Lycaeon travels to Bar each winter to inspect the tree and collect the *vis* from the olive oil. Following the *vis* collection, the olive oil is delivered to a ship of *L'Azienda di Farfalla* in Venice, who deliver the oil to Lycaeon.

Ulcinj is a minor but ancient port city that was once home to vicious pirates. In the 13th century, it is usually more peaceful, except on the first day of June, when ghosts of ancient Illyrian pirates ascend from the sea to attack and plunder passing ships. Domus Trememis is aware of this phenomenon, and wishes to preserve the spectral pirates for their own use. They charter a ship every year to sail by Ulcinj on the first night in June, so that the pirate ghosts



Map of Mythic Serbia and the Banate of Bosnia

will have an easy target. A magus and *custodes* escort the crew off the ship and protect them from the pirates while the pirates loot the ship and take it back to Ulcinj. The following day, on the feast of Saint Erasmus, the magus and *custodes* bring the crew back to their ship and pay for any repairs needed. Over the last decade, this duty has been assigned to magi from *Capitulum Adriaticum*. Philostratus *Tremeris* refers to the spectral pirates as the *Classis Adriaticus*, or Adriatic Fleet.

Serbia proper lies inland from the coastal provinces, centered around Ras. Ras is the capital of Serbia, which is also known as Raška. It is not a large settlement, but a number of villages and monasteries cluster in the immediate area.

The monastery of Studenica to the north is the center of the Serbian Orthodox Church. It was founded by Stefan Nemanja in 1190 AD, who is buried there, and expanded by his son Sava, the Archbishop of the Serbian Church.

King Stefan Radislav built the fortress of Maglič to guard the caravan route between the Morava Valley and Serbia. The primary land trade route from Hungary (and the rest of central Europe) to Constantinople runs through the Morava Valley, and that part of the route is an important trade route for Serbia as well.

Pec is a very old settlement, listed by Ptolemy as *siparantum* in his *Geographia*. Since 1220 AD, it belongs to the nearby Žiča monastery, which was founded by King Stefan I.

Prizren is built over the ruins of the ancient settlement of Theranda. The city is a trading center for southern Serbia, guarded by a large fortress on a nearby hill. Prizren has changed hands several times during the wars of the past few decades, and as a result the population is diverse and not committed to any one faction or ruler.

Priština lies at the hub of several trading routes, from Ragusa on the Adriatic coast to Skopje and the Vardar River leading to Thessalonika. Since 1230 AD, it is nominally controlled by the Bulgarian Empire, although its ties to Epirus and Greece remain strong.

Skopia lies in the *Tribunal Graeciae*. It is the principle city in Macedonia, located in the upper Vardar valley along the major north-south trade route from Hungary to Thessalonika. It lies over the ruins of an ancient settlement called Skupi, and numerous pagan graves can be found in the area.

Niš is described in **Mythic Bulgaria**, below.

The northwestern portion of Serbia, near the nominal borders with Croatia and Bosnia, is mostly uninhabited except for tribes of *Psoglavi*. The *Psoglavi* raid surrounding regions regularly, and so far no mundane army has been able to stop them permanently. Although bands of *Psoglavi* have been destroyed in the past by mundane warlords, they keep coming back.

The reason may lie in *Vrelo Bune*, a karst spring that is the source of the Buna River, which flows west into the Neretva River, and then along the border with Croatia to the Adriatic. The Buna River emerges from a large karst cavern under a high cliff. The interior of the cavern hosts a third magnitude magical aura, and the entrance to a powerful magical Regio, where the oldest *Psoglavi* tribe in the region dwells. The karst spring itself is a source of *Aquam vis*, which is claimed by Lycaneon. Magi *Tremeris* from Lycaneon occasionally form an expedition to collect *vis* from the spring, which is understandably difficult given the large number of *Psoglavi* present at the cavern. Younger magi from other *conventa* sometimes assist in these expeditions, as it is a good opportunity to gain experience in battle.

The Banate of Bosnia

Bosnia in the early 13th century is a vague region, parts of which are controlled by several different rulers. The northern area falls under the dominion of the Hungarian Kingdom, while the southern regions are nominally part of the Serbian Kingdom. The central area surrounding Visoko retains a precarious independence thanks to its isolation.

Bosnia's hilly isolation also makes it a haven for various Bogomil and Paulician heretics. Paulicians are a semi-Manichean sect from Armenia, some of whom were moved from Armenia to Thrace in the tenth century to guard against barbarian raids from the north. Most of their descendants eventually converted back to Orthodox Christianity, but a few of them refused to convert, and have retreated into isolated areas of the Balkans, including Bosnia.

Bogomils profess a dualistic doctrine that is similar in some respects to Paulicianism. Small numbers of Bogomil heretics live in Bosnia and surrounding regions without strong rulers. The influence of Bogomils in Bosnia is a growing concern of the Pope, who has made his concerns known to King András II of Hungary.

The southern regions of Bosnia, south of Vrhbosna, are plagued by *Psoglavi* raids. Bogomil elders have been partially successful in protecting villages from the *Psoglavi* through Divine intervention, which is probably one reason for increasing Bogomil influence.

Bosnia is nominally Catholic, but elects its bishop locally and uses Slavic liturgy rather than Latin. Most Bosnian clergy, including the bishop, do not even speak Latin.

Mythic Bulgaria

Mythic Bulgaria in the 13th century is young and expanding empire, carved out of the former Balkan territories of the Byzantine Empire. Its core lies in the land between the Duna River and the Haemus Mountains, but Bulgaria has been expanding south into Thrace and Macedonia for several decades. Following the recent (1230 AD) defeat of the Epirote army at Klokotnica, Bulgaria has established nominal control over most of Macedonia and Thrace.

Since most of the recently acquired territory lies in the *Tribunal Graeciae*, however, it will not be discussed in detail here. The Haemus Mountains form the traditionally accepted boundary between *Dacia* and *Graecia*; Serdica in the west and Mesembria in the east are the southern-most cities in *Dacia*.

In 1232 AD, Tsar Ivan Asen II rules Bulgaria. He is the son of Ivan Asen I, one of the brothers whose rebellion in 1185 AD created the new Bulgarian state. The ruling family has strong ties to Vlach and Cuman groups, and much of the military power of Bulgaria lies in its ability to recruit Cuman war bands from the steppes north of the Black Sea.

Politically and socially, Bulgarian society is dominated by *bolyars*, who are Bulgarian nobility. Each *bolyar* controls a certain territory and the peasants living in that territory. Some *bolyars* may also own the rights to exploit certain resources, such as a mine or forest, without owning the land outright.

Bulgarian culture is an amalgam of Byzantine, Vlach, Cuman, and Bulgarian Slavic elements, unified by the Bulgarian Orthodox Church. The Bulgarian Church is similar in many respects to the Nicean Greek Orthodox Church, but uses Slavic liturgy and Cyrillic script. Collectively, the Bulgarian Church is the largest landowner in Bulgaria.

Despite their conversion to Christianity, Bulgars, Vlachs, and Cumans all retain numerous "pagan" customs, and *magi pagani* are fairly common in both Mythic Bulgaria and Mythic Cumania. *Domus Trememis* tolerates these minor magical practitioners, so long as they do not appear to be Infernalists. Clear evidence of Infernal practices typically results in a quiet raid by several *magi Trememis*, who eliminate the *magus paganus*. If possible, they will make the death seem natural, or if that is not possible, eliminate the corpse to give the impression that the victim just disappeared. On several occasions, *magi Trememis* have encountered what appeared to be demonic beings during such raids, and thus they are very careful not to underestimate the power of *magi pagani* who have resorted to Infernal pacts.

Gazetteer

Mythic Bulgaria in *Dacia* is mostly rural; there are few cities in northern Bulgaria, mostly Greek cities along trade routes such as the Black Sea Coast or the overland route through Serdica and Niš.



Map of Mythic Bulgaria and Mythic Cumania within the *Tribunal Daciae*

Kevevár and Szörényvár are Hungarian fortresses, described in **Croatia & The South** and **Transylvania**, respectively.

Niš is an ancient town (Naissos) and major trade center near the confluence of the Nišava and Morava Rivers. It was conquered and devastated many times by invading Huns, Slavs, Bulgarians, and Magyars, but has always recovered due to its key location along the Morava River trade route. The city has changed hands many times in the last century between Bulgarians, Greeks, Serbians, and Hungarians, but is currently Bulgarian territory. Magi *Tremeris* know the Niš area very well, due to the plethora of ancient Roman and Illyrian graves, as well as the numerous pagan dead from successive barbarian invasions.

Vidin is a major border fortress guarding the Duna River route. The roughly trapezoidal area between the Morava and Duna rivers, bounded by Kevevár and Szörényvár in the north, and by Niš and Vidin in the south, is contested between Hungary and Bulgaria (and at times, Serbia).

Nikopolis is also a border fortress, guarding the major north-south route from Transylvania along the Olt River. The fortress and accompanying town are built over the ruins of an older Roman settlement. Magi *Tremeris* have found many graves of Roman legionaries in the vicinity of Nikopolis and in the ruins of other Roman settlements along the south bank of the Duna River. They have carefully catalogued each grave site with the number and types of *spectra* available there.

Drăstăr is another fortress on the south bank of the Duna River, guarding one of the major north-south routes across the Duna.

Saktzas is a trading town and fortress guarding the lower Duna River. Cumans, Vlachs, Bulgars, and Greeks mingle with traders from Italy, Outremer, Egypt, and the east. *Domus Tremeris* often stations a trading ship at Saktzas, both for trading and to report on gossip from the markets.

Downstream from Saktzas, the Duna River begins to branch out into a broad delta before emptying into the Black Sea. Ship pilots must be familiar with the shifting delta channels to safely navigate the lower Duna River.

Somewhere within the delta lies at least one major Magical regio, perhaps several. Magi *Tremeris* have so far been unable to confirm the specifics, because entry into the regio is unpredictable. The boundaries of the regio or regios move about in apparently random fashion, which makes entering the regio twice at the same place essentially impossible. The apparent magnitude of the regio aura also seems to change, although perhaps not as randomly as the boundaries. It is also possible that there are multiple regios in the delta, or that the shifting boundaries lead to different levels of the regio at different times.

Whatever the nature of the regio or regios, it or they are apparently very large, covering a vast area of the river delta. Those who have entered the regio,

either intentionally or not, have reported all manner of wonders, from talking fish to an enormous river serpent as large as a castle. Cuman shamans in the region call the river serpent Yir-Sub, the twin gods of earth and river. Magi *Tremeris*, however, believe the serpent to be an aspect of the great *daimon* spirit of the Duna River.

Kavurna was originally an ancient Greek colony called Bizone, which was destroyed during the Slavic and Bulgarian invasions of the seventh century AD. Bulgarians later founded Kavurna on the same spot. The port town has prospered since then, as a market for grain and other products from the region north of the town, between the Duna River and the Black Sea coast.

Varna was also an ancient settlement, called Odesos by the Romans. It was also destroyed during the seventh century, but Byzantines founded a new town and a fortress in the eleventh century. Bulgarians conquered Varna in 1201 AD, and it is growing into an important commercial port.

Conventum Navalis Euxinus is described in **Chapter VI, Conventa Domus**.

Mesembria also is an ancient settlement, but was not destroyed during the invasions of the seventh century. It is a small but thriving port city and the first major port north of Constantinople on the Black Sea coast.

Preslav was founded in the tenth century by Khan Simeon of the First Bulgarian Empire, who built the town as his new capital and a center for Christian worship and education. The town has declined in importance since that time, and several of the outlying monasteries have been abandoned. *Conventum Navalis Euxinus* sponsors one of the remaining monasteries, which provides skilled copyists who are literate in both Greek and Slavonic.

Tarnovo is the current capital of the Bulgarian Empire. The Asen family who rule Bulgaria come from the Tarnovo area. It is strongly fortified and fairly large, with nearly 10,000 inhabitants. As home to the new Bulgarian Patriarch, Tarnovo has several important churches and monasteries.

Serdica is another ancient city, which was destroyed and rebuilt several times during its long history. Serdica lies at the intersection of four trade routes: the Maritsa River valley through Thrace to Constantinople; the Morava River valley to Niš and then west to Serbia or north to Hungary; the Iskar River valley north to the lower Danube; and the Struma River valley south to Thessalonika and the Aegean. Serdica has prospered from its strategic location, as well as from the plentiful resources to be found in the surrounding mountains, including rich gold mines.

In the hills south of the Haemus Mountains, near the boundary between *Dacia* and *Graecia*, lies the *Fanum Cotyos* (temple of Kotys). Kotys was a fertility goddess of the ancient Thracian peoples, worshipped in ecstatic nocturnal rites of music and wild dancing. The Fanum is a powerful Faerie Regio with

two levels. Outside the regio, the site is simply a huge mound, or tumulus, which manifests a first magnitude Faerie Aura during the night, but has no aura during the daytime.

Within the regio, the outer regio level has a third magnitude Faerie Aura. On this level of the regio, the tumulus is revealed to be an ancient temple that emerges from the side of the hill. A portico with six stone columns covers a set of wide stone steps between two massive stone lions, ascending to a tall doorway. The temple entrance appears worn and deserted, with fading paint on the columns and statues, and scattered cracks in the stone steps.

Passing through the doorway, one may enter the inner regio level, with a seventh magnitude Faerie Aura. Within the temple, which lies inside the earth of the hillside, is the sanctuary of Kotys, a who was once a powerful Faerie worshipped in ancient rites, but who has become weak following centuries of Christian rule. Kotys feeds off of the ecstatic energies generated through music, dance, and sex. A few *magi pagani* and apostate villagers in the vicinity of the *Fanum* come here to offer homage to Kotys, but this provides barely enough vitality for Kotys to maintain her role. Magi *Tremēris* know of Kotys and her worship, but see little of value in the *Fanum*. It could be a source of *vis*, if Kotys were to grow more powerful, but that could entail other complications with the Church and the Bulgarian state.

Skopia is described in **Mythic Serbia**, above. Both Skopia and Philippopolis lie within the *Tribunal Graeciae*. Philippopolis is a major Byzantine city with a distinguished history dating back to the early Roman Empire. Since 1204 AD, it has changed rulers five times between the Byzantine Empire, Latin Empire, and Bulgarian Empire. In 1232 AD, it is now part of the Bulgarian Empire. The Metropolitan of Philippopolis is an ancient Greek eparchy, but has recently been replaced with a Bulgarian bishop.

Mythic Cumania

Mythic Cumania consists of the land north and east of the Duna River, from Vidin in the west to the lands beyond Vicina in the east. Beyond the Prut and Duna (Danube) Rivers, the land of the Cumans stretches across all of southern *Sarmatia*. The Prut River is the accepted border between *Dacia* and *Sarmatia* in this area.

Within the *Tribunal Daciae*, Cumania is nominally claimed by both the Hungarian and Bulgarian kingdoms, but in actuality neither controls the territory. The inhabitants are mainly Vlachs and Cumans.

Vlach shepherd communities, who winter in the the lowlands near the north (left) bank of the Duna River, travel each summer to the high meadows on the southern slopes of the Carpathian Mountains. This semi-nomadic lifestyle, called transhumance, is common among Vlachs throughout the Balkans.

Vlachs, as mentioned previously in Mythic Hungary, are Orthodox Christians. Their leaders are called *cnezes*. Vlach warriors are hardy mountain fighters, who know the southern Carpathian Mountains very well. Both the Hungarian king and the Bulgarian Tsar recruit Vlach war bands, led by *cnezes*, to guard their borders in the region, and Vlach war bands fight in the armies of both kingdoms.

The nomadic Cumans also graze their herds in the lower pastures. Cumans are a Turkic people, who mostly live on the open steppes north of the Black Sea, but some of whom have emigrated to the rich pastures north of the Duna River. Some of the clans have also crossed the Duna into Bulgaria, and most of these have converted to Orthodox Christianity.

Cuman war bands, led by *ceribasis*, are a significant part of the Bulgarian army. Each Cuman warrior (*kisi*, or *altu kisi* "mounted warrior") is a skilled horseman, who travels in the nomad fashion with many horses, switching from one to the other. Cumans are said to be able to travel a week's journey in a day and a night by this method. They are also expert archers, who go nowhere without a bow and arrows. They wear sheepskin garments and light armor, and wield curved sabers in melee.

Cuman shamans have varying abilities, but nearly all have Second Sight. Some can change into the shapes of animals, and some can send forth their spirits in a manner similar to Nightwalkers (*Hedge Magic*, 103; although Cuman shamans do not fight fertility battles). A few practice the Goetic arts, calling upon the spirits of their ancestors and the land. Goetic shamans are often corrupted by Infernal spirits, who pose as the spirits of great warrior ancestors. *Domus Tremēris* is very interested in any rumors of a powerful Cuman shaman, as powerful shamans are nearly always Goetists.

Magi *Tremēris* have sometimes recruited suitable *discipuli* from the nomads in Cumania. Kangar *Tremēris Mujis* and Viatrix *discipula* Narcyz were both found among the nomads of Cumania.

Cumania has few fixed settlements; both Vlachs and Cumans move about from place to place according to the season or need. The Hungarians have recently (1227 AD) established a Diocese of Cumania at Milkó to convert the pagan Cumans to Catholic Christianity.

Southwest of Milkó are the *Colles Limi* (hills of mud), which are a source of Terram *vis* claimed by Coeris. Two separate sites host second magnitude Magical Auras at the surface, which become much stronger underground. Cold mud continually pours forth from the earth in several spots at each location, forming little hills of mud. Minor earth elementals sometimes generate at the sites.

The Restless Dead in Dacia

Houses of Hermes: True Lineages notes (126) "Many ghosts in Transylvania can construct permanent, solid forms. These are indistinguishable from the dark faeries of Western Europe. Why certain ways of dying create faeries, while others create ghosts, is not clear..."

The answer to this conundrum lies in the distant past. The historian Jordanes tells of the origin of the Hunnic people, that they were descended from witches of the Getae. These witches, driven out from their own people by reason of the distrust for them held by the Getic king, mated with "unclean spirits".

Jordanes also relates how Hunnic hunters were led forth from the swamps of Maeotis (Sea of Azov) by a mysterious doe, and thus discovered Scythia. Jordanes notes that the Huns "had been wholly ignorant that there was another world beyond Maeotis." In fact, Hunnic Maeotis was a large *Regio*, and the "unclean spirits" who mated with the Getic witches were a kind of dark faerie, akin to those known to the ancients as *empusae* or *lemures*.

The faerie spirits assumed human form to mate with the witches and engender through them a mystical race. Although many centuries have since passed, the Magyars, descendents of the Huns, perpetuate the ancient bloodline.

The consequences of this primordial pairing are threefold. First, among those with Hunnic blood, uneasy death often results in the rising of a dark faerie, rather than producing a ghost as would normally be the case. Second, incidence of The Gift is much higher among children with strong Hunnic blood. Third, the blood of the Huns occasionally rises to the fore in a birth, resulting in a child with Faerie Blood.

This occurs even if the parents of the child are human, and no pairing with faeries has happened in living memory. It is even more likely if such a pairing has occurred. Such a child is often marked by having six fingers or more teeth than normal, and is called *táltos* by the Magyar. Before their conversion to Christianity, the Magyars dedicated such children as shamans.

In the 13th century, pious Magyars expose such children in the wilderness, leaving their fate in God's hands. Magi *Tremēris* often rescue these foundlings and raise them within an *Aegis*, watching for signs of The Gift, encouraging useful talents, and also watching for indications of Infernal influence.

If such a child is discovered to be tainted by the Infernal, he is usually slain, *interemptus omnino*.

Although magi *Tremēris* are not fully cognizant of all of this, some do know, thanks to Jordanes, of the tale of the origin of the Huns. They also know that the Magyars are descended from the Huns, and are aware of the prevalence of supernatural talent among the children of the Magyars.

But this phenomenon is not limited to those of Magyar blood. During the Hunnic invasions of the fifth century, the Hunnic bloodline spread throughout Central Europe. Hunnic blood could arise among the descendents of Burgundians, Franks, Germans, Sarmatians, Saxons, or Slavs.

Hunnic blood is especially strong among the descendents of the peoples conquered by Attila in the Carpathian region: Alans, Gepids, Lombards, and Goths. Thus, *Dacia* is doubly afflicted by Hunnic blood: first from the conquest by Attila in the fifth century, and secondly from the conquest by the Magyars in the tenth century.

Hunnic Blood

Minor Flaw, Supernatural

A distant ancestor of the character was a Hun, a descendent of dark faeries and witches. The character's parents need not be faerie in any way for this trait to arise in a character. Unlike the *Táltos* Virtue, the character does not have any distinguishing feature or mark, and this heritage is likely unknown to him or his family.

When the character dies, his spirit will also return from the grave as a corporeal dark faerie, as noted above. This can only be prevented by a consecrated burial in a strong Divine Aura, or by certain magical rituals that will free the character's spirit from this curse. Since this heritage is not obvious, however, no special actions are likely to be taken.

Others with Hunnic blood may recognize the character's lineage, especially those who have risen again as dark faeries. Dark faeries often desire to "awaken" the character's nature, and may attempt to cause the character's death, either directly or through indirect means if they are not capable of killing the character themselves.

Táltos

MAJOR VIRTUE, SUPERNATURAL

A distant ancestor of the character was a Hun, a descendent of dark faeries and witches. The character's parents need not be faerie in any way for this trait to arise in a character. The character has some physical trait as a sign of this blood: six fingers, a shock of white hair, or more teeth than normal, for example.

The character gains a +1 bonus to Stamina, a +3 Sympathy Trait with horses, and -3 to all aging rolls. The character can assume a single animal shape, as with the Skinchanger Virtue (ArM5, 48), but this change does not require a magical cloak. Common shapes include horses and falcons. Unlike Faerie Blood, this trait does not allow the character to learn Faerie Lore at character generation.

When the character dies, he will also return from the grave as a corporeal dark faerie. Possible forms include *Moro*, *Samovily*, *Strzyga*, *Vrykolakas*, and *Wili*. This can only be prevented by a consecrated burial in a strong Divine Aura, or by certain magical rituals that will free the character's spirit from this curse.

Just as with Dhampir (HoH:TL, 142), a character with this virtue may have The Gift. Dhampir may be a different, more blatant manifestation of Hunnic Blood. *Domus Tremēris* also forbids training a *táltos* in Hermetic Magic. A *táltos* may serve *Domus Tremēris* as a *consors*, Gifted or otherwise, but this Virtue seems to occur more rarely in the 13th century than it did in previous centuries.

Chapter VI:

Conventa Domus

Conventa Domus are the bastions of *Domus Tremēris*. Each is a haven on which magi *Tremēris* can rely for guidance, support, and refuge. By the early 13th century, most *Conventa Domus* are *Conventa Autumnales* (Autumn covenants) that have been established for centuries. The rest are mainly *Conventa Aestiva* (Summer covenants). Ordino is the sole *Conventum Hiemalis* (Winter covenant) of *Domus Tremēris*. There are no *Conventa Verna* (Spring covenants) at the moment, although *Capitula Adriaticum* and *Pohlesee* could be considered *Capitula Verna*.

Conventa Domus vary greatly in size and membership, depending on their age, history, and current function. All *Conventa Domus* share certain aspects, however: all have a library with standard texts (*summa*, *tractati*, and lab texts) and *sancta* that meet basic standards for lab work; they are all properly registered with their *Tribunal* and with *Domus Mercēris*; and all have a dedicated area for *Certamen*.

In 1232 AD, there are fourteen *Conventa Domus*, in ten *Tribunalia*. *Tribunalia* are listed in order of seniority. *Conventa* that host *Exarches* are listed in bold type. Fengheld in *Germania* (GotF, 82) is not a *Conventum Domus Tremēris*, but is included in this list because it does host the *Exarchus Germaniae*.

Dacia:

Coeris (Autumn)

Capitulum Adriaticum

Lycaneon (Autumn)

Carpathia Vigilax (Summer)

Navalis Euxinus (Summer)

Turrus Bulcsunis (Summer)

Graecia:

Porta Orphaica (Autumn)

Roma:

Potestas (Autumn)

Aquitania:

Ordino (Winter)

Britannia:

Spinanigrans (Autumn)

Caledonia:

Vigilia Aquilonia (Autumn)

Gallia:

Nemus Saxatilis (Summer)

Hibernia:

Cursus Alcis (Summer)

Hispania:

Valles Turie (Summer)

Germania:

Capitulum Pohlesee (Summer)

Fengheld (*Multigenusum*)

Conventa Domus vs. Conventa Multigenusa

Although more recent trends in the Order favor *Conventa Multigenusa* (*conventa* composed of magi from several different *Domus*), most magi *Tremēris* reside in *Conventa Domus*. This is the most efficient arrangement under *Doctrina*. Magi gathered in *Conventa Domus* can respond more readily to directions from leaders than magi who live in widely separated *conventa*.

Having several magi *Tremēris* gathered together in one location allows each to specialize more effectively. Despite the assistance of *sodales* from other *Domus*, magi who live apart from other magi *Tremēris* often feel pressure to become generalists.

Conventa Domus have good libraries with standard books and lab texts. *Sustentum* is quicker and less costly to deliver. Experienced *consortes* and other specialists handle routine needs, allow-

ing magi to focus on missions for the *Domus* and still have time for training.

Despite all of these advantages, however, magi *Tremēris* periodically join *Conventa Multigenusa*. The leaders of the *Domus* recognize that an insular culture can become a weakness as well as a strength. Such assignments are rarely lengthy, and never permanent. A decade or perhaps two is the typical period that such magi will spend apart from their *sodales*.

Magi *Tremēris* are expected to learn how to lead magi of other *Domus*; to prepare the Order for greater acceptance of *Doctrina*; and to increase the influence of the *Domus* in areas where it is lacking. Posting magi *Tremēris* to *Conventa Multigenusa* in key locations supports all of those goals.

Dacia

Tribunal Daciae, with five *Conventa Domus*, hosts the largest concentration of magi *Trememis* in Mythic Europe. The five *conventa* are linked by Mercere Portals. People, correspondence, and trade flow through the Portals every week. A magus with a *sanctum* in lofty Carpathia Vigilax can step through a Portal to Coeris, then again to Navalis Euxinus, and board a ship to Constantinople the same day. That same magus could instead use the Portal from Coeris to Durenmar, and begin research in the Great Library within an hour of leaving his *sanctum*.

The frequent contact bolstered by the Portals has led to a fairly common "Dacian" culture within the *Domus*. Although each *conventum* has its unique customs and quirks arising from its particular location and history, *Conventa Domus* in *Dacia* share many common customs and traditions. Most of the common customs originated at Coeris, but as the other *conventa* in *Dacia* have matured, they are beginning to exercise greater influence on Hermetic culture within the *Tribunal*.

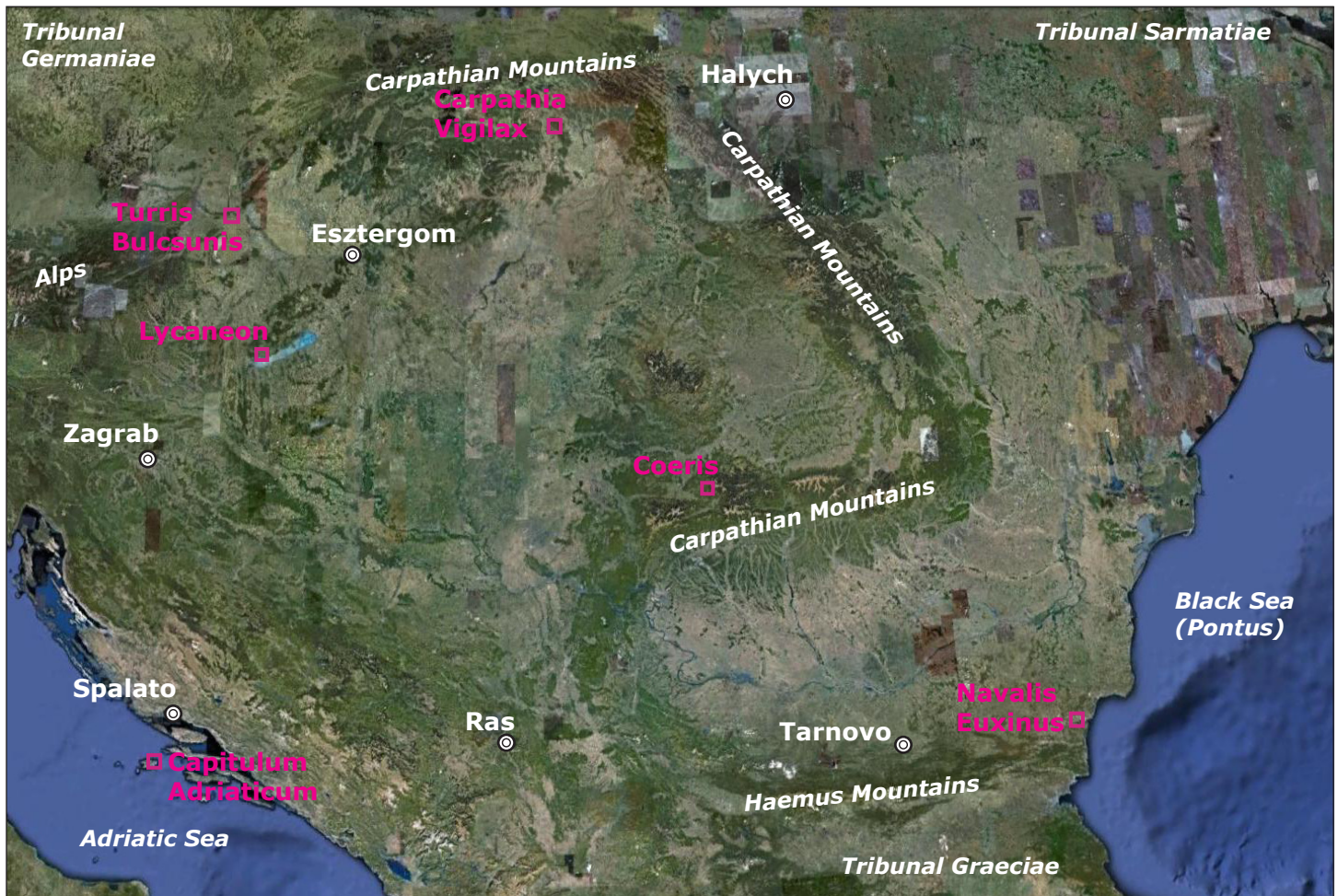
Tribunal Meetings in Dacia

Tribunal meetings in *Dacia* are typically short, boringly efficient, and rarely contentious. The *Praeca* is always the *Prima Trememis*, and the *Quaesitor Praesidentis* is always an *Adiutor Legis* of *Domus Guernici*.

Since *Dacia* is dominated by *Domus Trememis*, which votes by proxy to the *Exarcha Daciae*, votes are almost always landslide decisions. Even so, most *Trememis* in *Dacia* attend *Tribunal*, if only to gather after the formal meeting, converse, exchange news and views, and engage in *Certamen*.

The internal meetings of the *Domus*, attended by most *consiliarii* residing in *Dacia*, are the usual occasions where proposals are debated and refined. Only in the relatively rare case of a criminal proceeding at *Tribunal* would anyone expect the result to be determined during the formal *Tribunal* meeting.

Visitors from outside *Dacia* sometimes attend the *Tribunal Daciae*. *Guernici* and *Trianomae* from adjacent *Tribunalia* are the most frequent visitors.



Map of *Tribunal Daciae*, showing the locations of five *Conventa Domus* and *Capitulum Adriaticum*.

Coeris

Domus Magna Tremeris

Coeris is the cynosure of magi *Tremeris*. The *Domus Magna Tremeris* occupies the terraced hillsides of the ancient sacred plateau called *Kogaionon*, which was formerly the site of the pre-Roman Dacian capital of Sarmizegetusa. As home to the *Praeca Daciae*, Coeris hosts meetings of the *Tribunal Daciae*. Coeris also hosts a *Sedes Caducifera* (Mercere House), from which *caduceatores* journey to all *conventa* in *Dacia* and some in neighboring *Tribunalia*, such as Porta Orphaica in *Graecia*, and Chersonesus and Leczica in *Sarmatia*.

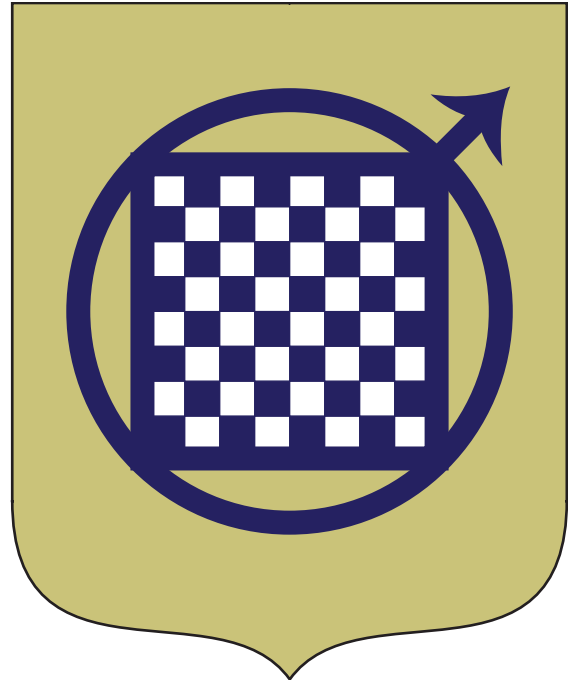
HISTORY

Tremere founded Coeris in 767 AD, although permanent construction on the site didn't begin until 771 AD. His Dacian allies wanted to restore as much of the original construction as possible, but only the citadel was restored to anything resembling the former structures. Since that time, buildings have been added, modified, adapted, and renovated so many times that apart from the distinctive wall of the citadel, only a few remnants of the pre-Roman structures can be detected.

Architecturally, Coeris is a medley of classical Roman, Romanesque and Byzantine styles, with some minor elements of Sassanid Persian architecture. Necromancers summoned ghostly architects and craftsmen, such as the ghost of Apollodorus of Damascus, to assist the early builders. Recent additions have tended to rely more on the expertise of living architects, although the ghost of Apollodorus remains bound to *Kolossos Apollodori*, and is occasionally consulted on matters of architecture.

In 772 AD, Mercere built a Portal linking Durenmar and Coeris (HoH:TL, 80). The *Sedes Caducifera* was established much later, in 832 AD, with a second Mercere Portal connecting to Harco.

The discovery of a Faerie Regio near Coeris in 869 AD prompted the creation of the *Vexillum Ferrum*



Frigidum. Magi *Tremeris* eventually established an amicable relationship with the faeries of *Tabor Utja*, as they call their abode.

In the early tenth century, *Prima Tacita* negotiated with *Domus Merceris* for the addition of Portals linking Coeris with Porta Orphaica and Lycaneon. Three more Portals have been added since that time, linking Coeris to Carpathia Vigilax, Navalis Euxinus, and Turris Bulcsunis.

The current exterior wall was erected following the Magyar invasion of 895 AD, when a significant threat of physical assault first emerged. Since that time, Coeris has not considered further mundane fortification to be necessary.

Coeris was temporarily abandoned during the Schism War, although it was concealed during that period by castings of the ritual of *The Shrouded Glen*, and was re-occupied following the end of hostilities in 1012 AD. During the post-war recovery, Coeris obtained a charter from the *Voivode* of Transylvania recognizing its right to the lands of the *conventum*.

This charter was subsequently re-issued by King Bela II in 1139 AD, describing Coeris as an *urbs* (walled town), along with the curious phrase *conventiculum philosophorum piorum*: "assembly place of pious philosophers." The charter also specifically states that no service to the King or any noble is required of Coeris, but limits the size of the garrison at Coeris to one hundred soldiers.

Coeris constructed the Basilica Coeris between 1087 and 1109 AD, replacing the original *bibliotheca* and the mishmash of various *sanctum* buildings that had accumulated over the previous centuries. Most Coeris magi moved to other *conventa* for the duration of the construction.

Ghostly Expertise

Magi *Tremeris* sometimes use a technique called *peritia mutua*, in which a ghost is allowed to possess the magus in a very limited and controlled fashion. This enables the magus to use the ghost's knowledge and skills as if they were his own (HoH:TL, 140).

This is very useful if a suitable ghost can be summoned, but since it requires the time of a magus, *peritia mutua* is only used for significant projects.

Setting & Description

In scope and architecture, Coeris resembles a large town. Although the total population does not approach that of the ancient settlement, Coeris occupies the full extent of the site of Sarmizegetusa. Nearly six hundred people call Coeris home, although due to support missions and other travel, the actual population at any given time rarely reaches that number.

Dozens of terraces cover the hillsides below the *Kogaionon*. Residences, workshops, stables, granaries, gardens, pastures, fields, and even orchards fill the terraces, which are bounded and strengthened by hawthorn hedges, stone retaining walls, and rows of majestic oak trees.

The plateau area, called the *summa conventum*, rests on a dendritic ridge between two tributaries of the Gradistei River in the Orastie Mountains of western Transylvania. The plateau lies about 1200 paces above the river valley. The ridge above the *conventum* plateau ascends 300 paces higher, to the peak of Godianul northwest of Coeris.

The *summa conventum* comprises the citadel *Arx Coeris* and the *locus sanctus*. Formerly the sacred area of the *Kogaionon*, the *locus sanctus* now contains the *sancta* of the magi. *Arx Coeris* is bounded by a roughly rectangular stone wall built in the ancient Dacian style, with square towers flanking the eastern and western gates. A three-story stone

keep rises from a steep hill at the northern end of the fortification.

Just below the keep to the south are two stone barracks with stables and storerooms. Much of the space inside the citadel walls is open for assembly and training. A short paved avenue, the *Xystus Sanctus*, slopes gently down from the *Porta Orientalis*, the east gate of *Arx Coeris*, to the *locus sanctus*. It is lined with cherry trees on either side for most of its length, and *habitatores* call it the *tremes cerasi* (cherry tree path).

A side path leads from the *Xystus Sanctus* up to *Ianua Durenmaris*, the Portal connecting with Durenmar. This ancient structure is a simple stone henge, with an opening about three paces high and two paces wide. The Portal opens to the *Forum Hermei* from the south. From the north, the henge appears natural.

Beyond the *Ianua Durenmaris*, a series of five semi-circular arched gates are cut into the side of the hill below the east wall of *Arx Coeris*. Each gate opens into a short arched tunnel with a Mercere Portal leading to one of five *Conventa Domus*. In order from south to north, the Portals lead to *Porta Orphica*; *Lycaneon*; *Carpathia Vigilax*; *Navalis Euxinus*; and *Turris Bulcsunis*. Paved pathways lead from the arches and join together to reach the *Xystus Sanctus* below the *Ianua Durenmaris*.

To the east, the *locus sanctus* is dominated by the *Basilica Coeris*, a magnificent domed edifice contain-



View of Coeris from the south, depicting the locations of major structures and the general arrangement of the various *planities* inside the wall. The Coeris wall is not shown, but the locations of the three *Portae* and the *Saeptum Faetium* are noted.

ing the *Biblioteca Superior*, *Amphitheatrum*, *munera*, *Praeconium*, several *locos certaminis*, and *sancta* of the resident magi *Tremēris*. Four smaller buildings crouch along the *Xystus Sanctus* at the western edge of the *locus sanctus*. These buildings serve as *sancta adiutorum* (laboratories for *adiutores*), each named for the *sedile* it hosts. For example, the *Sedes Artificis* is the *sanctum* of *Viorica Verditii*, who currently holds the *Sedile Artificis*.

Turris Proditionis (Tower of Betrayal) sits on a gentle rise to the north of the Basilica. Since the time of the *Pravitas Tytali*, it has served as the office of the *Vexillum Speculorum Fractorum*. Kitchens, a bakery, and other assorted buildings for the domestic support of the magi and senior staff nestle along the edge of the *summa conventum* east of the Basilica.

Below the *summa conventum*, the terraced hill-sides descend through four broad stripes. The upper-most terraces, *planities primoris*, support the *Sedes Caducifera*; *Biblioteca Deterior* (lower library); *Balneae* (bath house); *Valetudinarium* (military hos-

pital); *scriptoria* (scribal work areas); *tabularia* (administrative offices); and *sancta hospitales* (guest magi quarters).

Planities to the west of *Arx Coeris* hold residences for *consortes* and *custodes*. Each *consors* has a private residence of their own, as do *custodes* with families. *Custodes* without dependents are housed in shared residences of a single gender.

Most *habitatores* reside on the *planities domestica*. These smaller residential terraces include workshops, gardens, and small storage buildings. The *planities mediae*, or middle terraces, are occupied by stables, kennels, animal pens, dovecotes, granaries, gardens, and large workshops such as smithies and glassworks. Water from wells and cisterns near the *summa conventum* flows down through terra cotta pipes to fountains and troughs in the *planities domestica* and *mediae* below.

The lowest terraces, *planities rusticae*, contain fields and orchards. A few *planities rusticae*, devoted to special orchards, are inside the wall, but

The Coeris Wall

Magi conjured the exterior wall of Coeris with a special Creo Terram ritual, *Gignimus Moenia pro Convento*. Several magi cooperated in developing this ritual to conjure a continuous wall complete with platform piers and gate towers. In preparation for the ritual, artisans carved a representative model from small blocks of gray granite. Other magi used Rego Terram magic to shape a continuous terrace along the intended course of the wall, with a massive trench extending down into the bedrock.

The resulting structure is a wall of enormous, perfectly fitted gray granite blocks, five paces thick, extending below ground level to a depth of five paces, and rising above ground to a height of ten paces. The gate towers are fifteen paces high and ten paces square. They are mostly solid stone below the height of the walls, but have internal chambers with embrasures above that point, and crenellated battlements on the roofs. Internal staircases, accessible from the bases of the towers, have been cut into the solid stone to reach the chambers.

Thirty square stone piers, fifteen paces high, are spaced at regular intervals of one hundred paces. Each pier is seven paces square, topped with a stone platform protected by crenellated battlements. The pier platforms are similar to the gate towers, but are smaller and have no internal chambers. Similar internal staircases ascend from the base of the pier to the platform at the top.

Storage buildings near the gates hold *ballistae* and *cheiromballistae*, which may be emplaced atop the piers as needed. Each gate tower has a *man-gonellus* and a *cheiromballista* emplaced.

Coeris does not maintain a large enough garrison, even with the help of the militia *alae*, to effectively defend the entire length of the surrounding walls. Only the pier platforms and gate towers are intended to be manned; the walls do not have battlements, and are not intended to be manned in defense.

The tops of the walls themselves are a kill-zone. If attackers succeed in reaching the top of the walls, there is no cover to protect them from missiles fired by defenders on the platforms and towers, or from destructive spells or enchantments. For example, defenders can activate a *Torris Murusi Flagrantis* to fill a section of wall with searing flames. Other enchantments like the *Pugio Puter* destroy groups of Herbam targets such as scaling ladders within Voice range of the user.

The *Domus* realizes that Coeris is more vulnerable to aerial threats. Although all but the most powerful flying beings are likely to be stopped by the *Aegis*, nothing prevents those beings from flying high above the wall and releasing missiles onto the defenders.

Currently, aerial defense is entrusted to *arcub-allistarii* armed with *Arbalistae Agiles* and *Fulmeni Iovis* or *Sagittae Incendii*. *Options* may also be armed with destructive wands such as the *Virga Incendii*.

Experiments with *cheiromballistae* modified to fire in a high arc have been unsuccessful. Speed of traverse seems to be the most troublesome limit. It is nearly impossible to accurately aim a large frame-mounted weapon at a flying target which is not moving directly toward or away from the weapon.

the majority lie outside the wall, descending to the banks of the Gradistei River below. The tannery and similarly unsavory operations are located outside the wall to the southeast.

Wide ramps and smaller stairways link the various *planities* in a complex net. Three continuous routes wind down the hillsides from the *summa conventum* to the exterior gates. The *Via Principalis* leads from the *Porta Occidentalis*, the west gate of *Arx Coeris*, to the *Porta Principalis*; the *Via Rustica* leads from the *Balneum* to the *Porta Pecoris*.

The *Via Secreta* leads from the eastern stairway of the *locus sanctus* to the *Saeptum Faetium* and the *Porta Faetium*. This route is said to be 'secret' because it does not visibly connect to any of the other lower *planities*. However, once outside of the *Saeptum Faetium* there are a myriad ways to connect to the *Via Secreta* through the various support buildings that line it to either side.

Smaller avenues wind along other frequently traveled routes. The *Via Merceris* leads from the *Xystus Sanctus* down to the *Sedes Caducifera* and the *Valitudinarium*. The *Via Hospitalis* leads from the *locus sanctus* to the *tabularia, scriptoria*, and the *sancta hospitales*.

Structures of similar purpose tend to be grouped together on two or three neighboring *planities*. The *platea lignarii*, for example, houses the various carpenters and other wood-workers on two connected *planities*. The *platea lapicidae* includes the residences of both masons and brick-layers and the *planities mediae* below, where the workshops are located.

Below the working areas, amidst the *planities rusticae*, a massive wall of seamless gray stone surrounds Coeris. Five paces thick and ten paces high, the wall runs across the plateau north of *Arx Coeris* and then down and around the hillsides below the *planities mediae* on the south side. At three points along the wall, tall gate towers flank large semi-circular arched entrance tunnels, five paces in height and width. Thick bronze-faced gates of hornbeam wood enclose both ends of each tunnel.

The southwest gate, the *Porta Principalis*, is the main entrance to Coeris. The southeast gate, the *Porta Pecoris*, is typically used by herdsman and stablemen; most of the stables and animal pens are located in the southeast area. The *Porta Faetium* is the northeast gate. The *Saeptum Faetium*, a small enclave outside the *Porta Faetium* and the protection of the *Aegis*, is specially arranged for supernatural visitors, such as faerie or magical beings.

Most buildings at Coeris are made of brick or locally-quarried stone. Roofs are generally slate or terra cotta tile; major buildings such as the Basilica have lead roofs. Interiors are mostly painted plaster over brick or stone; some are painted in fresco. The Basilica and other magi residences may also have tapestries on the walls. Floors are often tiled over brick foundations.

Hinterland

Coeris owns four Vlach villages in nearby valleys: Capalna, Gradistei Morii, Gradistei de Sus, and Gradistei de Jos. They provide food, hides, furs, and timber to Coeris. In the eyes of nobility and clergy, these villages and their inhabitants are the absolute property of Coeris. The villagers are, in short, serfs.

Coeris does not object to this characterization, but treats the villagers with far more dignity than most serfs receive. Stone and brick dwellings with real hearths are among the luxuries possessed by these villages, and the arable land has been enriched through centuries of careful tenancy supported by occasional *architecti* magic.

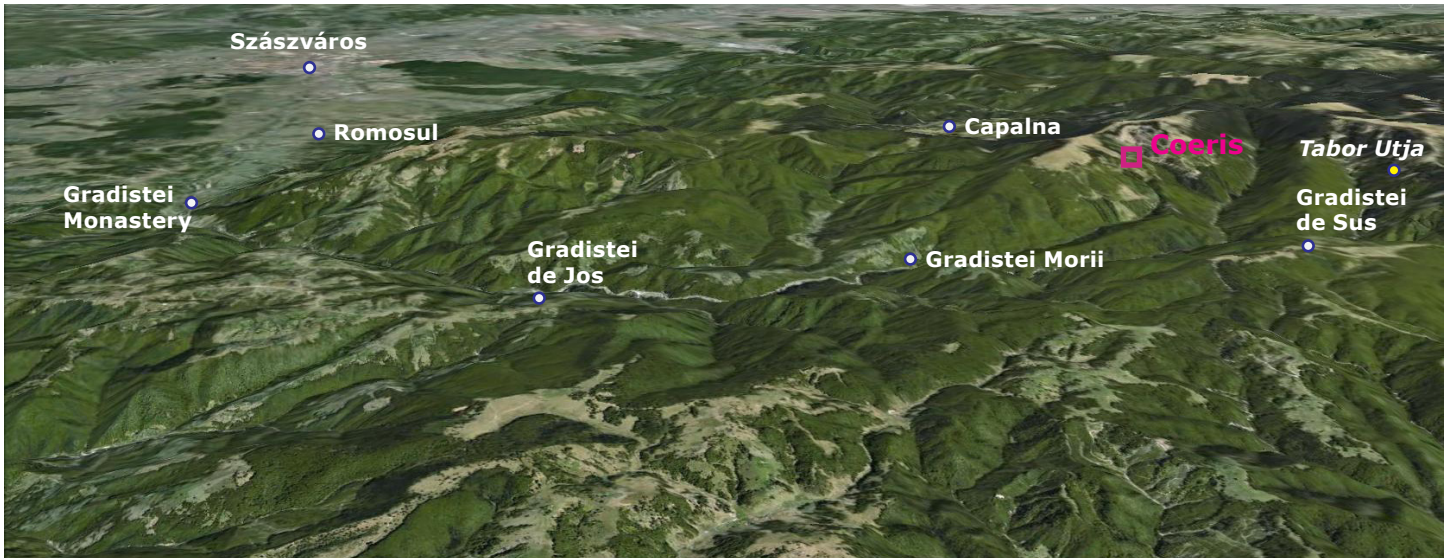
Domus Tremēris also maintains a *Sedes Coeris* in each village owned by the *conventum*. These residences are two-story brick *villae*. Each is maintained by a *vilicus* who is the headman of the village. The communal oven for each village is located next to the *villa* kitchen. Magi *Tremēris* use these *villae* occasionally to host visiting clergy or nobility. They also see use during *Decennia*.

Coeris rarely recruits *habitatores* from these villages, however. A local villager may only be recruited if he displays signs of The Gift or a similarly powerful supernatural ability. Coeris prefers to recruit from Vlach communities outside of the Gradistei valley. This helps to preserve the necessary social separation between *habitatores* and serfs.

The small Orthodox monastery of Gradistei, also founded and maintained by Coeris, sits on the far bank of the Gradistei River, a day's journey downriver. The monastery specializes in the production of parchment, and buys sheepskin from the neighboring Vlach communities. Coeris in turn buys most of the parchment produced by the monastery. Coeris also periodically sponsors the creation of illustrated books of an appropriately pious nature, which it then provides as gifts to nobles, clergy, or other *conventa*.

Domicilia are typically three-story split-level residences, built into the side of a terrace with entrances opening onto both the lower and upper *planities*. The lowest floor is typically a working space, with a common room on the second floor, and bedrooms on the upper floor. Kitchens and storage sheds are located on the upper *planities*, separated from the residence but sharing a common courtyard.

The vast majority of the *habitatores* live in such dwellings. Even unmarried men or women sometimes share residences of this sort with others of their gender. Coeris has more residences than it currently needs, using the extra space for guests during *Tribunal* meetings or *Decennia*.



View of Orastie Mountains from the south, showing Coeris, its villages and other settlements in the region

Lands & Possessions

In addition to the lands immediately surrounding the *conventum*, Coeris claims property throughout the Kingdom of Hungary and the Bulgarian Empire. The majority of these sites are sources of *vis*. Magi Tremēris have spent centuries building relationships with local nobility, clergy, and villagers to obtain recognition of their rights to these sites.

Coeris has obtained charters for some locations, either directly or through proxies. These charters, issued by *ispáns* or *barones regni*, give Coeris unrestricted rights to the sites.

Many *vis* sites are located in the wilds. Most of these are protected by informal agreements with the royal foresters. A few sites are so far from any habitation that no agreement with *mundani* has been needed.

Auditor Confessionis

There are no churches or shrines inside the *conventum*, but Coeris maintains a large stone church in the village of Gradistei Morii. Pious *habitatores* generally attend this Orthodox church and most take confession at least once each month.

Coeris appoints a capable magus Tremēris to monitor the memories of confessor priests for information that Coeris would rather remain private. Undesired memories are destroyed in as subtle a manner as possible.

Most magi practice restraint: memories that are merely inconvenient typically are not removed. The Auditor only targets knowledge with the potential to seriously damage relations with the Church. From a pragmatic perspective, magi generally wish to minimize the number of spells they cast within strong Divine auras.

Vis sites in the Bulgarian Empire are not as formally protected, but the claims of ownership are backed by centuries of tradition, and are typically respected by the local population. Some sites are not sources of *vis*, but are claimed for other reasons. Several are locations of ancient battles, safeguarded by *Domus Tremēris* to preserve access to the ghosts of fallen warriors.

A few sites are Faerie habitations, and Coeris claims the land to offer its protection to faerie inhabitants. In exchange, faeries provide services to *Domus Tremēris*. The most prominent of these sites is the Faerie Court of *Tabor Utja*, in a regio northeast of Coeris with a fourth magnitude *Aura Faetis*.

TABOR UTJA

Tabor Utja (“camp of the warriors”) is home to a band of mythic Hunnic warriors led by Chaba, mythic son of Attila by the daughter of Honorius. After the death of Attila and the defeat of his heir Aladár in the fifth century AD, the Huns retreated to the east. However, the Huns left behind a rear-guard in Transylvania, with the promise to return and aid the rear-guard if they were attacked.

Chaba returned three times during his lifetime, saving the rear-guard from nearly certain destruction each time. The warriors of the rear guard settled in Transylvania and became the *Székely*, who still guard the borders of Transylvania in the 13th century.

Long after Chaba’s death, the *Székely* faced another attack. Just as the battle was nearly lost, a host of glowing Hunnic warriors came across the sky and descended onto the battlefield, routing the attackers and saving the *Székely* once again. Their path across the sky is marked by the hoof prints of their mounts, glowing in the night sky. The legend of Chaba grew in the telling over centuries, and a band of faerie warriors appeared, who play the roles

of Chaba and his war band, waiting for another call from the *Székely*.

Faetae who play these roles are incognizant, with the exception of Chaba, who is narrowly cognizant (*Realms of Power: Faerie*, 9). He realizes that their existence depends upon their fulfilling the legend of the *Hadak Útja* ("road of warriors," the Milky Way in Magyar myth). Curiously enough, so long as the legend is told and believed among the *Székely*, the faeries gain enough sustenance to survive within *Tabor Utja*. However, without a serious threat against the *Székely*, they lack the strength to leave the *regio*.

These faeries are the very image of fifth and sixth century Transylvanian warriors. They dress in rough woolen tunics and scale armor. They wield bows, lances, and sabers, and wear ornaments of gold, silver, and bronze. Lesser faeries perform the roles of horses, dogs, and falcons. There are no women present in the camp, which is a never-moving nomadic settlement of tents and fire pits.

The warriors are superlative fighters, and *Domus Tremēris* has learned not to test their combat abilities. Should this band of faeries ever gain sufficient vitality to leave *Tabor Utja*, they would pose a formidable challenge to any who opposed them. They seem content to remain in their camp, drinking, eating, and telling stories over the fires. *Tabor Utja* dwells in perpetual gloom, that hour just after the sun sets when the western sky glows a dull ruddy orange, but the stars are clearly visible in the night sky.

The glowing band of the *Hadak Útja* is always clearly seen in the sky overhead, and seems much closer to *Tabor Utja* than to the world outside the *regio*. If one were to reach up as high as one could, and then stretch just a little farther, one could perhaps just touch the glowing path.

A few special faeries may leave the *regio*. They are elemental spirits: *tűzkár* (fire); *lélegzet* (wind); *vízállás* (water); and *földelés* (earth). Each is relatively weak and incognizant, but there are many of them. They gain vitality through traditional propitiations, but are also attracted to areas of faerie or magical power.

Tremēris encounter them frequently while gathering *vis*, although they rarely pose any problem. *Habitatores* call them *hírnök*, messengers. The spirits are the messengers of the *Székely*, who travel throughout Transylvania, listening for the next time that the *Székely* will call upon Chaba to aid them in defense of the land.

Aconite of Virtue Vis

Vulnerans PeCo 45

R: Touch D: Mom T: Ind

Aconite of Virtue Vis kills the person touched.
(Base 30, +1 Touch, +2 for no words)

Colonia Ulpia Traiana

Colonia Ulpia Traiana is the ruins of a Roman colony founded by the Emperor Trajan following his victory over the Dacians. The ruins are valuable to *Domus Tremēris* for several reasons. They contain several mystical auras of varying nature, including some that generate *vis*. There are also several large cemeteries in the area of the ruins, which have yielded useful *umbræ* and *spectra*. The ruins also possess a temple to Mercury and a *Mithraeum*, which make the site important for both the Mercureans and Initiates of *Legio Mithrae*.

Temple to Nemesis-Fortuna: this temple contains a Faerie Trod that links to a powerful Faerie Regio. The trod is very challenging to use, as the Faerie Regio is seventh magnitude, while the aura at the temple is only first magnitude, increasing to second magnitude on nights when the moon is dark. A powerful, highly cognizant faerie who claims to be Nemesis-Fortuna resides in the Regio. See **Chapter VIII, Bestiarium**, for details.

Temple to Silvanus: the ruins of this temple manifest a second magnitude Magical Aura. The Romans propitiated Silvanus to promote good harvests, healthy flocks, and to ward off wolves. *Tremēris* respect the desire for good harvests and flocks, but take a dim view of warding off wolves. Nevertheless, they value the wild wolfsbane flowers that grow in the ruins of this temple, and periodically check the flowers for Aconite of Virtue (Herb of Virtue, RoP:M, 124).

Aconite of Virtue, if enriched by steeping it in the blood of a freshly killed wolf, becomes a potent ward against lycanthropes, preventing them from harming the possessor in any way. If not enriched, an Aconite of Virtue has four pawns of *Perdo vis extraordinarius cantionis* (Extraordinary Spell-like *Vis*, RoP:M, 121). The Aconite *vis* is spell-like *vis*, which is a potent poison. The nature of the herb makes collecting an Aconite of Virtue extremely dangerous, and if not handled carefully, the Extraordinary *Vis* will activate and be consumed by the resulting effect. Use of *Unseen Arm* or *Manus Magi* is highly recommended.

Temple to Aesculapius and Hygea: the ruins of this temple manifest a strong fifth magnitude Faerie Aura. The ruins are home to a number of non-venomous snakes, and one Faerie Serpent, who calls himself Podalarius. See **Chapter VIII, Bestiarium**, for details. When Podalarius sheds his skin in the spring, the shed skin contains five pawns of *Creo vis*. Podalarius does not mind if someone wants to collect the old skin, so long as she makes a solemn vow to never kill a non-venomous snake.

As Angyalika *Tremēris* has already made such a vow, she is normally the maga who collects it each year, typically for use in Longevity Rituals. Although Angyalika swears that it will do no harm to them,

some magi remain dubious about the use of strong Faerie *vis* in their Longevity Ritual, and prefer to use *vis* from other sources. Junior magi, who are receiving their first Longevity Ritual, are the usual beneficiaries.

Temple to Mercury: in addition to being the god of messengers and merchants, Mercury was a bearer of dreams and *psychopomp* (guide to the spirits of the dead). The latter function is most important to magi *Tremeris*. Although *Tremeris* do not venerate Mercury, they do use the ruins of this temple for some rituals involving summoning *umbrae*. Although the Magic Aura is only third magnitude, it grants twice the usual bonus for spells involving communication with or summoning of the spirits of the dead.

Mithraeum: the Mithraeum is a small underground chamber, seating no more than a dozen men on stone benches lining opposite walls. The second magnitude Magic Aura extends slightly outside and above the chamber. Magi *Tremeris* who have Initiated *Legio Mithrae* tend to the *Mithraeum*, and occasionally use it for ceremonies.

FONCES VIRIUM

Coeris claims a wide variety of *vis* sources in *Dacia*; most of the known *vis* sites east of the Tisza River and north of the Danube are allocated to Coeris for collection. In addition, the *vis* sources located in Dalmatia, Croatia, and Serbia are formally allocated to Coeris, although the magi of *Capitulum Adriaticum* perform the collection duties for those sites.

Every magus resident at Coeris, including the *Prima*, participates in *vis* collection at least once each year. Due to the efficiencies of *varicans* and *volucer* travel, such collection duties do not typically distract from studies or research. *Adiutores* are normally tasked with collection duties for convenient and non-challenging *vis* sources nearby. More difficult sources are assigned to experienced magi *Tremeris*, usually in *gemella*.

Coeris often protects *vis* sources that are close to mundane habitations. *Doctrina* recommends natural barriers, such as cliffs, ravines, or thorny hedges. In a few places, *Tremeris* use spells such as *Circulum Aversum Contra Humanas* to protect sites from *mundani* interference.

Notable sources include:

Coeris Cherries: some fruit from the cherry trees that line the *Xystus Sanctus* at Coeris contain *Imaginem vis*. Each tree produces a single *vis*-bearing cherry every Summer Solstice. All of the cherries produced by the Coeris cherry trees are especially flavorful, but the *vis*-bearing fruits are even richer in flavor. Magi prefer to collect them for *vis*, however, and carefully search the trees each Summer Solstice to identify the *vis*-bearing cherry on each tree. Twenty cherry trees line the *Xystus Sanctus*, yielding two rooks of *Imaginem vis* annually.

Silver from Tabor Utja: Coeris mines copper from a rich vein inside the *Regio Faetis* of *Tabor Utja*. The ore from this vein contains a high proportion of trace silver, which contains Faerie *vis*. Coeris obtains five or six pawns of *Perdo vis* each year from the silver.

The *vis*-bearing silver has a remarkable sympathetic property: it is naturally damaging to any lycanthrope, regardless of whether the lycanthrope possesses an innate vulnerability to silver. Any suitable weapon made from this silver, even an arrowhead, inflicts +10 damage to any lycanthrope it strikes, in addition to any normal damage that the weapon might inflict. Coeris has used some of the silver to create such weapons, but since crafting such a weapon consumes the *vis* in the silver, they usually transfer the *vis* to another receptacle and cast the silver into ingots for trade.

Favus Regificus: Wild bees inhabit the forest in *Capalna Latentis*, a magical place near the village of *Capalna* north of Coeris. The bees are magical, and the honey they produce is also magical, "honeycomb fit for a king." The hive at *Capalna Latentis* yields four pawns of *Rego vis* each year. Magi do not need to physically collect the honey to obtain the *vis*: using *Visus Vasis Magici* and *Legi Vis Magica*, they can transfer the *vis* into a suitable receptacle without disturbing the hive.

Apiaries at Coeris have successfully transferred some of the bees from *Capalna Latentis* to a minor *Aura Magica* in the forest south of *Gradistei de Sus*. The hive there also produces four pawns of *Rego vis* each year.

Grave flowers: throughout Transylvania, ancient pagan burial cemeteries are sources of *Corpus vis*. White bell flowers grow over the ancient graves, and may be collected for *Corpus vis* in early Autumn. Coeris has discovered over a dozen such sites.

A typical grave site will yield two to three pawns of *vis* each Autumn. A few sites have greater yields; one Gothic burial ground near *Kolozsvár* yields six pawns annually. Largely because of these *vis* sites, *Dacia* is a net exporter of *Corpus vis*. Most is distributed within *Domus Tremeris*, but small quantities are traded via *Domus Merceris* to magi in *Helvetia*.

Thunder on Mount Retyezatz: Thunderclouds continually surround the peak of Mount *Retyezatz*, twenty miles south-southwest of Coeris. They are the physical manifestations of *Viharokon*, a powerful elemental spirit of the air. A magus who braves the fierce storm surrounding the mountain peak can collect *Auram vis* from the peals of thunder and flashes of lightning produced by the constant storm.

Two to three pawns can be collected each year, assuming that the magus has an effect such as *Visus Vasis Magici* to see the intangible *Auram vis* that occasionally manifests in the sound of the thunder and flash of the lightning. *Legi Vis Magica*, if fast-cast while the magus is within range of the *vis*, may be used to transfer the *vis* to a suitable receptacle. As

Legi Vis Magica is a Voice Range spell, some magi may prefer to boost the range to Sight with *Wizard's Reach Vim*.

Spelunca Glaciei: The *Cavern of Ice* lies in the western Carpathian Mountains, about forty miles north of the Maros River. The beautiful ice flows seem to be sculpted, and the temperature is always freezing. The cavern manifests a third magnitude Magical Aura, and occasionally generates *Perdo Ignem vis dedicatus* (Dedicated Vis, RoP:M, 122). Magi have never found more than two pawns at any one time, however, and some years find none.

Manes: *Vis* collected from *manes* does not come from any continuing source, but magi from Coeris typically obtain several pawns of *Mentem vis* in any given year from the spiritual remains of *manes* who have been given solace.

Convallis Gigantis: the Valley of the Giant is a secluded mountain valley deep in the wilderness of the eastern Carpathian mountains. *Architecta Jolanta Tremēris* closed up the valley prior to the Schism War, trapping an *Oriás* (a kind of giant) inside the valley. The *Oriás* is powerful and quite dangerous, but his presence adds to the *Aura Magica* in the valley. *Vim vis* manifests sem-randomly in the plants and natural features of the valley. Four or five pawns of *Vim vis* may be collected each year, but the exact locations in which the *vis* manifests changes from year to year. Collecting the *vis* is hazardous unless one can immobilize the *Oriás* or ward oneself against him.

In addition to *vis* sources in *Dacia*, Coeris receives *vis* from most other *Conventa Domus*; most of the *vis* collected in this manner is re-distributed to magi *Tremēris* for various projects. Despite the steady flow of *sustentum* to magi throughout Mythic Europe, Coeris collects a large surplus of *vis* each year from contributions as well as its own varied sources.

CRUMENÆ

The *vis* reserves of Coeris are immense. There are two *crumena* ("purses") at Coeris, the *Crumena Coeris*, and the *Crumena Domus*. The *Crumena Coeris* contains *vis* reserves dedicated for the support of Coeris itself. This *vis* supports the *Aegis* and other routine requirements, as well as supplies for ritual healing or similar emergencies.

Domus Tremēris tries to maintain an effective *vis* income equal to six pawns per magus *Tremēris*. At the current size of the *Domus*, that translates to over six Queens of *vis* annually. Most of that *vis* is distributed each year; some is consumed by annual rituals such as *Aeges of the Hearth*, and a large portion of it is allocated to magi *Tremēris* throughout Mythic Europe.

Nonetheless, in any normal year, one pawn in eight of *vis* gathered in *Dacia* is contributed to the *Crumena Domus* at Coeris. One pawn in ten of contributions from other *Exarchia* is set aside for the *Crumena Domus*. *Vis* from this central reserve is allocated to various *Domus* projects.

AURA

The *locus sanctus* has a sixth magnitude Magic Aura. This has increased since Coeris was founded. Prior to around 1200 AD, the aura was only fifth magnitude. The remainder of the *summa conventum* and those areas of the *planities primoris* that are closest to the *locus sanctus* retain a second magnitude aura.

Although there are no sanctified grounds inside the walls of Coeris, the *habitatores* are predominantly Christian, and thus a very weak Divine Aura is generated under favorable conditions (such as daytime or even at night on holy days). The residential areas of the *conventum* have a first magnitude Divine Aura during daylight, which is usually overcome by a first magnitude Magic Aura at night.

Over the past few years, magi have discovered a number of minor elemental spirits inhabiting the *locus sanctus*. Old oak trees along the edge of the plateau are especially prone to manifesting such spirits, but other manifestations have been seen. Most seem to be "new" spirits, but a few have been discovered that seem to be very old – perhaps dormant for the many centuries since the Roman legions razed the Dacian city. Since these discoveries have occurred around the same time that the aura was discovered to have increased, some magi are curious as to what other phenomena await discovery at Coeris.

Manes

Some ghosts are little more than remnants of guilt, rage, or anguish. *Tremēris* call such ghosts *manes*. When *plumbumarii* encounter *manes* they typically slay them. *Manes* are often violent, and always dangerous to some degree. Although *manes* may occasionally prove useful as sources of information about some aspects of their personal history, *Doctrina* holds them to be *inutilis* for most other purposes.

Ideally, *plumbumarii* employ *Solacium Lethaeum* to grant the *manes* rest without depleting their Might. *Tremēris* believe that depleting the Might of a *manis*, while effective in reducing the threat it poses, does not truly lay the spirit to rest (despite the misleading name of the standard Hermetic spell). Depleting Might also destroys any *vis* the *manis* might otherwise leave behind.

Use of *Solacium Lethaeum*, however, does not deplete the Might, but destroys the emotional ties that bind the *manis* to the world, allowing the spirit to rest in peace. This preserves any *vis* associated with the ghost (usually *Mentem*, but occasionally another Form), which may then be collected by a spell such as *Legi Vis Magica*.

Several locations in the mountains near Coeris also have significant mystical auras. Capalna Latentis, near the village of Capalna, contains ancient Dacian ruins, and has a third magnitude Magic Aura.

Aegis

Coeris maintains a seventh magnitude *Aegis*, using a variant that protects a larger area (see *Aegis Magna Foci* in **Chapter VII, Volumen Arcanum**). More powerful versions are available, but six magnitudes of protection are considered sufficient in the absence of a specific major threat. Magi *Mercurialis* cast the *Aegis* ritual for Coeris, reducing the *vis* cost by half (ArM5, 46).

In the event of major conflict that threatens Coeris, a tenth-magnitude *Aegis* would be cast. In some situations, limited areas of Coeris, such as the *locus sanctus*, could be protected by specially cast *Aegis* rituals with limited *pignora invitationis*.

A *Tintinnabulum Ploratus* hangs from a cupola high above the dome of the Basilica, listening for powerful *entitas cum vi*. It provides warning if it detects the presence of a being powerful enough to penetrate a sixth magnitude *Aegis*. In addition to the *Aegis*, in times of conflict Coeris may be protected by the *Ritual of the Shrouded Glen*.

To facilitate *varicans* travel by magi who lack *pignora invitationis*, three *suggesta pro viatico* are provided a short distance from the *Porta Faetium*, outside of the *Aegis*. The *suggesta* are constructed with stone blocks recovered from the ancient Dacian ruins. Magi *Tremeris*, *adiutores*, and others favored by the *Domus* are allowed to take small chips of the stones for use as Arcane Connections.

Just above the *suggesta*, at the end of a path sheltered by walnut trees, lies the *Receptaculum Epistolicum Coeris*. This red brick building is dug into the hillside, with only the front face exposed. Behind the weathered oak door is a room containing a large bronze-bound chest, a writing desk, and a tall stool. A clerk and guard maintain a watch for arriving messages, and are capable of signaling the *conventum* if visitors arrive at the *suggesta* outside.

Reputation

Coeris has a legendary reputation within the Order of Hermes as the *Domus Magna Tremeris*. Most magi know little more than that for certain, but rumors and legends abound.

- Domus Magna Tremeris 9 (Ordo Hermei)

Within the local Vlach communities, Coeris has a favorable reputation as a place to get help with supernatural problems. Although the effects of The Gift endure, they are mitigated by centuries of cohabitation.

- Solvers of Supernatural Problems 4 (Vlach communities)

Coeris is also reasonably well-known among Transylvanian nobility and clergy, as a "home for pious scholars." Most aren't sure exactly where it is, but they know it exists, "somewhere in that direction."

- Home for pious scholars 2 (Transylvanian nobility and clergy)

EXTERNAL RELATIONS

Coeris maintains cordial but arms-length relations with Prince Bela, *Voivode* of Transylvania, who has been co-king with his father Andrew II since 1228 AD. Bela's political views are at odds with both his father and the *parvenu* nobles that Andrew recently created. To avoid complications, Coeris and *Domus Tremeris* as a whole have at present assumed a low profile within the Kingdom of Hungary.

Relations with Vlach leaders in the surrounding communities are much more direct and productive. Coeris provides a market for the products of their flocks and herds, and offers occasional assistance with supernatural problems. In 1232 AD, the region around Coeris is still very wild and mostly undeveloped. A market town, Szászváros, has grown near the Mureş River northwest of Coeris. That is the closest town, and the only settlement of any significant size within a week's journey.

Saxon colonists have settled in the village of Romosul near Szászváros. Coeris has established amenable relations with the leaders of Romosul and Szászváros, and encourages economic development in the Gradistei River valley, far downstream from Coeris. Szászváros boasts a Saxon inn due to silent sponsorship from Coeris. The inn is rarely used by anyone other than travelers going to and from Coeris, but it prospers on that income and a regular subsidy from Coeris.

Relations with the local clergy are also generally amenable, although clergy in Szászváros are far more suspicious of Gifted travelers than those in the surrounding villages. Magi are advised to be especially cautious when traveling through Szászváros, and to rely on the inn there for any needs.

Culture & Traditions

The cultures of *conventa* in Dacia tend to merge together to some extent. Many *habitatores* in *Dacia* are descended from Coeris residents in some way, and continued transfers reinforce the shared cultural traits. Magi and *habitatores* from different *conventa* continually interact through trade, support missions, and even marriage. The values shared by magi *Tremeris* reinforce this cultural homogeneity. Even so, each *conventum* has unique traditions and arrangements that make its culture recognizably distinct from the others.

Like many *conventa*, Coeris has a gender imbalance, which it counters by recruiting young women from neighboring Vlach communities as domestic

servants, and by encouraging female *habitatores* to learn suitable vocations. Most scribes and *librarii* at Coeris are women, for example. Even so, Coeris tends to have an excess of young men, especially among the *milites*. Coeris therefore maintains a policy of forced marriage for *habitatores*: if a man gets an unmarried woman pregnant, he must marry her or be exiled from the service of *Domus Trememis*.

This policy is not enforced among the *magi*, but because *Trememis* usually receive a Longevity Ritual at a relatively young age, such incidents are typically limited to *discipuli* or very young *magi*.

Occasionally children of young *magi* or *discipuli* are born out of wedlock. *Magi* and *discipuli* who produce bastards are expected to provide for them. Female *magi* or *discipuli* who bear children are of course expected to provide for them as well; this is normally not an issue.

Exposure of unwanted infants, although commonly practiced among the surrounding communities, is frowned upon by most *magi Trememis*, and by most Coeris *habitatores*. Enough *magi* and *habitatores* are descended from foundlings that the practice is regarded with disfavor, even though Coeris sometimes benefits from it.

As a result of the gender imbalance, Coeris has not needed to recruit *milites* externally since the mid-11th century. Occasionally, Coeris will export trained *milites* to other *Conventa Domus*, and train young men from among the *habitatores* to replace them. This is typically done when there is a surge in boy births among the *habitatores*, as happens from time to time. As a result, Vlach *milites* or their descendants can be found in *conventa* from Italy to Wales. Vlach *milites* are usually well-regarded by *magi Trememis*, as their linguistic compatibility and heritage make them especially suitable for service as *stipatores*.

Despite these occasional exports, the population of Coeris expands at a fairly predictable rate. In order to maintain a stable size, Coeris has founded a *colonia* every fifty or sixty years since the time of



the Schism War. These *coloniae* develop the infrastructure needed for the establishment of a future *conventum*. The first such *colonia* became Carpathia Vigilax; the second, Navalix Euxinus; and the third, Turris Bulcsunis. Populations at Coeris, Lycaneon, and Carpathia Vigilax have again reached the limit of their sustainable sizes. *Domus Trememis* will found a new *colonia* soon, although it may found the next *colonia* outside of *Dacia*.

Coloniae usually have a mix of extended families and unmarried men and women; volunteers are preferred. The extended families lend an air of stability and continuity to the new *colonia*, while the single men and women are encouraged to intermarry with the local population. This helps to create a bridge between the cultures of the *colonia* and local populace.

Similar exchanges occur when *magi* bring companions and servants to Coeris from other lands. After a generation or two, descendants of the newcomers are usually fully assimilated. As a result of centuries of such interbreeding, Coeris *habitatores* have ancestors of diverse ethnicity, and only the most recent recruits are pure Vlach. This mingling has also created a curiously polyglot vocabulary: although the language is clearly Vlach, words adopted from diverse languages are common.

Boons & Hooks

The Boons & Hooks listed below are mostly detailed throughout the accompanying descriptions. Those which are not are briefly described below. Some are approximations, and one (Limited Garrison) is unique for Coeris. The Boons and Hooks for Coeris do not quite balance –as a *Domus Magna* more than four centuries old, Coeris is exceptional.

Limited Garrison

The Royal Charter confirming the rights of Coeris to certain lands and the fortified “town” of Coeris also restricts the garrison of Coeris to no more than one hundred men.

Protector

Coeris has taken on the duty of protecting the surrounding Vlach communities against supernatural menaces. Transylvania is replete with such menaces, and scarcely a year passes without some request for help.

Rival

There are a number of potential rivals that occasionally seek to undermine Coeris, primarily among *conventa* in *Graecia*, but also in *Helvetia*.

Warping to a Pattern

Although most *habitatores* do not live in the *locus sanctus*, a few do, and many others work there. Since the *Aura* increased to sixth magnitude about three decades ago, Warping has begun among some of those who spend sufficient time in the *locus sanctus*.

Those warped by the *Aura* invariably gain the Visions Flaw. The visions they experience do not seem to be prophetic in nature; in fact, no correlation to actual events, either historical or current, has ever been established.

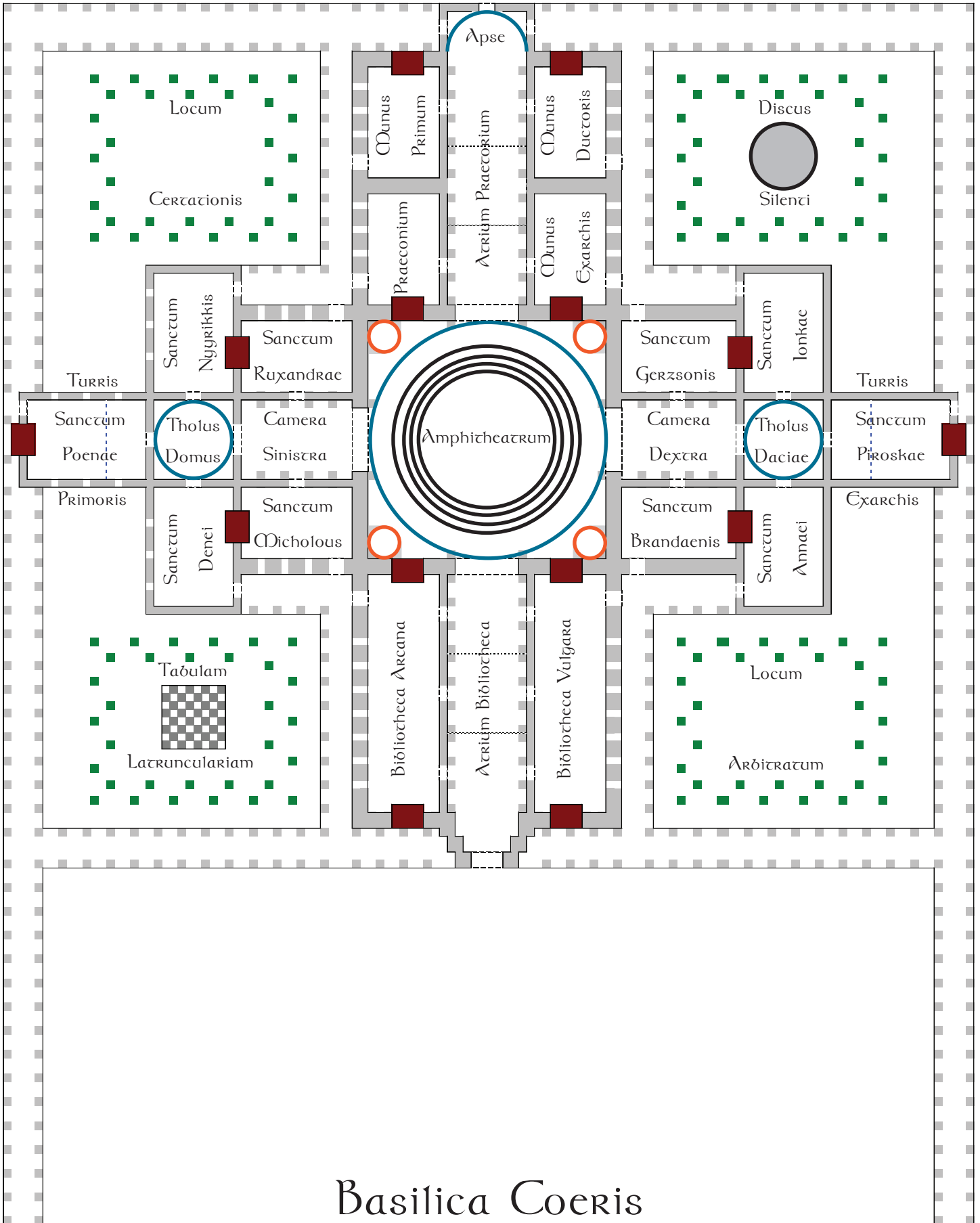
As yet, no-one vulnerable to magical warping has spent enough time in the *locus sanctus* to gain a second Flaw, so what that might be remains unknown. The magi of Coeris are not anxious to discover what it might be, and thus have begun rotating susceptible servants out of the *locus sanctus* after two decades of service. Servants with known magical talents are preferred, since they appear to be unaffected.

Boons

Aura (Major, Minor x 2)
 Difficult Access (Minor)
 Mystical Portal (Minor)
 Seclusion (Minor)
 Magical Fortress (Major)
 Writ of Crenellation (Minor)
 Artillery (Minor)
 Ediface (Minor)
 Secondary Income (Minor x 2)
 Cavalry (Minor)
 Magical Crossbowmen (Major)
 Famous Resident (Minor)
 Local Language (Minor)
 Exceptional Book (Major)
 Felicitous Tribunal (Minor)
 Prestige (Major)
 Benefice (Minor)
 Informants (Minor)
 Local Ally (Minor)
 Minority (Minor)

Hooks

Warping to a Pattern (Minor)
 Uncontrolled Portal (Minor)
 Castle (Major)
 Limited Garrison (Minor)
 Vis Salary (Minor)
 Chapter House (Major)
 Mercer House (Major)
 Superiors (Major)
 Gender Imbalance (Minor)
 Ceremonies (Major)
 Mundane Politics (Major)
 Centralized Kingdom (Minor)
 Hermetic Politics (Minor)
 House Covenant (Minor)
 Public Vis Source (Minor)
 Rival (Minor)
 Faerie Court (Minor)
 Fallen Temple (Minor)
 Protector (Minor)
 Roman Ruins (Minor)



Basilica Coeris

Basilica Coeris

The most prominent structure at Coeris is undeniably the Basilica, built at the direction of *Primus Vitaris* in the late 11th century. Although the Basilica is an impressive structure, and the quality of the construction is superb, it is neither opulent nor ostentatious. The exterior is an earthy buff color, and the interiors are moderately adorned, without precious materials.

Beautiful frescos are painted on many interior walls, and tapestries overlay others. Still, the overall impression is one of understatement. Although the building is beautiful, with clean lines and unexpected vistas, the relative lack of adornment attests its secular function.

The western approach to the Basilica, from the *Xystus Sanctus*, crosses a wooded park within the arms of a U-shaped colonnade, merging with the front of the Basilica to form an interrupted portico. The arms of the colonnade are home to webs of ethereal fisherman spiders, which are farmed for their shimmering mystical silk (HoH:TL, 139-140). The spiders are fed the remnants of minor ghosts encountered by magi *Tremēris* in their journeys.

The main Basilica entrance opens through a stepped series of three Byzantine arches. The smallest, *Arcus Fundandi*, recalls the Founding of the *Domus*. The middle, *Arcus Defectus*, reminds magi of the price of Hubris. The third and tallest, *Arcus Renovaminis*, affirms a commitment to renewal and rebirth. From this entrance, the entire length of the Basilica is visible: from the spacious *atrium* of the *Bibliotheca Superior*, across the central domed *Amphitheatrum*, through the *Atrium Praetorium* to the eastern apse; a total distance of nearly 240 feet.

The ceiling of the lofty *atrium bibliothecae* is a series of three groin vaults surmounting a clerestory. Clerestory windows admit some natural light into the *atrium* during the day; supplemental magical lighting is provided continuously from lighting Rings at the apex of each vault. Three doorways on each side open through blind arcade arches into large

Realia

The *atrium bibliotheca* is lined with displays of *realia* (Coveants, 102). Many are the material remains of *vis*; some are preserved magical creatures. There are also many superb examples of mundane items.

The majority of items are suitable for study in the Arts of Animal, Herbam, and Terram. Enough items are available for these Arts to give the collections qualities of 5. The Magic Lore collection has a quality of 4. Collections for Auram, Aquam, Ignem, and Vim have qualities of 3.

two-story chambers. On the north (left) side is the *bibliotheca arcana*, which contains texts on Hermetic Arts and Arcane Abilities. On the south (right) side is the *bibliotheca vulgata*, where texts on mundane topics are kept. These two chambers, together with the *atrium*, comprise the *Bibliotheca Superior*.

From the eastern end of the *Bibliotheca*, a soaring 30 foot Byzantine arch opens into the *Amphitheatrum*. The center of this 60 foot square chamber is a circular sunken amphitheater with five tiers. A mosaic-tiled ambulatory encircles the uppermost tier. Seven rings, for use in wards or other ring/circle spells, are inlaid in lead. Two circle around the outside of the topmost tier, just inside the ambulatory path; one at the inner edge of each of the four middle tiers; and the last surrounding a three-pace diameter in the very center.

Overhead, the square walls transition through pendentives to an octagonal drum with clerestory windows, peaking in a segmented octagonal dome seventy feet above. A *Canito Classicum pro Castro* hangs at the top.

From the four corners of the *Amphitheatrum* chamber, circular stairways descend to underground chambers, called *hypogea*. Each stair leads to a separate *hypogeum* under one of the corner peristyles. The *hypogea* are constructed as hall crypts supported by a matrix of groin vaults. Each vault is separately warded with a *Foris Aversus*. Magical lighting and heating are provided via multiple *Circulus Lucifer* effects and a *Focus Califactus*.

The *Hypogeum Armae* to the southwest is an armory of enchanted weapons and similar devices. The enchantments are not all destructive in nature, but a great many are. The most horrendously destructive weapons are stored in warded lead-lined iron chests.

To the northwest is the *Hypogeum Fisci*, which contains the *aerarium*, *Crumena Coeris*, and related records. Records of trade arrangements and notes on nobility and clergy throughout *Dacia* and neighboring regions are also stored here.

The *Hypogeum Anuli* under the northeast peristyle stores a broad assortment of useful Arcane Connections and sundry items. Many of the Arcane Connections are contained in or attached to rings (*anuli*), hence the name of this *hypogeum*.

This chamber also stores several enchanted *armarii*, holding certain special books that are not suitable for the general collections. Some contain subject matter that is particularly sensitive. For example, some of the more detailed works on Infernal Lore are stored here, and are not available except by permission from both the *Vexillaria Speculorum Fractorum* and the *Prima*.

The southeast hypogeum is the *Crumena Domus*. It contains *vis* stores of the *Domus* and related records, including registries of all *vis* sources known to *Domus Tremēris*, regardless of current ownership. The *Crumena Domus* also contains registries of in-

teresting mystical sites, similar to those maintained by magi *Trianomae* (HoH:TL, 13), but not as extensive or comprehensive. These registries mainly list sites of interest in *Dacia* and those related to *Domus Diednis*. Copies of most records of the *Vexillum Balanus Deflagratio* are stored here.

From the *Amphitheatrum* thirty-foot arches open into adjoining halls: to the left, the north transept; to the right, the south transept; ahead to the east is the *Atrium Praetorium*. The north and south transepts of the Basilica lead to the *sancta* of the resident magi *Tremēris*. Each transept consists of a forty foot-high barrel vaulted *camera* leading to a sixty foot-high domed chamber, or *tholus*.

Each transept leads to five *sancta*: one to either side of the *camera*, and three radiating from the *tholus*. Most of the *sancta* have two floors, but the outer-most *sanctum* on each side rises into a four-story square tower. Upper floors are of wood covered in tile.

The north transept extends through the *Camera Sinistra* to the *Tholus Domus*. *Prima Poena* occupies the *Turris Primoris*. The south transept extends through the *Camera Dextra* to the *Tholus Daciae*. *Exarcha Piroska* occupies the *Turris Exarchis*.

The *camerae* are lined with displays of weapons and armor. Many were recovered from ancient battlefields and restored magically to their original state. Others are spoils of battle collected by magi *Tremēris* or their *custodes*.

The *Atrium Praetorium* to the east of the *Amphitheatrum* mirrors the *atrium Bibliothecae*, except that a curved eastern apse replaces the triple arches of the western entrance, and two doors open on each side rather than three.

The doors lead to four *munera* (offices), which are primarily *scriptoria* and *tabularia* for the management and storage of messages and records. The northwest door leads to the *Praeconium*, office of the *Praeca Daciae*, which manages the official records and treasury of *Tribunal Daciae* and provides support to the *Quaesitores*.

Adjacent to it is the *Munus Primum*, office of the *Prima Tremēris*. Opposite to that is the *Munus Ductoris*, office of the *Ductor Coeris*. The southwest chamber is the *Munus Exarchis*, office of the *Exarcha Daciae*.

Beyond the four *munera*, the eastern apse features slender arched windows ascending from the second story, above the surrounding enclosure and

Coeris Governance

Coeris is governed by a simple hierarchy: the *Ductor Coeris* is the ruler of the *conventum*, appointed by the *Exarcha Daciae*. He delegates administration to the *Procurator*, who manages the routine affairs of the *conventum*. There are no council meetings, votes, or other inefficient distractions for the magi.

Ductor (leader) is theoretically a rotating office with five-year terms, but many senior Coeris residents (*Prima*, *Legatus*, *Exarcha*, *Signifer Primoris*, *Vexillaria Speculorum Fractorum*) are exempted from this duty because of their other responsibilities, and the *Ductor* must be a magus *Tremēris*. This results in repetitive duty by the other magi *Tremēris* who reside at Coeris. The most visible duties of the *Ductor* are to lead the *Aegis* ritual (assisted by others in *communio magorum*), and to manage the issue and recovery of *pignora invitationis*.

The *Ductor* is subordinate to the *Exarcha Daciae*, and to the *Legatus* and *Prima*, all of whom traditionally reside at Coeris. The office of *Ductor* can be politically challenging; those who excel at this duty are typically groomed for future service as *Tribuni*.

The office of *Procurator* is the highest office held by any *consors* at Coeris. The *Procurator* is effectively an autocrat, save that he is subordinate to the *Ductor Coeris* and to the *Exarcha Daciae*, *Legatus*, and *Prima*. All other *consortes* report to the *Procurator*. Several have specific offices:

The *Praefectus Castrorum* commands the *stipitatores* and the *milites*. All *Optiones* report to him.

The *Dispensator* is responsible for managing the silver mine, the *aerarium* (treasury), and dispersing funds as required.

The *Curator* is responsible for the Basilica, including the *hypogea* and *munera*. He oversees the *custodes cubicularia*.

The *Libraria Summa* manages both *bibliothecae*, all *scriptoria* and *tabularia*, and the *percamenarium*. All *librarii* and *percamenarii* work for her.

The *Mercator Maximus* is responsible for managing the trading business of the *conventum*. He directs a staff of traveling *mercatori*.

The *Rector Servorum* governs the villages belonging to Coeris.

For the remainder of the *habitatores*, each vocation at Coeris is directed by a guild system. Smaller groups are combined with similar trades to form substantial guilds.

Masters of each vocation are responsible for managing their areas to meet the requirements given by the *Procurator*.

Each guild elects two masters to the *coetus curationis*, which advises the *Procurator* and receives his directions.

The largest guilds are the forester's guild and the fabricator's guild (which includes masons and carpenters as well as blacksmiths, armorers, silversmiths, and bronze-workers).

colonnade. Three doorways exit to the colonnade to either side and towards the eastern *Via Secreta*.

Several wooden benches are available for those awaiting admittance to a *munus*. The walls of the apse and the *atrium* are lined with tapestries depicting famous scenes from the history of *Domus Tremēris* and the Order: Tremere and his Dacian allies at *Tribunal*; Tremere presenting *Certamen* at Durenmar; *Primus Cercistum* declaring Wizard's War on *Domus Diedne*; *Primus Vitaris* dedicating the Basilica.

Outside, at the corners of the Basilica, four peristyles enclose formal *Certamen* grounds. The *Locum Arbitratum* is the most commonly used. It is a simple grassy sward inside the southwest peristyle, shaded by stately copper-leaved beeches.

The *Tabulam Latrunculariam* lies inside the northwest peristyle, behind a mantle of spreading elm trees. The *Tabulam* is a large chessboard of white and gray marble flagstones. It is customary to duel in the style of the *Gladiatrix* when using the *Tabulam*.

The northeast peristyle contains the *Locum Certationis*, amid a screen of juniper trees. This closely cropped lawn of wild thyme is traditionally used

Munera Responsibilities

Since the *Prima* is also the *Praeca*, she has two offices. While there might be some overlap, the records and functions of the two offices are separate.

The *Munus Primum* deals only with matters of *Domus Tremēris*, while the *Praeconium* deals only with issues of the formal *Tribunal Daciae*. In practice, the *Praeconium* is mostly engaged in supporting the *Quaesitores* and *Caduceatores*. The staff of the *Munus Primum* maintain the *Album Domus*, the roll-call of all magi *Tremēris*. Information on lineages, *Provocationes*, appointments, awards, and deaths or Final Twilights is recorded in this office.

Staff from this office also manage the stocks of cloth for *pallia Lethaea*, although the actual cloth and dying facilities are located elsewhere. *Betullae* for new magi are provided from coppiced birch trees grown in the Basilica park.

The *Munus Ductoris* is responsible for storing and tracking the use of *pignora invitationis* for the *Coeris Aegis*. The *Ductor* personally invites visitors who are permitted a *pignus*, but thereafter his *Munus* staff tracks the token and receives it back into reserve.

Domus Tremēris maintains secret records as well, but those records are not managed by any of these *munera*. Secret records are kept in a warded *tabularium* in the *Turris Proditionis*. The locations of any other records are known only to the *Prima*.

Pignora Invitationis

Coeris maintains as many as seventy *pignora invitationis*. It therefore uses distinctive silver medallions on long neck chains. Each bears the symbol of *Coeris* on the obverse, and the symbol of *Domus Tremēris* on the reverse. Retainers and companions of guest magi are given similar medallions in bronze, which do not function as *pignora* for the *Aegis*, but do identify them as special guests.

Each medallion, silver or bronze, is crafted with a hidden mark and number formed of *lacuna* under the surface of the metal. This can be easily detected with *Intellego Terram* magic, but is otherwise nearly impossible to discover. A simple enchantment in the possession of the *Munus Ductoris* staff allows them to inspect *pignora* for authenticity and to track them individually by number.

for *Provocationes* or challenges at *Decennia*, and is rarely used otherwise.

The southeast peristyle encloses the *Discus Silentii*. The *Discus* is an immense circular stone patio ringed by almond trees. The disc is inlaid in a complex geometric mosaic. Around the perimeter of the mosaic are tiles representing the Hermetic Arts. Tiles with symbols for the Techniques repeat three times in a ring around the edge of the mosaic, while tiles with Forms symbols repeat three times in a second ring just outside the first.

It is customary to maintain silence within this peristyle. The challenger stands behind the Technique to select it, and the defender stands behind the chosen Form. The *Discus* has a minor enchantment that creates a brief glowing burst of the appropriate aura color(s) from the symbol stepped on. Veto is indicated simply by shaking one's head and concession by stepping back off the disc.

Bibliotheca Superior

As noted above, the *Bibliotheca Superior* contains two collections: the *bibliotheca arcana* and the *bibliotheca vulgata*. Each chamber is protected by Room Target enchantments against mold, humidity, and fire, and is provided with magical heating, lighting and cool dry breezes as desired by similar enchantments.

Each room also has two fireplaces, but these are not used due to the wards against fire, and have been bricked closed. Decorative tiles conceal the brickwork. Seven sets of windows admit natural light into each room. The lower windows are shaded beneath the roof of the exterior colonnade, but the upper windows open above that and receive much

more light. In any case, magical lighting is available if desired.

Five pairs of reading lecterns and two scribal stations are positioned in front of the seven windows. Texts are not chained or otherwise restrained once placed on the lecterns, but precise records are kept of each book and who has requested it. An index listing all available texts, by title, is stored on rolls at the east end of each room, in front of the unused fireplace. Books are stored until they are requested.

Magi Tremēris and other residents of Coeris are trusted, but guests are not allowed to remove books from the *bibliotheca* chambers. Most books have the symbol of Coeris embossed on leather covers. Those whose covers were not made at Coeris, or are otherwise unusual, are marked in the frontispiece.

The walls of each chamber are lined nearly from floor to ceiling with latching book cabinets called *foruli*. The cabinet doors of the *foruli* are carved with the symbol of *Domus Tremēris* on the left, and the symbol of Coeris on the right. Frequently requested texts are stored in *armarii* located in front of each pair of lecterns or scribal stations. Books in the *armarii* are referred to as *in legia* ("on levy") and are noted as such in the index.

At least one *librarius* is present in each chamber whenever the doors are open. The *senior librarius* on duty in each chamber wears an *Anulus Librarii* with two effects. The first enables him to levitate to a desired height in order to retrieve books from upper cabinets. The second effect suppresses one of the spells binding the doors of the room and the latches of the *foruli*. Unless the wards are suppressed or penetrated with other magic, the doors and the

latches on the *foruli* cannot be opened. *Librarii* generally occupy themselves with caring for the books when they are not assisting visitors.

The *bibliotheca arcana* contains at least two *summae* on every Art. One is a high-quality introductory text, and the other is the highest-level *summa* available. Coeris possesses multiple copies of all nine *Fundamēna* and seven of the eight *Columna*, as well as a host of other fine works. Some Arts, such as Rego and Mentem, are more heavily represented. Four *summa* of varying levels and qualities are available for Rego, and five for Mentem.

Coeris possesses nearly three hundred *tractatus* on the Hermetic Arts. Rego and Mentem are heavily represented, of course, but no Art has fewer than ten *tractatus*, most having a Quality of nine or better. Coeris does keep an assortment of "vain" *tractatus*. Most are unique in some way, and offer value beyond the putative quality of the text.

Many *summae* and *tractatus* on Arcane Abilities are also available. Magic Theory, Magic Lore, and Faerie Lore are particularly well represented, with multiple copies of *summae* available for each. A single high-quality *summa* is available for each of Penetration, Finesse, *Parma Magica*, and Divine Lore. Two *summae* are available for the *Lex Hermei* (Code of Hermes). Multiple *tractatus* on all of these abilities are also available.

A few *tractatus* on Infernal Lore are available, focused on the known capabilities of demons, diabolists, and Infernal creatures. Information useful for summoning or containing detailed instructions has been expunged from these copies. *Vexillarii Speculatorum Fractorum* review these texts periodically to ensure that inappropriate glosses or insertions have not been added, and to ensure that the texts are the intended copies, and have not been replaced by other texts or inappropriate copies.

Summae on mastery of standard spells are also available. Once again, Rego and Mentem spells are heavily represented. *Tractatus* on mastery are uncommon: some are included because they describe a mastery ability that is not yet part of general Hermetic theory, or because the spell in question is relatively new.

The *bibliotheca vulgāra* contains two separate collections. The first consists of works by non-Hermetic authors, such as Aristotle, Boethius, or Cicero. The second, smaller collection consists of works by Hermetic authors on mundane subjects. Such works might include commentaries about the applicability of philosophical concepts to ritual magic, for example. Overall, the collections contain quality *summae* and *tractatus* on *Artes Liberales*, *Doctrina* and military strategy, Medicine, *Philosophiae*, Theology, and Hungarian Common Law.

Major sections of these collections are devoted to histories, both mundane and Hermetic. Special attention is paid to histories that mention deaths of famous figures or large battles.



Libraria Summa Orsolya

Notable Summae

Attributes for the *summae* described here are based upon finely made copies of the texts, but assume no bonuses for resonance. The book quality calculations used are different from those in both the Core Rules and Covenants, but the resulting scores are generally compatible if one allows for Art scores higher than 40.

Accuratio ("Precision" Finesse L5 Q10) by Moderatus Tremēris. Every *Conventum Domus* possesses at least one copy of this comprehensive treatment of magical precision. Coeris has three copies.

Chamaeleo (Muto L22 Q16), by Scholastica *Mutanti Merceris*. This exceptional treatise is recognized throughout the Order as the *Columna Mutare*. There are eleven known copies of this work in its original form, although portions of the text have been quoted in many other works, including some lesser *summae*.

Corporeus Mystica (Corpus L24 Q18) by Philemon *Bonisagi*. The pre-eminent *summa* on Corpus, only six copies of *Bodily Mysteries* are known to exist. Two remain at Nervusi Cognitionis in *Helvetia*; the original text is in the collection at Durenmar; and two other copies are known to have been given as gifts by the author to prominent members of the *Senatus Archimagusi*. The sixth copy was obtained at great expense by Coeris.

This text only recently supplanted the previous *Columna Corporis* authored by Austorga *Tytali, De Corpori* ("On the Body" Corpus L21 Q19). The latter is more widely available, and Coeris also has a copy of that older *summa*.

De Theoria Magica (Magic Theory L7 Q9), by Bonisagus. Although *On Magical Theory* has been glossed and redacted over the past four centuries, it remains the Authority on Hermetic Theory. Periodically, as new elements are added to the knowledge of *Domus Bonisagi*, the *Primus* selects a notable writer within *Domus Bonisagi* to "clarify" the official theory of Hermetic Magic. Such a clarification is due in the near future, as no discoveries were added to the text during the Primacy of Murion *Bonisagi*.

De Viis Apromari (Perdo L20 Q20) by Vedrix *Flambonis Apromari*. *About the Methods of Apromar* is a comprehensive treatment of Perdo; its centrality to existence and its importance in the practice of magic. It is recognized as the *Columna Perdere*. Early glosses and marginal notes have been incorporated into the current text, except for a few of the oldest copies.

Dominatio Parmae (*Parma Magica* L5 Q15) by Ostorianus *Bonisagi*, would be widely regarded as a *Columna* if its subject were a Hermetic Art. As it is, *Mastery of the Shield* is highly sought-after by

magi who are concerned with the strength of their *Parmae*.

Exardescarsum (Ignem L20 Q22) by Elaine *Flambonis*. Although *Blazing* has been re-written several times to incorporate various valuable glosses over the intervening centuries, the *Columna Ignis* is still attributed to Elaine *Flambonis*, youngest *discipula* to Flambeau the Founder.

Explicatio Modi (Vim L24 Q16) by Notatus *Bonisagi*. Glosses have been added to the *Columna De Vi* many times, and as a result, three different versions of *An Explanation of the Way* exist. The Durenmar (D) text is the senior version, with attributes as noted above.

The *Criamonis* (C) text is of nominally higher quality (L24, Q18), but has so many odd phrasings added to it that magi without a high score in Enigmatic Wisdom (3+) are at a disadvantage (Q15) when attempting to study from this version.

The Notatus (N) text is purported by some to be the original, unadulterated version as penned by Notatus. It is of remarkably lower Quality (Q14), and is only of interest because of several passages that imply Notatus believed that the Limit of Arcane Connections was a flaw in Hermetic Theory. Some have theorized various paths to correcting this supposed flaw, based upon obscure phrasing in this text.

The Coeris collection includes copies of both the D and N texts.

Imperium Magicum (Rego L23 Q17) by Konstandinos *Tremēris*. *Magical Command* is a detailed explanation of the principles of Rego magic, including an especially cogent discussion of summoning and controlling fae and magical entities.

Coeris possesses the original manuscript, which has been magically preserved. Two fine copies are available in the Coeris collection for general study, and all *Coventa Domus* possess at least one copy of this *summa*.

Memora Efferus (Animal L21 Q20) by Cnvida *Bjornaer*, is the *Columna Animalis*. The insights contained in *Remembering the Wild* are well worth the cost of acquiring a copy of the *Columna Animalis*; *Domus Bjornaer* controls all of the known copies that are not subject to *Ius Iurandum Vaccae Vitulaeque*. Coeris possesses a copy of this text, but does not have permission to sell or give copies.

Memoria Commotioque (Mentem L21 Q16) by Lazlo *Tremēris*. While not a *Columna*, *Memory and Emotion* has become the standard text on Mentem within *Domus Tremēris*. Although *Opes Mentis* (see following) is of higher Quality, no other Mentem text is both so detailed and so compatible with *Doctrina*.

Notable Summae (continued)

Opes Mentis (Mentem L20 Q18) by Letteria *Jerbitonis*. Considered by some as a candidate to join the ranks of the *columnae*, *Treasures of the Mind* lacks the thoroughness of *Memoria Commotioque*. Until someone authors a *summa* that clearly surpasses both texts, no text is likely to be recognized as the *Columna Mentis*.

Superandum Formas Platonium (Creo L18 Q14) by Dalmatius *Priamiti Merceris*. This three-volume *summa* is so sweeping in its coverage of the subject that *Surmounting the Platonic Form* may be studied for years without fully grasping all of the secrets of magic revealed within its huge number of pages.

Dalmatius sought to author both a *Fundamen* and *Columna Creare*. However, only the primer, *Provocandum Formas Platonium* ("Summoning the Platonic Form" Creo L10 Q20), has been generally recognized. His more detailed work, although lacking the status of a *Columna*, is erudite and well written.

Terreum (Terram L20 Q22) by Pacatian *Guernici*, is the *Columna Terrae*. Pacatian included numerous references to "animas Terreas" in *Born of the Earth*, without further detail. The nature of the references has lead several magi to believe that there is a second, "lost" work that discusses elementals in greater detail. However, no such work has ever surfaced.

The first copy at Coeris was a gift from the author, and has since been retired. The current copy is also well-worn, and due for a replacement in the near future.

Ventus Procellaque (Auram L19 Q15) by Anasztáz *Tremēris*, is the standard Auram *summa* within *Domus Tremēris*. *Wind and Storm* has been edited and glossed several times since it was first written. Most *conventa domus* have a copy available, and *Domus Tremēris* has been willing in the past to sell copies, subject to *Ius Iurandum Vaccae Vitulaeque* (Oath of the Cow and Calf).

Buildings of Interest

Balneum

The bath house is restored from the remains of an ancient Roman bath. It is located on a wide *planities* just south of *Arx Coeris* and west of the *Valetudinarium*. The *Balneae* have been improved since they were first restored, and now feature magical heating and running water supplied from twelve huge storage cisterns buried just uphill. The storage cisterns are typically filled from rainfall, but if necessary may be refilled magically from the river below. The *Procurator* holds a *Rego Aquam* enchantment with this capability; up to six cisterns each day, for the *Balneae* or any other use, may be filled from the river.

Valitudinarium

The military hospital is a three-story split-level building, occupying two *planities* below *Arx Coeris* to the south, between the *Sedes Caducifera* and the *Balneae*. An apothecary, two surgeries, and store-rooms fill the lowest floor. The upper floors have recovery wards that can care for as many as eighty people in total. Each floor has a large garderobe at each end. *Medica Princeps* Marcela de Salerno oversees a staff of twelve healers and two apothecaries.



Bibliotheca Deterior

Situated on a *planities* west of the *balneae*, the *Bibliotheca Deterior* is a single-story brick building with many tall south-facing windows. This collection is intended for use by the *habitatores*, and most texts are mundane in nature, including Latin primers and classical works on practical subjects.

Subjects such as *Doctrina*, Magic Lore, Faerie Lore, and even Magic Theory are included as well. The more unusual books are old copies or vain works, but decent copies of a few standard texts are available.

Tabularia & Scriptorium

Two *tabularia*, a *scriptorium*, and a *percamenarium* occupy the *planities* just east of the *locus sanctus*. The *percamenarium* is devoted mainly to bookbinding and manufacture of inks and pigments. Raw parchment is seldom produced at Coeris, but is typically purchased from the *Gradistei* monastery. Special parchments, from unusual hides for example, are sometimes crafted here.

The *scriptorium* is dedicated primarily to re-copying old or damaged texts. Once the texts have been re-copied, the old copies are either donated to the *Bibliotheca Deterior*, or are recycled for usable raw materials, particularly if the text is subject to a Cow and Calf clause. Old *Fundamena* and similar primers are often sent to other *Tribunalia*, where they may be donated to Spring *conventa* or other suitable recipients.

New texts are typically scribed and illuminated in the *Bibliotheca Superior*, and then sent to the *percamenarium* for binding and covering.

The *tabularia* store mundane records regarding the administration of Coeris, and recycle and renovate old wax *tabulae*. Records on *tabulae* that are still considered significant after twenty years are transcribed onto parchment and archived. The original *tabulae* are then re-used. Thus, very few *conventum* records go back more than twenty years. Only the most significant events are archived on parchment.

Sanctae Hospitales

Coeris maintains twenty guest residences for up to sixty-two magi, spread over three *planities* south of the *locus sanctus*. Only six of the *sancta hospitales* include laboratories. The rest are simply comfortable private quarters suitable for visiting magi.

Most residences are similar to the standard split-level *domicilia*, but have servant quarters instead of work areas on the lowest floor. Each has four rooms for magi. *Sancta* with laboratories are the exceptions: each is a residence for a single magus, with a laboratory on the upper floor, living quarters for a magus and servants on the second floor, and common areas on the lowest floor, suitable for dining and receiving visitors.

Vitrearium

The glassworks is relatively small, intended only for the manufacture of basic laboratory furnishings. The quality of the glassware produced is passable, but not superb. If superior glassware is needed, it is typically procured from Venice.

Guests at Coeris

Although guest residences are called *sancta* colloquially, they may not all qualify as *sancta* in the Code of Hermes. If a magus maintains a formal *sanctum* elsewhere, then his temporary residence at Coeris is not considered a *sanctum* under the Peripheral Code.

However, the *Leges Peripheriae Daciae* (Peripheral Code of Dacia) contain a provision that all residences marked with the *Nota Hospitalis Domus* are given the same considerations of privacy and forfeit immunity that a full *sanctum* would enjoy.

Guests at *Conventa Domus* in *Dacia* are additionally protected by the reputation of *Domus Tremēris*. Were anything to happen to a *Conviva Domus* (Guest of the House), the *Domus* would likely take firm action to not only redress the injury, but strongly discourage any such violation in the future.

Fabricum Aerarium

The bronze works produces many fine implements of bronze, including many of the bronze weapons that are popular with magi *Tremēris*. Copper is supplied from the Coeris mine, while good quality tin is imported from *Britannia*. Trace amounts of silver in the copper from the Coeris mine give the resulting alloy a brighter sheen than most bronze. The skilled sculptors and casters in the *Fabricum* can also work in brass, pewter, and silver as desired.

Coeris Income

Coeris is self-sufficient in production of food and many common items. Its major outlays are related to cloth, parchment (purchased from the *Gradistei* monastery), special materials that cannot be obtained locally, and tithes to the Church. Special materials are generally obtained via Portals from *Lycaneon*, *Navalis Euxinus*, or through *Domus Mercēris*.

In addition to furs and hides collected by its own foresters, Coeris buys more from the surrounding Vlach communities and transports them to ready markets in Constantinople and western Hungary.

Most are sent through the Portal to *Navalis Euxinus* and then to Constantinople. The rest are traded via *Lycaneon*.

The Coeris copper mine operates under a curious agreement between Coeris and the *Harka* of the Faerie Court at *Tabor Utja*. Coeris provides the *Harka* with a set of fine silk vestments every year. In return, the *Harka* allows Coeris free access to the mine, which is located inside the regio of *Tabor Utja*. The native copper also contains a high proportion of silver, which Coeris separates during the refining process.

Mining: Copper & Silver	Typical	150 Mythic Pounds
Trade	Typical	150 Mythic Pounds
Charity	Lesser	60 Mythic Pounds
Forestry	Lesser	60 Mythic Pounds

LATERARIUM

The brickworks is more extensive than Coeris needs. Even repairs to the brick buildings, when they are required, are usually supplied from surplus bricks in storage. Coeris transferred most of the *laterarii* (brick-makers) and *caementarii* (brick-layers) to Navalis Euxinus soon after founding the *colonia* there.

Following construction at the new *conventum*, *Dacia* began loaning teams to other *Conventa Domus* in the early 12th century. Most *Conventa Domus*

have structures that were built by *caementarii* from Navalis Euxinus.

In addition to their excellent brickwork and masonry, *caementarii* know the "lost" Roman technique of building with cement. They learned this art, as well as many useful techniques in brickwork and masonry, from the ghosts of dead Roman construction workers. *Domus Tremēris* obtains volcanic ash from Vesuvius as a key component of its *ferrumen* (cement). Agents of *Conventum* Potestas arrange for the collection and transport of ash to the construction site.

Sepulcretum Coeris

Most of the *habitatores* at Coeris are buried with Christian rites in a cemetery south of Gradistei Morii. The location was carefully selected by Coeris in its early years; it does not lie atop any older burials and is not close to any site of mystical significance. A third magnitude Divine Aura manifests in the cemetery during the day, dropping to second magnitude at night.

A few of the *habitatores* at Coeris (or other *Conventum Domus*) do not receive Christian burials, however. The magi make private agreements with some *consortes* and *custodes*, and occasionally with *auxilia*, offering them additional benefits during their lives in exchange for their continued service to the *Domus* after death. Such a pact, a *foedus servitii mortui*, is frequently a requirement for receiving a Longevity Ritual, for example, but other benefits may also be linked to a *foedus*. A person who has made a *foedus* is called a *candidatus* (candidate).

In the first centuries of Coeris, such pacts were common, as many *habitatores* were pagan and had fewer reservations about such an arrangement. With the spread of Christianity into the region, and the prevalence of the Christian burial rites, *foedera servitiorum mortuorum* have become much less common. Some *Tremēris* have even suggested stopping the practice altogether, as the *umbrae incorporeae* (embodied dead) are only infrequently used, and the numbers available from former centuries are enough to fulfill any imaginable need.

However uncommon it has become, a few *consortes* and *custodes* remain willing to forego a Christian burial and serve the *Domus* in death. Occasionally, a *consors* or *custos* from another *Conventum Domus* will agree to a *foedus*, but that is even more rare.

As soon as possible following the death of a *candidatus*, the body is preserved magically (often through use of an *Anulus Candidati*) and transported to a cave outside Coeris, where the body re-

mains for a year and a day. The cave is enchanted with a *Sucinum Conservationis* to preserve Corpus material within it, but is warded using *Obex Sphaeralis Corporeus* to contain human bodies and Corpus faeries. Magi inspect the cave periodically to see if a body has risen on its own or if the spirit is deranged; either circumstance could result in the destruction of the body and spirit (and the remains would then be given a Christian burial).

In recent decades, magi have noticed a marked increase in the frequency of corpses rising on their own, often as dark faeries. Several theories have been advanced as to why this might be happening, but none of them are entirely convincing. Corpses that rise as faeries are typically slain for their *vis*, and the remains given a Christian burial. In some cases, magi destroy the faerie with *Eversio*-type spells to forestall its possible reemergence.

If a corpse does not rise within a year and a day, and if the spirit is suitable, then the remains are transferred to the *Sepulcratum Coeris*. It consists of a series of underground chambers carved from the rock underneath *Arx Coeris*. Small resting places for bodies, called *cubiles*, line the walls. Each chamber in the *Sepulcratum* has a *Sucinum Conservationis* to preserve Corpus material, and also an *Anulus Horrei* to preserve other items.

The cadavers are dressed in armor, with spears, swords, or other suitable weapons. Most of the oldest cadavers have archaic styles of armor and weapons dating from the period before the Schism War.

With the permission of the *Exarcha Daciae*, magi may summon one or more of the *umbrae incorporeae*, either by means of *Servitium Umbrae Evocans* or *Servitium Umbrarum Incorporearum*. Less commonly, a magus may summon an *umbra* without animating its corpse, typically with *Evocatio*. Just as with *foedera*, use of the *umbrae* is becoming less frequent.

Incantamenta

Through the centuries, Coeris has accumulated many enchantments. Most of those devices are actively used by magi throughout Mythic Europe, so enchantments at Coeris generally fall into five groups:

First, Coeris has items that are actively used for the *conventum*, such as *Achates Aeris Recens*, *Anulus Librarii*, *Arcca Conservandi Contextus*, *Canito Classicum pro Castro*, *Claustra pro Portis*, *Ferula Ductoris*, *Hama ut Exples Cisterna Arida*, *Lanterna Magica*, *Pessulus Immotus*, *Pyx Contextus Arcanos*, *Sarcina Transiliendis*, *Sarcula Capax*, *Taeda Magica*, *Tintinnabulum Ploratus*, *Tintinnabula Monitionis*, and *Valvae Immotae*.

Second, Coeris stores some enchantments that are used infrequently, and are maintained in common so that any magus who needs such an item can request one. Example items include *Annulus Horrei*; *Cicada*; *Circuli Aversus and Lucifer*; *Equus Magorum*; *Focus Califactius*; *Frenum Magum*; *Funis Deligandi*; *Margaritum Magicum*; *Robur Plaustris Perpetui*; *Sica Exitii*; *Sucinum Salubris*, *Torques Aeris Puris*; and *Virga Aversorum*.

Coeris also stores old enchantments that are not in current use, but may be useful in the future. *Loricæ Impenetrabiles* and *Tunicæ Stipatores*, for example those that do not fit any current magi or *stipatores*, may be stored against future need.

Third, Coeris stores items that are so powerful or dangerous that *Domus* leaders restrict their use. In this case, both the items and any associated lab texts are locked in the *Hypogeum Armae*. *Domus Tremēris* restricts items that are capable of killing large groups of people or destroying large buildings or areas of land. This does not mean that such items are never used by magi *Tremēris*; simply that they are not used casually.

Coeris isn't the only *Conventum Domus* at which such items are stored, but it has the most numerous and diverse collection, and some items are so dangerous that they are only stored here. Examples of this kind of item are *Sica Sicarii* and *Virga Iaculorum Flameorum*.

Fourth, Coeris has collected diverse items over the years that are incompatible with *Doctrina*. They tend to be bizarre enchantments for which individual magi *Tremēris* have no immediate use. Such items may be early experimental versions of now-standard devices, or items that magi *Tremēris* have gathered through the spoils of Wizard's Marches or Wizard's Wars over the centuries.

Coeris has acquired a surprisingly large number of such items. Such items are also found occasionally at other *Conventa Domus*. They may have been locally acquired, or may be on loan from Coeris for research or an unusual task.

Finally, Coeris stocks numerous charged items, which are maintained in reserve for future need. The

Legatus decides what enchantments, and how many of each, should be stocked at each *Conventum Domus*. He inspects stocks between *Decennia* at least once at each *Conventum Domus*, then allocates requirements for additional items to the *Exarchia*.

Examples include *Ampulla Aquationis*, *Amuletem Malpramis*, *Globulus Patefactionis*, *Lampas Solis*, *Pignus Dispulsi*, *Pignus Dissimulandi*, *Pignus Nuntius*, *Potio Constantiae*, *Potio Levaminis de Maledictum Faetum*, *Potio Levaminis de Maledictum Infernum*, *Potio Recreationis*, *Sacciperum Pignorum*, and *Sacculum Viatici*.

Armament

Although Coeris stores all sorts of enchantments, the most numerous are offensive charged items. Examples of stocked weapon enchantments include *Clava Falsae Aurae*, *Fulmen Iovis*, *Glans Magica*, *Glans Mortis Bestiae*, *Glans Mortis Faetae*, *Glans Mortis Monstri*, *Glans Torporis*, *Iaculum Eruptionis Terrena*, *Iaculum Fumi Fetidi*, *Sagitta Incendii*, *Sagitta Mortis Faetae*, *Sagitta Mortis Monstri*, and *Sagitta Lycanthropi*.

Coeris has stockpiles of hundreds of each of these enchantments. In addition, Coeris has specific stores of items for issue to defenders in the event of an actual assault. The exterior wall has six gate towers and thirty pier platforms. Each gate tower has two *Virga Incendii*, and each tower and platform has a *Torris Murusi Flagrantis* and *Pugio Puter*; 36 of each in total.

Coeris also stocks enchanted weapons in excess of those used by its garrison. Arx Coeris stores dozens of *Arbalistae Agiles* and *Laminae Novaculae*.

Wolves of Coeris

A pack of magical [white wolves](#) patrols the forested mountains around Coeris (HoH:TL, 111, 129). Led by a pair of Familiars, the pack usually dens in Capalna Latentis. The Alpha Male of the pack is Lozois, *Exarcha Piroška's Familiaris*. His Alpha Female is Atia, the *Familiaris* of *Prima Poena*. Gerzson's *Familiaris* Rirus is a young beta male. Nine other white wolves of varying ages comprise the rest of the pack.

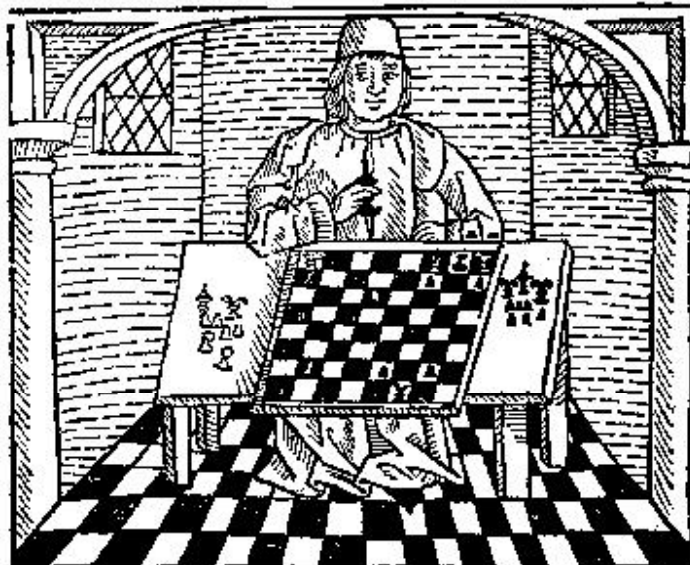
The wolves are welcome inside the walls, so long as they do not hunt there, and they respect that compromise in order to luxuriate in the potent Magical Aura. Each of the villages of Coeris traditionally leaves an old sheep to run free in the forest twice each month, at the new moon and the full moon. These regular offerings are a pact between the villagers and the wolves; the wolves do not take from the flocks of the villagers so long as the offerings are made. Even so, the white wolves range far into the mountains in search of prey; there are no other large predators within several days travel, due to the presence of the wolves.

SECRET GUARDIANS OF COERIS

Although the living garrison of the *conventum* is limited in size, Coeris can augment the garrison and militia with dead soldiers, both from the *Sepulcretum*, and from extensive pagan burials dating back to the Roman seige of Sarmizagetusa. Thousands of dead Dacians and Roman legionaries are buried in the vicinity of Coeris and along the Roman route of approach.

Pagan dead are buried in other areas throughout Dacia as well, remnants of the long history of conflict in the region. Magi *Tremeris* have found most of the existing burial grounds over the centuries, and detailed records of locations, numbers and probable origin of the dead are maintained in the *Hypogeum Anuli*. In some cases Arcane Connections are stored along with the records, although in many cases only the location and estimated numbers buried are available.

Some of the burial grounds are essentially used up, as the associated *spectra* were called up during the *Bellum Taltuum* and the Might of the *spectra* was either destroyed or seriously depleted. However, many locations remain that were either not used or not yet discovered. Most of the burial sites around Coeris were not used in the *Bellum Taltuum* or in subsequent conflicts, and tens of thousands of spectral soldiers could be potentially be raised in defense of the *Domus Magna*. In practice, the actual number would likely be smaller, as the dead come from various armies in different periods, many of which were hostile to each other. Magi would probably raise only one or two burial sites at a time, to avoid hostile reactions between the risen dead.



Magi

CONVENTARII

Prima Archmaga Poena Tremeris, filia Tiberius

Legatus Archmaga Nyirikki Tremeris, filia

Amphelisia

Exarcha Archmaga Piroska Tremeris, filia

Amphelisia

Annaeus Quintilius Tremeris Mujis, filius Anasztász

Signifer Primoris Denes Tremeris, filius Pjerin

Vexillaria Quaesitora Yonka Anahita Tremeris, filia

Graecina

Ductor Brandaen Flanderis Tremeris, filius Martiena

Gerzson Tremeris, filius Piroska

Micholau Catalano Tremeris, filius Richomer

Ruxandra Tremeris, filia Brandaen Flanderis

ADIUTORES

Quaesitor Praesidens Ariston Guernici, Adiutor

Leges

Quaesitor Oriabel Criamonis, Sedile Probitatis

Viorica Verditii, Sedile Artificis

SEDES CADUCAFERA

Caduceator Maximis Daciae Ajtony Merceris

Caduceatrix Dessislava Merceris

Caduceator Edömér Merceris

Caduceator Hristo Merceris

Caduceator Járfás Merceris

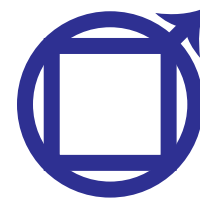
Caduceator Stephanus Merceris

Caduceator Ugron Merceris

Archmaga Poena Tremeris

filia Tiberius, Plumbaria Mercurialis

Prima, Consiliaria



Age	140 (53)	Provocatio	1116 AD	Reputation	Archmaga 4 (Hermetic) Prima Tremeris 4 (Hermetic)
Personality	Ambitious 4 Higher Purpose 3 (strengthen <i>Domus Tremeris</i>) Likes to Swim 2 Loyal to Atia 3			Filii	Stratios Cynnane

Poena *Tremeris* is a short stocky woman with graying black hair in a braid. She typically dresses in masculine style, in *Tunica Serici Impenetrabilis*, leggings, and low boots, along with her *Umerale* (a short hooded cape, see below). For social events, the *Umerale* can transform into a long *pallia*, or overrobe, that conceals her masculine attire.

Poena is a consummate politician, albeit a somewhat martial one. Behind her charm and wit, she is a ruthless adversary and a lethal combatant. But every action, however minor, is considered in light of its potential impact on the opinions and interests of her *sodales*, both within *Domus Tremeris*, and among the other *Primi* and Archmagi.

A strong swimmer in her youth, Poena still enjoys a relaxing swim whenever possible, although she also enjoys running with Atia through the forested Carpathian mountains.

She was born in Narbonne on the Mediterranean coast. As a young girl, she was briefly apprenticed to a contentious French magus who was penalized by the *Tribunal Galliae* with loss of his *discipula*. Her *parens* Tiberius claimed her as his *discipula* after winning a series of *Certamen* duels for the right to do so. He named her Poena ("punishment") in reference to that event.

Poena spent her apprenticeship at *Nemus Saxatilis* in Brittany. Her sharp mind and charming wit made her popular among the magi there, although her Gift hampered her initial acceptance by the *habitatores*. She discovered at an early age that her wit and charm might be effective with magi, but that more direct methods were needed to influence those without the protection of the *Parma Magica*.

She has never been close to any *consors* or *custos*, even those who have shared her bed. Although she is generally well-regarded among her *sodales* in the *Domus*, she has few friends. Her only close friends are her *filii* and those magi whom she names *amici*: Natalya *filia* Lazlo, and her *signifer*, *Denes filius Pjerin*.

Following her *Provocatio* Poena served as *Vexillaria Lecticarius Profundus*, taking the place of her *parens*.

She transferred to Coeris soon afterwards. During this period she travelled extensively, both in pursuit of her duties and on personal projects.

In 1153 AD Poena joined *Requies Aeterna*, a *conventa* in *Gallia* (LatL, 102) and spent a decade there studying the *Donatores* (HoH:S, 115). She learned very little of value to *Domus Tremeris*, apart from reinforcement of the *Tremeris* belief that Might-reducing spells such as *Lay to Rest the Haunting Spirit* do nothing to actually lay ghosts to rest. Still, the sojourn was productive: she was able to use the excellent mundane library there to improve her knowledge of *Philosophiae* and *Artes Liberales*.

After returning from *Gallia* in 1163 AD, Poena spent most of her subsequent career in *Dacia*, initially at *Carpathia Vigilax*. While there, she trained her first *discipulus*, bound her Familiar, Atia, and enchanted her Talisman, *Umerale Poenae*.

Poena had unusual difficulty with her Longevity Ritual early in her career; she was forced to perform the Ritual four times by age 86. Gaetulica *Tremeris* reformulated her Longevity Ritual in 1178 AD, and that formula has been far more effective, both in magnitude and in reliability.

Poena has never been much of a theorist, although her mastery of Hermetic magic is solid. She is not particularly capable in any Art, although with the exception of Auram, she is competent in all of them. Rego and Mentem are her primary Arts, as one might expect, but even there, she is not especially skilled. She has an enormous repertoire of Formulaic and Ritual spells, but only two of those are original: *Corona Turbida* and its greater cousin, *Vulgus Turbidum*.

After presenting Stratios for his *Provocatio*, and handing off leadership of *Vexillum Lecticarius Profundus* to her new *filius*, Poena challenged her *parens* Tiberius for Archmaga. After several years of dedicated effort, she was inducted into the *Senatus Archimagorum* in 1190 AD.

Her increasing influence among her *sodales*, especially in *Dacia*, made her the obvious choice as *Heres Exarchiae Daciae*. When *Legatus Umno* succeeded

Pilumnus as *Primus* in 1199 AD, Umno chose *Exarcha* Njèza as his *Legata*, and Poena became *Exarcha Daciae*. Once again, Poena relocated to Coeris. As *Exarcha*, Poena was responsible for providing *Sustentum* to magi *Tremēris* across Mythic Europe, and she soon began to use the allocation of resources from *Dacia* to gain influence with magi in various key positions.

Through her contacts, Poena sensed the growing discontent among *Bellacosi*. Tension between *Conciliatores* and *Bellacosi* had been present for many decades, and sympathy for the *Bellacosi* philosophy was growing among younger magi. The *Conciliatores*, led by Archmage Amphelisia, still controlled three of the six *Exarchia*, including *Dacia*. When Goliard gained *Britannia* in 1202 AD, that number increased to four.

Bellacosi controlled most of the *Vexilla*, however, and support for their position was growing steadily. In some *Tribunalia*, *Bellacosi* were conducting “augmented training” separately from the *Signum*, and in *Graecia*, Tryestram *Tremēris* was very near to open Dissent with *Exarcha* Amphelisia.

Although the majority of *Consiliarii* were *Conciliatores* or sympathetic to that philosophy, *Bellacosi* or *Bellacosi* sympathizers comprised a significant and growing minority. *Primus* Umno himself seemed ambivalent, refusing to throw his support publically to either faction. This divide in the *Domus* over strategic direction was likely to dominate the next few *Decennia*.

Although Poena herself was a *Conciliator*, she began to favor *Bellacosi* in allocating resources. She also discussed the issue with *Bellacosi* leaders such as *Vexillaria Balanos Deflagratio* Martiena and *Vexillarius Euxinus* Trimalcio. She began to sketch out a set of proposals for a compromise course of action acceptable to both factions.

She discussed some of her ideas informally with various magi at the *Decennium* of 1208 AD. Although some *Bellacosi* were skeptical that a *Conciliator* such as Poena was truly interested in supporting their goals, she won over several influential leaders, including Archmagi and *Praesides* Nyirikki and Valerius *Tremēris*.

She wasn't quite ready to present her proposals in 1216 AD, when *Legata* Njeza *Tremēris* passed into Final Twilight, but she moved quickly to consolidate her influence, and approached *Primus* Umno with her compromise proposal and a question: if she could deliver the support of both *Conciliatores* and *Bellacosi*, would he back her plan and appoint her as *Legata*?

Umno agreed to consider it, if she could deliver support from both factions. Poena presented testimonials of support from the majority of the *Exarchi* and all of the *Praesides*, including Archmage Amphelisia, the leader of the *Conciliatores*. With the support of so many senior magi, *Primus* Umno was convinced of her ability to lead a compromise effort. However, he wanted something from her in return. If he selected her as *Legata*, he wanted her guarantee that if he decided to retire, she would appoint him to whichever position he requested of her when she became *Prima*. Poena readily agreed, and Umno announced her appointment as *Legata*.

When *Vexillaria* Martiena demised in early 1218 AD, *Primus* Umno implemented his secret plan. At the *Decennium* later that year, Umno announced his retirement, and requested of *Prima* Poena that he be given *Vexillum Balanus Deflagratio*, and be appointed as *Tribunus Hiberniae*.

Poena honored her promise to Umno, appointed him as *Vexillarius*, and directed *Exarcha* Goliard to appoint him as *Tribunus*. She also rewarded two of her key supporters, assigning Archmagus Valerius as *supernumerarius* and selecting Archmagus Nyirikki as *Legatus*.

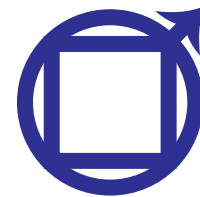
Through masterful political maneuvering, Poena has become *Prima*, but she now owes a number of favors to various senior magi *Tremēris*. Still, she has been able to enact the first stages of her plan to unify the *Domus*, and has a clear vision for the next phase: preparing for expansion into the lands of the Saracen wizards.

Archmagā Poena Tremēris

fīlia Tīberius, Plumbūmaria Mērcūrialis

Prima, Consiliaria

Confidence 1 (3)



CHARACTERISTICS

Intelligence	smart	2
Perception		0
Strength	short	-1
Stamina		0
Presence	steady gaze	1
Communication	witty	1
Dexterity		0
Quickness	getting slower	-1

Flaws

	Hermetic Magus	
-1	Close Family Ties (<i>fīlii</i>)	
-3	Favors (political allies)	
-1	Deficient Auram	
-3	Ambitious	
-1	Small Frame	
-1	Higher Purpose (strengthen <i>Domus Tremēris</i>)	
--	Deleterious Circumstances (in a church)	
--	True Friend (Lozois)	

Virtues

	Tremere <i>Certamen Focus</i>
1	Affinity with Rego
1	Affinity with Mentem
1	Leadworker
3	Mercurian Magic
1	Deft Mentem
1	Enduring Constitution
1	Withstand Casting
1	Puissant Intrigue
--	Cautious Sorcerer

Warping 7 (152)

Decrepitude 1 (6)

Abilities

<i>Artes Liberales</i> (Ceremonial magic)	4
Athletics (climbing)	3
Awareness (searching)	3
Bargain (<i>vis</i>)	2
Brawl (dodge)	3
Charm (being witty)	3
Code of Hermes (<i>Tribunalia</i>)	4
Concentration (spell concentration)	5
Divine Lore (the Dominion)	2
<i>Domus Tremēris</i> Lore (politics)	6
Etiquette (Hermetic)	3
Faerie Lore (wards)	2
Finesse (grace)	4
Folk Ken (magi)	5
Guile (elaborate lies)	3
Hungary Lore (geography)	2
Infernal Lore (ghosts)	4
Intrigue (alliances)	9+2
Leadership (inspiration)	5
Magic Lore (ghosts)	4
Magic Theory (inventing spells)	6
Order of Hermes Lore (magi)	6
Parma Magica (Corpus)	8
Penetration (Rego)	5
<i>Philosophiae</i> (Ritual magic)	6
Profession: Soldier (tactics)	2
<i>Senatus Archimagusi</i> Lore (initiations)	2
Speak French (langue d'oc)	5
Speak Latin (Hermetic usage)	5
Speak Vlach (Coeris dialect)	3
Stealth (hiding)	2
Survival (coasts)	2
Swim (distances)	4
Teaching (Arts)	4

Combat	Soak +6	INIT	ATK	DEF	DACD
Bronze <i>Sica Verditia</i>		-1	+6	+2	+2
Scuffling		-1	+3	+2	-1
Grapple		-2	+3	+1	-1
Dodge		-1	--	+3	--

Equipment Encumbrance 0 (0)

Tunica Serici Impenetrabilis, leggings, boots, *Acies Aeris*, *Amuletum Murmuris Privati*, *Anulus Dissimulandum*, *Anulus Temperatus*, *Cicada*, *Dossuarium Tractabilem* (electrum circlet), *Horarium*, *Lanterna Magica*, *Lens Speculandi*, *Margaritum Magicum*, *Pera Cibarium*, *Sera Memoriarum*, *Sica Exitii*, *Torques Aeris Purus*, *Uter Caelestis Laticis*, *Vellus Felicitatis*, various *Voces Oratoris Distans Amuletum Malpramis*, *Sacciperium Pignorum*, *Glans Mortis Monstri* x3, *Potio Constantiae* x 3, *Potio Recreationis* x2

HERMETIC ARTS

CREO	18	Animal	11	Ignem	10
Intellego	18	Aquam	10	Imaginem	13
CREDO	15	Auram	5	AFF CREDEM	24
PERDO	17	Corpus	11	TERRAM	12
AFF REGO	24	Herbam	10	Vim	17

Wizard's Sigil

Poena's spells incorporate the theme of a ladder or steps in some way, either ascending or descending. The theme can be literal, as with *Call the Fallen Eagles from the Mist*, where the spectra ascend up steps from the underworld, or notional, as in a musical scale, or an orderly progression of elements.

Certamen *Assectatora Provocatorum*

Grimoire

<i>Aegis Magna Foci</i>	Confusion of the Numbed Will
<i>Agnosce Proprium Vis</i>	<i>Corona Turbida</i>
<i>Auditus Mentis</i>	<i>Cura pro Viatorem Fidelem</i>
<i>Auge Mensura</i> (6th magnitude) 1 (Fast casting)	Dance of the Staves
Aura of Ennobled Presence	<i>Deleo Faex Corporis</i>
Aura of Rightful Authority 2 (Fast casting, Magic Resistance)	<i>Dictata Silentii Irruptus</i>
<i>Aures Cervae</i>	<i>Discerno Proposita Inimici</i>
<i>Ausulto Oculum Invisibilis</i>	Disguise of the Transformed Image
<i>Aversum Contra Ferrum</i>	<i>Duritia Myrmidonis</i>
Bind Wound	Dust to Dust
Black Whisper	Enslave the Mortal Mind
Call the Fallen Eagles from the Mist	<i>Eversio Faetae</i> (Level 1 and Level 5)
Circle of Beast Warding	<i>Eversio Larvae</i> (Level 1 and Level 5)
Circular Ward Against Demons	<i>Eversio Spectri</i> (Level 1 and Level 5)
Coerce the Spirits of the Night	<i>Evocatio</i> 1 (Penetration)
Coils of the Entangling Plants	<i>Excido Vincula</i>
<i>Concalve Aequum</i>	<i>Exsuctum Vigorem Adversarii Munifici</i>
	Eyes of the Cat

Grimoire (continued)

Eyes of the Eagle	Scent of Peaceful Slumber
Eyes of the Treacherous Terrain	<i>Sculpo</i>
<i>Fides Certa</i>	Sense the Nature of Vis
<i>Forma Lutrae</i> 1 (Fast casting)	<i>Sensus Aurae Divinae</i>
<i>Forma Strigis</i> 1 (Fast casting)	<i>Sensus Aurae Faetis</i>
<i>Fornix Secreti</i>	<i>Sensus Aurae Infernae</i>
Frosty Breath of the Spoken Lie	<i>Sensus Aurae Magicae</i>
Gift of the Bear's Fortitude	<i>Sensus Speculatoris</i>
Gift of the Frog's Legs 1 (Fast casting)	Sight of the Active Magics
<i>Glanoballista</i> 2 (Quiet Casting x2, Multiple casting)	Sight of the Transparent Motive
Haunt of the Living Ghost	Sight of the True Form (2nd magnitude)
<i>Jaculum Crystallinus</i> 3 (Multiple casting, Penetration, Magic Resistance)	Snap of Awakening
<i>Imperium Elementorum Magicorum</i>	Spasms of the Uncontrolled Hand
<i>Intue Me!</i> 3 (Fast casting, Quiet Casting, Still casting)	Suppressing the Wizard's Handiwork (6th magnitude)
<i>Iussum Eri Severi</i>	Swords of Silver and Moonlight
Lay to Rest the Haunting Spirit (2nd magnitude)	Tales of the Ashes
Leap of the Fire	The Call to Slumber
<i>Legi Vis Magica</i>	The Face in the Mirror
Lord of the Trees	The Leap of Homecoming 1 (Still casting)
<i>Magicus Volitans</i> 2 (Fast casting, Still casting)	The Shrouded Glen
Maintaining the Demanding Spell (7th magnitude) 1 (Fast casting)	The Treacherous Spear
<i>Manus Magi</i> 1 (Fast casting)	The Walking Corpse
<i>Mors Bestiae Magicae</i> (Level 1 and Level 5)	Thoughts Within Babble
<i>Mors Monstri Inferni</i> (Level 1 and Level 5)	Tip of the Tongue 1 (Fast casting)
<i>Mulis Oboediens</i>	Trust of Childlike Faith
<i>Mutilans Elementorum Malevolum</i> (Level 1 and Level 5)	<i>Via ad Locum Distans</i>
<i>Nasus Lupi</i>	<i>Via Intractilis</i> 2 (Fast casting, Penetration)
<i>Nuntius Silens</i>	<i>Vigilia</i>
Opening the Intangible Tunnel 3 (Fast casting, Penetration, Magic Resistance)	<i>Viginti Mille Passus</i> 1 (Still casting)
Panic of the Trembling Heart	Vision of Heat's Light
Past of Another	Visions of the Infernal Terrors
<i>Patefactio Secreta Pectoris</i>	<i>Visum Cohaerendi</i>
Peering into the Mortal Mind	<i>Visus Umbrosus</i>
Perception of the Conflicting Motives	<i>Visus Vasis Magici</i>
Posing the Silent Question	Voices from Hollow Spaces
<i>Prohibendum Contra Elementis</i> (6th magnitude)	<i>Vulgus Turbidum</i> 3 (Imperturbable Casting, Fast casting, Penetration)
Recollections of Memories Never Quite Lived	Ward Against Heat and Flames
Repel the Wooden Shafts	Ward Against Wood
<i>Resilio</i> 1 (Fast casting)	Watching Ward
Ring of Warding Against Spirits (6th magnitude)	Whispers Through the Black Gate
Rise of the Feathery Body	Wind of Mundane Silence
Scales of the Magical Weight	Wizard's Reach Mentem
	Wizard's Sidestep

Benignitas pro Lavatore

Kindness for the Launderess is a bronze pin, in the shape of a butterfly with yellow enamel, that keeps all dirt off the wearer and maintains the clothing in a clean, fresh state.

This item was a gift from Crescentia Tremēris, upon Poena's promotion to *Exarchia Daciae* in 1199 AD.

Re(Cr)Te(An, He) 29 Touch/Conc/Ind
(Base 5, +1 Worn, +2 Sun, +1 additional Creo effect, +4 levels constant effect)

Umerale Poenae

Poenae's Cape, her Talisman, is a short hooded cape of fine sheepskin dyed dark blue and lined with dark blue silk, trimmed lightly in ermine around the opening of the hood. Tiny pieces of amber, magnet, and green turquoise are sewn into the hem beneath the fur.

Poenae selected this decidedly un-martial item as her Talisman because she does not intend to ever engage in close combat if she can avoid it, and prefers an item that can help her in other, practical ways.

Her *Umerale* has the following enchantments:

Cucullus contra Pluviam

Poenae's Hood against Rain, like the standard enchantment, protects the wearer against water from any source. However, Poenae's version is not a constant effect. The trigger action for this effect is the act of raising the hood; lowering the hood will end the effect. The *Cucullus* effect must be cancelled in order to drink water, although other liquids are not affected.

ReAq 30 Worn/Conc/Ind

Maintains Concentration, Unlimited usage
(Base 5, +1 Worn, +1 Conc, +5 levels maintain concentration, +10 levels unlimited usage; clothing +4 Shape bonus to protect wearer)

Forma Caracallis Linaea

Form of a Wool Robe transforms the *Umerale* into a long hooded traveler's robe, or *caracallis*. The additional Muto effect enlarges the robe to the correct size. The color of the robe is a very dark blue, nearly black.

MuAn 20 Per/Conc/Ind

Maintains Concentration, 3/day, Linked Trigger

Mentis Mandatum

(Base 4, +1 Conc, +1 additional Muto resizing effect, +5 levels maintains concentration, +2 levels 3/day, +3 levels linked trigger)

Mentis Mandatum

Enables mental activation of linked powers within the device. This Personal range version is only effective for Talismans.

InMe 34 Per/Constant/Ind

(Base 15, +1 Touch, +2 Sun, +4 levels constant effect)

Pallia Speciei Mutabilis

Robe of Changeable Appearance transforms the *Umerale* into a robe, or *pallia*, of whatever Animal material, style and appearance the wearer desires. The additional Muto effect sizes the robe to the wearer.

It is attuned to the following bonuses:

- +2 move wearer
- +4 protect wearer
- +4 transform wearer
- +3 flight
- +3 Corpus
- +4 Rego Corpus
- +4 Rego Terram
- +4 necromancy

MuAn(Im) 26 Per/Conc/Ind

Maintains Concentration, 6/day, Linked Trigger

Mentis Mandatum

(Base 4, +1 Conc, +1 additional Muto resizing effect, +1 intricacy, +5 levels maintains concentration, +3 levels 6/day, +3 levels linked trigger)

Sustine Cantionem

Sustains a spell of up to sixth magnitude. The effect can be used multiple times per day, and can maintain many spells independently. Each spell that is maintained by *Sustine Cantionem* can be ended as the wielder commands.

ReVi 44 Touch/Conc/Ind

Maintains Concentration, 50/day, Linked Trigger

Mentis Mandatum

(Base effect, +1 Touch, +1 Conc, +5 levels maintain concentration, +6 levels 50/day, +3 levels linked trigger)

Velamen Invisibilitatis Vera

Veil of True Invisibility, upon command, turns the wearer invisible, as per *Velamen Invisibilitas Vera*. Like that spell, the wearer's shadow remains visible.

Pe(Re)Im 28 Worn/Conc/Ind

Maintains Concentration, 24/day, Linked Trigger

Mentis Mandatum

(Base 4, +1 Worn, +1 Conc, +1 changing image, no addition for Rego requisite, +5 levels maintain concentration, +5 levels 24/day, +3 levels linked trigger)

Umerale Impenetrabilis

Impenetrable Cape makes the cloth, fur, and sheepskin of the *Umerale*, in whatever form, immune to cutting or piercing. The Creo requisite ensures that the cape remains in excellent condition.

Mu(Cr)An 19 Per/Constant/Ind

(Base 4, +2 Sun, +1 Creo effect, +4 levels constant effect)

Atia, familiaris ad Poena Tremēris

Atia was a member of the [Lycaneon](#) white wolf pack until Poena persuaded the wolf to become her Familiar. Like other wolves from that pack, Atia prefers to roam the wilds, far away from any settlement or *conventum*. Her Familiar Bond relieves her of the need to reside in a Magical Aura or consume *vis* to prevent Acclimation. She spent much of Poena's time at [Carpathia Vigilax](#) roaming the deep wilds of the northern Carpathian Mountains, and she is very familiar with that region.

Spending so much time in the deep wilds, Atia developed a unique attunement to the magic of the Carpathian Mountains, and on occasion still has visions related to mystical events in that area. She also increased in Might during that period, and is now much stronger than the typical [white wolf](#).

A White Wolf

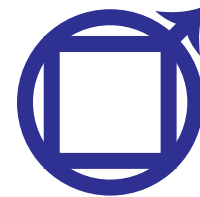
With Poena's re-location to Coeris, however, Atia had to adjust to pack life once again. She soon dominated the other females in the Coeris pack, and now runs with Lozois, the alpha male, as her mate. Atia is the true power in the pack, and all of the wolves (and magi) know this. She enforces the rules of the pacts made with magi and *habitatores*.

Although a few of the wolves are Familiars, most of the pack are not, and she must respect their need to serve the magi of Coeris in other ways to fend off Acclimation. She leads the pack in patrols throughout the region, and is especially alert to curious or mystical events, which she reports to Poena through their mental link. Whenever groups travel to or from Coeris, the wolves shadow them silently, alert for any danger or threat to Coeris.

Archmagus Nyirikki Trememis

filia Amphelisia, Praeses Assessarium

Legatus, Consiliaria



Age 143 (60) Provocatio 1115 AD Reputation Archmagus 4 (Hermetic)

Personality Dutybound 3
Ambitious 3
Malignant Narcissist 4

Filii Separor

Nyirikki is a slender, white-haired man who dresses in colorful Iberian-style clothing. He conceals his spryness by affecting a limp while among the mundanes, and carries a walking stick for that purpose.

He was born Ülo, in a small village in southern Estonia. Russians raided the village when he was a small boy, and he was captured and sold into slavery to a Kypchak merchant, who took him south to Krakow.

Amphelisia discovered the boy in the merchant's possession, and observing some minor manifestations of The Gift, bought him from the merchant for a handful of silver (and a magically-aided suggestion to forget about the boy). She returned with Ülo to [Carpathia Vigilax](#), where she trained him as her first *discipulus*. Ülo was not a model *discipulus*. He possessed great raw magical talent, but was extremely rebellious.

Amphelisia, with her trademark stubborn determination, managed to somehow get the unruly boy to incorporate a sense of duty to *Domus Trememis* into his sense of self; she channeled his innate narcissism into the service of *Domus Trememis*. At his *Provocatio*, Ülo chose Nyirikki as his *Cognomen Hermei*: a legendary demigod among his birth-tribe.

Nyirikki proved to be an exceptionally capable magus: his Gentle Gift and natural charm aided his missions among the mundanes. *Primus Vitaris* assigned him to the recently formed [Sodalitium Assessorum](#). He relocated to *Conventum Berinor* in *Aquitania*, becoming the primary representative of the *Domus* in Provence. Many of his contacts in *Domus Jerbitonis* date from this era.

In the mid-twelfth century, he joined the recently formed *Conventum Valles Turie* in *Hispania*, and spent the second half of the twelfth century attempting to keep magi of that *Tribunal* from killing each other. Nyirikki authored the original *Pactum Belligerum*, which stated that, for the next fourteen years, all magi *Trememis* in *Hispania* would declare Wizard's War on the magus who first declared Wizard's War within *Hispania*. That approach saw limited success,

in that no *Bella Magi* were declared during that period; however, several Quaesitorial investigations were required as a result of undeclared attacks and one murder.

Over the decades, his nearly obsessive quest to increase the power and influence of *Domus Trememis* (as an extension of his own narcissism) resulted in repeated promotions within the *Domus*, culminating in his appointment as *Legatus* in 1218 AD.

However, despite his obvious dedication to the *Domus* and his charming demeanor, Nyirikki is unscrupulous and utterly lacking in compassion or empathy for others. Not even mystical power can force him to feel such emotions, thanks to an innate immunity to emotive effects.

He is capable of great cruelty without a shred of remorse, and has demonstrated that on more than one occasion; this is not generally known within the *Domus*, but some of those who have been in combat at his side have observed it.

As a result of his inability to emotionally connect with others, he has never been able to bond with a Familiar. His single *filius*, Separor, regards his *parens* with a mixture of respect and unease bordering on fear; they are not close. Nyirikki is unlikely to devote any effort to training another *discipulus*.

He is not an inventor or even particularly developed in the Hermetic Arts, apart from Rego and Mentem. Nyirikki is focused on using magic to advance his goals; he studies in order to be able to do specific things with magic, rather than for its own sake. However, he has contributed one significant original effect, *Donum Linguarum*, which also served as his qualification for Archmagus and prompted his *parens* to grant his *sigillum*, a gold ring etched with the pattern of Orion in tiny garnet stones.

Despite his nature (or perhaps in part because of it), Nyirikki is an effective *assessor*. While he lacks the ability to establish a true rapport with others, his superficially charming personality and exceptional talent for guile and deceit have served him well.

His dark secret is even more disturbing, for Nyirikki is a serial murderer. He enjoys the feeling

of power he gains by sliding a blade slowly into a helpless victim. Warriors are his preferred victims. His favored method is to hold a victim motionless with *Abstine*, and slowly kill them while experiencing their thoughts, emotions, and reactions via a unique spell of his invention (see inset).

Nyyrikki only kills mundanes, usually warriors, and typically only those far away from *conventa*; a careless act in the twelfth century taught him the dangers of killing close to a *conventum*.

However, his acts have grown more frequent over the past few decades; he now kills at least two or three victims each year. The continuing, mysterious deaths and disappearances of capable warriors, usually without any sign of a struggle, have inflamed the fears of the populace, leading to the emergence of a dark faerie, *Ucigaşul Războinicilor*.

Ucigaşul Războinicilor has a mystical connection with Nyyrikki (which counts as an Arcane Connection of indefinite duration), as if the entity knows who is responsible for its existence, and in some sense knows that to slay Nyyrikki would cause an epiphany.

In this respect, Nyyrikki's Dark Secret Flaw could almost be considered Plagued by Supernatural Entity—except that Nyyrikki's *Parma* effectively protects him from *Ucigaşul*. However, the power of *Ucigaşul* grows gradually with each victim that Nyyrikki adds to his tally. Perhaps one day, it will be mighty enough to hunt Nyyrikki himself.

Sensus Interitus Victimae

Sentiens InMe 35

R: Touch D: Conc T: Ind

Sense of the Victim's Death allows the caster to sense the surface thoughts, emotions, and any memories that the target person recalls during the effect. The spell does not grant the caster the ability to search through the target's mind; only that which the target thinks, feels, or recalls of his own volition may be sensed.

Nyyrikki *Tremēris* invented this spell to experience the deaths of those he murders. He has accumulated a vast collection of death experiences over the years, and this has given him great insight into the motivations and feelings of the dead and dying.

(Base 25, +1 Touch, +1 Conc)

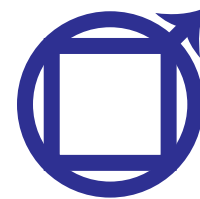
Due to a mystical legacy of his childhood, Nyyrikki is also vulnerable to the magic of Finnish wind wizards. His Magic Resistance (both *Parma* and Form scores) is halved against their magic. Nyyrikki has never even encountered a Finnish wind wizard, so he is unaware of this vulnerability.

Archmagus Nyrikki Tremere

filia Amphelisia, Praeses Assessarium

Legatus, Consiliaria

Confidence 1 (3)



CHARACTERISTICS

Intelligence	savvy	1
Perception		0
Strength	slim	-1
Stamina	hale	2
Presence	dignified	1
Communication	charming	2
Dexterity		0
Quickness		0

Flaws

	Hermetic Magus		Tremere <i>Certamen Focus</i>
-1	Unimaginative Learner	1	Affinity with Rego
-1	Dutybound (<i>Tremere</i>)	1	Affinity with Mentem
-3	Dark Secret	3	Gentle Gift
-1	Ambitious	1	Leadworker
-1	Lesser Malediction (vulnerable to Finnish wind wizards)	1	Lesser Immunity (emotive effects)
-3	Greater Malediction (malignant narcissist)	1	Deft Mentem
		1	Puissant Charm
		1	Puissant Guile

Warping 7 (165)

Decrepitude 0 (4)

Abilities

Aquitania Lore (history)	1
Artes Liberales (rhetoric)	2
Athletics (climbing)	3
Awareness (searching)	3
Bargain (food)	2
Brawl (dodge)	5
Carouse (staying sober)	1
Carpathia Vigilax Lore (defenses)	1
Charm (first impressions)	6
Code of Hermes (scrying)	3
Concentration (spells)	5
Divine Lore (the Dominion)	1
Domus Tremere Lore (Doctrina)	5
Etiquette (nobility)	3
Faerie Lore (wards)	1
Finesse (precision)	5
Folk Ken (villagers)	2
Guile (elaborate lies)	6
Hispania Lore (geography)	2
Infernal Lore (diabolism)	3
Intrigue (plotting)	3
Latin (Hermetic usage)	5
Leadership (intimidation)	5
Magic Lore (hedge traditions)	4
Magic Theory (inventing spells)	8
Order of Hermes Lore (history)	3
Parma Magica (Corpus)	5
Penetration (Rego)	4
Philosophiae (Ceremonial magic)	2
Profession: Soldier (tactics)	2
Ride (grace)	3
Stealth (hiding)	1
Survival (forests)	2
Speak Estonian (childish)	5
Speak French (Provencal)	2
Speak Magyar (slang)	2
Speak Spanish (Catalan)	2
Speak Vlach (slang)	2
Teaching (Arts)	3

Combat	Soak +5	INIT	ATK	DEF	DACD
Bronze <i>Sica Verditia</i>		+0	+8	+5	+2
Scuffling		+0	+5	+5	-1
Grappling		-1	+5	+4	-1
Dodge		+0	--	+6	--

Equipment Encumbrance 0 (0)

Lorica Impenetrabilis, Acies Aeris, Amuletum Malpramis, Anulus Dissimulandum, Calligae Verditiae, Dossuarium Tractabilem, Exemplar Praetextum, Lens Speculandi, Margaritum Magicum, Uter Caelestis Laticis, Pera Cibarium, Persona Aquilae, Sera Memoriarum, Sica Exitii, Torques Aeris Purus, various Voces Oratoris Distans

Sacciperium Pignorum, Donum Tarpeiae x 3, Exemplar Anuli, Exemplar Membranae, Globulus Patifactionis, Potio Constantiae x3, Potio Recreationis x2, Sacculum Viatici x 3,

HERMETIC ARTS

CREO	21	Animal	20	Ignem	21
Intellego	20	Aquam	19	Imaginem	20
MUTO	25	Auram	20	AFF Mentem	30
PERDO	20	Corpus	22	Terram	20
AFF REGO	29	Herbam	18	Vim	20

Wizard's Sigil

Emotions of people in his vicinity are subdued during spell-casting; this effect is blocked by Magic Resistance such as the *Parma Magica*

Certamen *Assectator Scissorum*

Grimoire

Abstine 3 (Fast casting, Quiet casting x2)

Admonitio Somnans

Aegis of the Hearth (6th magnitude)

Affectus Mutabilis

Audax Catervae Leonis

Auditus Mentis

Aura of Rightful Authority

Ausulto ad Oculum Invisibilis

Aversum Contra Aquam

Aversum Contra Auram

Aversum Contra Ferrum

Aversum Contra Ignem

Aversum Contra Terram

Bind Wound

Black Whisper

Blessing of Childlike Bliss

Break the Oncoming Wave

Circular Ward Against Demons

Clavis Universalis

Coerce the Spirits of the Night

Commanding the Harnessed Beast

Confirmo Memoriam Somnii Fugacis

Cura pro Viatorem Fidelem

Dictata Silentii Irruptus

Discerno Proposita Inimici

Dissutum Textum Cantus Sahiris

Dissutum Textum Cantus Solaris Volcivis

Dissutum Textum Maleficii

Donum Linguarum 1 (Fast casting)

Duritia Myrmidonis

Enchantment of Detachment

Enslave the Mortal Mind

Excido Vincula

Eyes of the Cat

Fides

Frosty Breath of the Spoken Lie

Grimoire (continued)

Glanoballista 3 (Multiple casting, Fast casting, Quiet casting)

Hands of the Grasping Earth

Iaculum Crystallinus 2 (Multiple casting, Penetration)

Indefatigatio Lupinum

Intue Me! 3 (Fast casting, Quiet casting, Still casting)

Iussum Eri Severi

Lay to Rest the Haunting Spirit (2nd magnitude)

Legi Vis Magica

Libera Umbram Dormiens

Lifting the Dangling Puppet

Loss of But a Moment's Memory

Magicus Volitans 3 (Fast casting, Precise casting, Quiet casting)

Memory of the Distant Dream

Mens Alienata 2 (Multiple casting, Fast casting)

Meus Optatum, Tuus Somnium

Ne Permittas Plantam Diffidentiae Radices Ago

Pains of the Perpetual Worry

Panic of the Trembling Heart

Peering into the Mortal Mind

Perception of the Conflicting Motives

Pilum of Fire 3 (Magic Resistance, Penetration, Multiple casting)

Pluck the Scheme from the Distant Enemy

Pugnis Gigantis 2 (Multiple casting, Fast casting)

Purgo Quisquilias Noctis

Repel the Wooden Shafts

Resilio 1 (Fast casting)

Rising Ire

Scales of the Magical Weight

Sense of Magical Power

Sense the Nature of *Vis*

Sensus Interitus Victimae 1 (Fast casting)

Servitium Umbrae Evocans

Sight of the Active Magics

Sight of the Transparent Motive

Spasms of the Uncontrolled Hand

Strings of the Unwilling Marionette

Subtle Taste of Poison and Purity

The Face in the Mirror

The Leap of Homecoming

The Treacherous Spear

The Unseen Porter

Thoughts Within Babble

Touch of the Pearls

Trackless Step

Trepidatio Turbae Pavidae

Videre Sicut Spectrum Vident

Unravelling the Fabric of Corpus

Unravelling the Fabric of Mentem

Unseen Arm

Velamen Invisibilitatis Vera

Viginti Mille Passus 2 (Quiet casting, Still casting)

Viper's Gaze

Visus Umbrosus

Voices from Hollow Spaces

Ward Against Heat and Flames

Ward Against Rain

Weight of a Thousand Hells

Wizard's Communion (4th magnitude)

Wizard's Reach Mentem 1 (Fast casting)

Wizard's Reach Terram 1 (Fast casting)

Wizard's Sidestep

Talesmis Nyrrikkis

Nyrrikki's Talisman is a tear-drop shaped medallion of walnut wood, set with small polished stones: amber, magnet, and topaz.

It is attuned to the following Shape and Material bonuses:

+4 protect self

+4 transform self

Mentis Mandatum

Enables mental activation of linked powers within the device. This Personal range version is only effective for Talismans.

InMe 29 Per/Constant/Ind

Murmuris Privati

Creates audible species in a directed stream towards the ear of the target at the volume of a low whisper.

CrIm 33 Sight/Conc/Ind Unlimited usage

+3 Corpus

+4 mind

+4 Rego Corpus

+4 Rego Terram

+2 Rego

+4 leadership

Sustine Cantionem

This version sustains a spell of up to eighth magnitude, the most powerful version of this effect invented so far. The effect can be used multiple times per day, and thus the Talisman can maintain many spells independently.

Each effect that is maintained by *Sustine Cantionem* can be ended as the wielder commands.

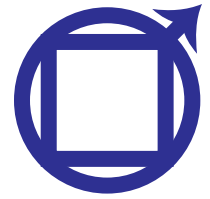
ReVi 52 Touch/Conc/Ind

Maintains Concentration, 24/day

Archmaga Piroska Trememis

filia Amphelisia, Plumbumaria Perfecta

Exarcha Daciae, Consiliaria



Age	109 (50)	Provocatio	1149 AD	Reputation	Mistress of Mentem 4 (Hermetic) Exarcha Daciae 3 (Domus) Mistress of Latin 2 (Hermetic) Poor Enchantress 2 (Domus)
Personality	Optimistic 3 Enjoys Dancing 3 Nocturnal 2 Loyal to Lozois 3			Filii	Gerzson

Piroska moves with a gliding sensuality that belies her age. Apparently about fifty years of age, with hints of gray showing in her long black hair, Piroska is still a beautiful woman barely touched by her advancing age. She prefers dresses and skirts to the masculine garb favored by many *magae Trememis*, exuding an unusual degree of femininity for one of her *Domus*.

Piroska was born in the early 12th century, from the sinful union of a lapsed Cistercian monk and a quayside prostitute in Szeged. Her mother was a dancer who earned her keep performing for merchants and boatmen in the salt trade, and providing more intimate performances for a price. Piroska spent most of her childhood in the company of dancers, gamblers, and itinerants from throughout Hungary and the surrounding lands.

She loved dancing and music, and often would practice dancing while watching her mother perform. Piroska was a beautiful girl, and became a favorite mascot of customers, who called her *táncosa*, "little dancer." In fact, Piroska had more than natural talent for dancing, as her mother was the granddaughter of a *Székely* warrior who had captured a Samovily maiden and conceived a child with her (HoH:TL, 142).

Piroska's talent began to exceed even her mother's skill, however, as her Gift began to manifest. Her dances were entrancing, even captivating. At first her mother welcomed this new talent, as it garnered enough coin to make their lives comfortable. However, as Piroska entered puberty, and her mother aged, pride grew into resentment and eventually her mother began to despise Piroska for her youth, beauty, and talent.

Nyyrikki *Trememis*, traveling through Szeged on a mission for the *Domus*, happened to see one of Piroska's performances. The young girl, on the cusp of womanhood, would clearly be a beautiful woman, but Nyyrikki, despite being protected by his *Parma*, recognized the supernatural basis for her captivating dancing. He offered her mother a handsome dowry for the girl, and she accepted, handing over Piroska

without any hesitation. Piroska has never forgiven her mother for that casual betrayal, regardless of the benefit to Piroska from her resulting training as a maga. Despite her childhood, or perhaps because of it, Piroska has an irrepressible optimism.

Nyyrikki knew that his *parens* Amphelisia was seeking a second *discipulus*, and thought the entrancing girl showed promise in Mentem. He brought the girl to *Porta Orphaica*, where Amphelisia accepted the girl as her *discipula*. She was able to channel the girl's natural talent with entrancement into Hermetic talents. Piroska also incorporated her talent with dance into her spellcasting, enabling her to replace more traditional arcane gestures with dancing.

Despite the difficulties of The Gift, Piroska's natural beauty and meretricious allure enabled her to get what she wanted from the men of the *conventum*. Amphelisia encouraged her *discipula* to practice incorporating minor Mentem effects into her dancing, but cautioned the girl against relying too much on her seductive skills. She would need to manipulate women as well as men.

Piroska developed into a capable Mentem maga, but despite Amphelisia's intense efforts, was unable to grasp the complexities of enchanting. Although Piroska has on occasion performed minor enchantments for her *sodales*, her lack of skill in this area is widely known among magi *Trememis* of sufficient age. She is also inefficient with *vis*, and thus avoids Rituals and other uses of *vis* in addition to enchanting. She has never enchanted a Talisman, although she was able to Bond with her Familiar Lozois without great difficulty.

Seeing that Piroska would not be able to contribute to the *Domus* as an enchanter or caster of Rituals, Amphelisia advised her *filia* to concentrate on mastering Mentem. Piroska has taken that advice to heart, and made mastery of Mentem her life's work. She is one of the greatest living mistresses of Mentem, and her insights are respected and widely sought within *Domus Trememis* and the Order at large.

Her drive to master Mentem also served to gain her admission to the *Senatus Archmagorum*. She sought and received permission from her *parens* to challenge another Archmagus, Maleos *Jerbitonis*, who sets his challengers the task of authoring a Mentem *summa* worthy of acceptance as the *Columna Mentis*. Piroska dedicated herself to this task for decades, although she has only recently completed her work. Working through her deficiency with *vis*, Piroska developed two powerful Mentem rituals to improve her Communication. She also devoted years to improving her mastery of Latin, and has also become a renowned author of Latin prose and poetry.

Through all of these preparations, she has also served the *Domus* in whatever tasks were set before her. Her charm and guile have served her well in Hermetic politics. She was selected by *Primus Pilumnus* to join *conventum Domus Pacis* in *Syria*, where she spent nearly two decades. During her time there, she became convinced that negotiation with Islamic wizards was futile, as most would never willingly submit to the *Lex Hermei*. As a result, she now favors the *Bellacosi* faction, although she is discrete in her actions, not wanting to alienate her *parens* Amphelisia (a leader of the *Conciliatores*).

She completed training of her *discipulus* Gerzson while in *Syria*, and returned to *Dacia* soon after his *Provocatio*. She is very fond of Gerzson, whom she raised as her own child, in addition to training him in magic. Piroska has arranged for Gerzson to remain at Coeris so that the other leaders of the *Domus* will come to appreciate Gerzson and his familiarity with *Syria*. She believe that a time will come when *Domus Tremēris* needs a military leader who understands its Islamic foes, and she intends Gerzson to be that magus.

Soon after her return, she was selected as *Tribuna Sarmatiae* in the late 12th century, and as *Heres Exarchi Daciae* soon afterwards, when Poena became *Exarcha*. After Umno promoted Poena to *Legata*, Piroska followed her as *Exarcha Daciae*, her current position. As *Exarcha*, Piroska has great influence in the allocation of resources from *Dacia*, and she uses that influence to favor stockpiling of weapons

Excellentia in Mente

A beautifully finished codex with covers carved from walnut wood, inlaid with gold, and set with topaz gems, Excellence in the Mind is fully clarified with mystical resonance.

The text covers all aspects of the art of Mentem, from the nature of memory to the quirks of ghosts. Piroska describes the various ways in which the mind can be understood and influenced by Hermetic magic in a clear and friendly manner. Her prose dances across the pages of the codex, leading the reader's rapt attention from one topic to the next.

Level 20, Quality 20

and related enchantments. With the cooperation of her Hermetic sibling Nyirikki as *Legatus*, she is also able to influence the work of magi in every *Tribunal* towards military priorities.

Few outside Coeris suspect any pattern in such activities. To suggest that the two *fili* of the great *Conciliator* Amphelisia were conspiring with *Bellacosi* would just sound ludicrous. Nevertheless, that is essentially what is happening. The *Bellacosi* are not aware, exactly, that they have such strong support at Coeris, but they are happy when they notice the gradually increasing allocation of resources to military matters.

Her status as *Exarcha* has also finally allowed her the time to finish her great work, *Excellentia in Mente*, a copy of which she delivered to Archmagus Maleos *Jerbitonis* in 1227 AD. She has now been Initiated as an Archmaga, and many magi, even including several *Jerbitonis*, are now speaking of her *summa* as the *Columna Mentis*. It remains to be seen whether this new text will be generally accepted as the Foundation in Mentem, but scribes at Coeris are diligently making copies for all *Conventa Domus*.

Piroska has invented some unique spells, but as they are particular to her style of magic, none have been accepted into *Doctrina*.

Ritus Eloquentiae

Augendum CrMe 45

R: Per D: Mom T: Ind

Ritual

Rite of Eloquence permanent raises the Communication characteristic of the caster by +1, to a maximum of +3. Its more powerful version, *Ritus Eloquentiae Magnae*, increases the Communication characteristic of the caster to a maximum of +5.

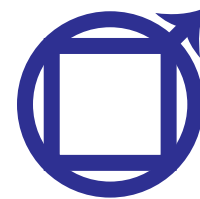
Multiple castings of these spells are capable of raising the caster's Communication to +5. (Base 45 or 55)

Archmagā Pīroska TREMERIS

filia Amphelisia, Plumōumaria Perfecta

Εχάρχα Daciae, Consiliaria

Confidence 1 (3)



CHARACTERISTICS

Intelligence	good with names	1
Perception		0
Strength	slight	-1
Stamina	enduring	2
Presence	beautiful	2
Communication	mystical	5
Dexterity	graceful	2
Quickness		0

Flaws

Flaws		Virtues
	Hermetic Magus	Tremere <i>Certamen</i> Focus
-1	Close Family Ties (<i>filius</i>)	1 Affinity with Rego
-1	Nocturnal	1 Leadworker
-3	Optimistic	3 Flawless Magic
-1	Ability Block: Crafting	1 Affinity with Mentem
-1	Weak Enchanter	1 Good Teacher
-3	Waster of <i>Vis</i>	1 Improved Characteristics
		1 Samovily Blood (+1 music)
--	True Friend (Lozois)	1 Performance Magic (Dance)
		-- Nyktophylax
		-- Cautious Sorcerer

Warping 6 (134)

Decrepitude 0 (3)

Abilities

Antioch Lore (personalities)	1
<i>Artes Liberales</i> (Ceremonial magic)	4
Athletics (dancing)	5
Awareness (alertness)	3
Brawl (dodge)	4
Carouse (drinking songs)	2
Charm (seduction)	3
Code of Hermes (<i>Tribunalia</i>)	2
Coeris Lore (personalities)	2
Concentration (spell concentration)	3
<i>Domus Tremere</i> Lore (politics)	4
Finesse (grace)	5
Folk Ken (men)	3
Guile (disguises)	3
Hungary Lore (history)	1
Intrigue (rumormongering)	4
Leadership (inspiration)	4
Magic Lore (spirits)	5
Magic Theory (inventing spells)	6
Music (singing)	3
Order of Hermes Lore (politics)	4
<i>Parma Magica</i> (Ignem)	6
Penetration (Rego)	4
<i>Philosophiae</i> (metaphysics)	2
Profession: Soldier (tactics)	2
Speak Arabic (vocabulary)	3
Speak Bulgarian (slang)	1
Speak Greek (slang)	1
Speak Latin (Hermetic usage)	7
Speak Magyar (songs)	5
Stealth (sneaking)	2
Survival (mountains)	2
Swim (rivers)	1
Teaching (Arts)	3

Combat	Soak +0	INIT	ATK	DEF	DACD
Bronze <i>Sica Verditia</i>		+0	+9	+4	+2
Scuffling		+0	+6	+4	-1
Grappling		-1	+6	+3	-1
Dodge		+0	--	+5	--

Equipment Encumbrance 0 (0)

Tunica Lanea Impenetrabilis, Acies Aeris, Amuletum Murmuris Privati, Anulus Dissimulandum, Dossuarium Tractabilem (bronze earring), *Exemplar Praetextum, Lens Speculandi, Margaritum Magicum, Pera Cibarium, Sera Memoriarum, Uter Caelestis Laticis, Vellus Felicitatis*, various *Voces Oratoris Distans*
Amuletum Malpramis, Sacciperium Pignorum, Potio Constantiae x 2, *Potio Recreationis* x2

HERMETIC ARTS

CREO	20	Animal	21	Ignem	11
Intellego	12	Aquam	6	Imaginem	11
MUTO	11	AURAM	6	AFF MENTEM	46
PERDO	16	CORPUS	11	TERRAM	11
AFF REGO	24	HERBAM	12	VIM	14

Wizard's Sigil

Piroska's magic is always graceful, and if possible, the effect will dance (twirl, glide, sway, etc.) in some way.

Certamen *Assectatora Retiarium*

Grimoire

<i>Abstine</i> 1 (Fast casting)	<i>Crura Distortum Latronum Praedatio</i> 1 (Magic Resistance)
<i>Admonitio Somnans</i> 1 (Penetration)	<i>Cura pro Viatorem Fidelem</i> 2 (Silent Casting)
<i>Affectus Mutabilis</i> 1 (Quiet Casting)	<i>Deleo Faex Corporis</i> 1 (Quiet Casting)
<i>Agnosce Proprium Vis</i> 1 (Quiet Casting)	Demon's Eternal Oblivion (2nd magnitude) 1 (Penetration)
<i>Auditus Mentis</i> 1 (Quiet Casting)	<i>Discerno Proposita Inimici</i> 1 (Quiet Casting)
<i>Auge Mensura</i> (6th magnitude) 1 (Fast casting)	Disguise of the New Visage 1 (Quiet Casting)
Aura of Rightful Authority 1 (Quiet Casting)	<i>Duritia Myrmidonis</i> 1 (Fast casting)
<i>Aures Cervae</i> 1 (Quiet Casting)	Dust to Dust 1 (Quiet Casting)
<i>Aversum Contra Ferrum</i> 1 (Fast casting)	Enchantment of Detachment 1 (Quiet Casting)
Bind Wound 1 (Fast casting)	<i>Eversio Larvae</i> (Level 10) 1 (Penetration)
Black Whisper 1 (Penetration)	<i>Eversio Spectri</i> (Level 10) 1 (Penetration)
Calm the Motion of the Heart 1 (Quiet Casting)	<i>Evocatio</i> 1 (Penetration)
<i>Cirrus Proditionis</i> 1 (Quiet Casting)	<i>Excido Vincula</i> 1 (Subtle Casting)
Coerce the Spirits of the Night 1 (Penetration)	<i>Fides</i> 1 (Quiet Casting)
<i>Concalve Aequum</i> 1 (Quiet Casting)	<i>Forma Corvusi</i> 1 (Fast casting)
<i>Confirmo Memoriam Somnii Fugacis</i> 1 (Penetration)	<i>Forma Lupi</i> 1 (Fast casting)
Confusion of the Numbed Will 1 (Quiet Casting)	

Grimoire (continued)

- Glanoballista* 1 (Multiple casting)
Iaculum Crystallinus 2 (Multiple casting, Penetration)
Illecebra Amantis Involi 1 (Quiet Casting)
Intue Me! 1 (Quiet Casting)
Iussum Eri Severi 1 (Quiet Casting)
 Lamp Without Flame 1 (Quiet Casting)
 Lay to Rest the Haunting Spirit (Level 1 and Level 10) 1 (Penetration)
Legi Vis Magica 1 (Quiet Casting)
Magicus Volitans 1 (Fast casting)
 Maintaining the Demanding Spell (8th magnitude) 1 (Fast casting)
 Memory of the Distant Dream 1 (Quiet Casting)
Meus Optatum, Tuus Somnium 1 (Penetration)
Nasus Lupi 1 (Quiet Casting)
Ne Permittas Plantam Diffidentiae Radices Ago 1 (Quiet Casting)
 Opening the Intangible Tunnel (5th magnitude) 1 (Fast casting)
 Panic of the Trembling Heart 1 (Quiet Casting)
 Peering into the Mortal Mind 1 (Quiet Casting)
 Perception of the Conflicting Motives 1 (Quiet Casting)
Pilum of Fire 1 (Magic Resistance)
 Posing the Silent Question 1 (Quiet Casting)
Purgo Quisquilias Noctis 1 (Quiet Casting)
Raptus Auditorum Captivorum 1 (Quiet Casting)
 Repel the Wooden Shafts 1 (Fast casting)
Resilio 1 (Fast casting)
Ritus Eloquentiae 1 (Ritual Mastery)
Ritus Eloquentiae Magnae 1 (Ritual Mastery)
 Scales of the Magical Weight 1 (Quiet Casting)
 Sense the Nature of *Vis* 1 (Quiet Casting)
Sensus Aurae Divinae 1 (Quiet Casting)
Sensus Aurae Faetis 1 (Quiet Casting)
Sensus Aurae Infernae 1 (Quiet Casting)
Sensus Aurae Magicae 1 (Quiet Casting)
 Sight of the Transparent Motive 1 (Quiet Casting)
 Sight of the True Form (2nd magnitude) 1 (Quiet Casting)
Sine Dolore 1 (Quiet Casting)
Solacium Lethaeum 1 (Penetration)
 Strings of the Unwilling Marionette 1 (Quiet Casting)
 The Call to Slumber 1 (Quiet Casting)
 The Inexorable Search 1 (Penetration)
 The Leap of Homecoming 1 (Fast casting)
 The Unseen Porter 1 (Quiet Casting)
 Thoughts Within Babble 1 (Quiet Casting)
 Tip of the Tongue 1 (Fast casting)
Trepidatio Turbae Pavidae 1 (Quiet Casting)
 Trust of Childlike Faith 1 (Quiet Casting)
 Unseen Arm 1 (Quiet Casting)
Velamen Invisibilitatis ac Silentium 1 (Quiet Casting)
Via ad Locum Distans 1 (Quiet Casting)
Videre Sicut Spectrum Vident 1 (Penetration)
Vigilia 1 (Quiet Casting)
Viginti Mille Passus 3 (Subtle Casting, Fast casting, Quiet Casting)
 Vision of Heat's Light 1 (Penetration)
Visus Umbrosus 1 (Penetration)
 Ward Against Rain 1 (Quiet Casting)
 Wizard's Communion (4th magnitude) 1 (Quiet Casting)
 Wizard's Sidestep 1 (Fast casting)
 Words of the Unbroken Silence 1 (Quiet Casting)

Illecebra Amantis Involi

Imperandum ReMe 25

R: Touch D: Sun T: Ind

Seduction of the Reluctant Lover causes the target to desire the caster, even if no attraction is otherwise felt. Piroška developed this spell in her youth as a way to gain surreptitious entrance into a manor or castle. Although it was sometimes unnecessary after a suitably enticing dance performance, the spell prevents the target from having second thoughts about sneaking her into his bedroom. An application of The Call to Slumber prevents her from enduring the attentions of someone she does not want to actually bed. (Base 10, +1 Touch, +2 Sun)

Raptus Auditorum Captivorum

Imperandum Mu(Re)Me 35

R: Touch D: Performance T: Room

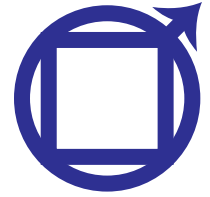
Entrancement of the Rapt Audience alters the minds of everyone in the target Room, so that their consciousness is entirely consumed by their senses. An affected person must make an Int + Concentration roll of 12+ to use any other mental faculty (such as memory, cognition, or estimation).

This tends to focus attention on the performance that is generating the effect, to the exclusion of other concerns, and has the side-effect of heightening the impact of the performance. (Base 15, +1 Touch, +1 Performance, +2 Room)

Denes TREMERIS

filius Pjerin, Signifer

Signifer PRIMORIS, Consiliarius



Age	116 (57)	Provocatio	1141 AD	Reputation	Sly & Clever 1 (Hermetic) +2 in <i>Hibernia</i> +1 in <i>Dacia</i>
Personality	Driven 3 Overconfident 2 Brave 2 Loyal to Arnykep 3			Filii	Roscius

Denes is a short, balding, slightly pudgy middle-aged man—at least, some of the time. His appearance is as changeable as the weather. On any given day, he could appear to be a tall, muscular knight; a sweaty and dusty peasant; a brown-robed monk; or even a demure wimpled lady.

He often combines the effects of *Disguise of the New Visage* and *Disguise of the Transformed Image*, for an illusion that will withstand even intense scrutiny.

Denes earned a reputation as a sly and clever fellow in his youth. He is still fond of elaborate practical jokes, some of which have been known to take several months to play out.

Born to a humble family of *castrenses* near Haramvar, Denes had a troublesome childhood. He was constantly getting into trouble, and no amount of punishment seemed to dissuade him. When a well-dressed stranger offered to take the young lad away to “become a scholar” his family was easily persuaded with some valuable gifts.

Denes spent the next twelve years at *Lycaneon* learning to become a soldier wizard under the great Pjerin *Tremeris*. In 1138 AD, Pjerin moved to *Hibernia*, and so Denes was welcomed into *Domus Tremeris* at *Cursus Alcis* in 1141 AD. He moved to Fengheld in *Germania* following his *Provocatio*, and resided there until 1158 AD, when he returned to *Hibernia*.

In 1200 AD, *Primus Umno* summoned *Denes* to *Dacia* to assume duties as *Signifer Primoris*, a position he retained after *Poena* became *Prima*.

As the senior *filius* of the great Pjerin, Denes is highly regarded in the *Collegium Signiferium*. Although *Ekaterina* is the *Praeses Signiferium*, *Prima Poena* is *amica* with Denes, and consults with him in his role as *Signifer Primoris* more frequently than she does with the *Praeses*.

Denes is highly regarded as a strategist. Although he is not the smartest magus in the *Domus*, he has dedicated himself to mastering *Doctrina*, and his insights in the application of *Audacia* and *Repentissimus* are well respected.

Denes is a masterful *signifer*, capable of deceiving the enemy with powerful and clever illusions, and of manipulating the emotions and beliefs of opponents in ways so subtle that those affected seldom realize that they have been influenced.

He has been a prolific enchanter throughout his career. Although the items are mostly not of his invention, Denes enjoys enchanting items for his *sodales*, such as the *Lens Speculandi*, or *Persona Aquilae*. His focus now is on developing more powerful and specialized illusions for the *Domus*, as well as writing a number of *tractatus* on *Imaginem* and *Doctrina*.

After the demise of Pjerin in 1217 AD, Denes inherited Pjerin’s original *Lacerna*, and passed along his *Lacerna* to his *filius* *Roscius*. Pjerin’s *Lacerna* has a side effect; an exaggeration of Pjerin’s sigil that causes the wearer to feel an intense *déjà vu* when an effect is activated, bringing to mind a clear memory of the last time they activated the cloak.

Thanks to a previous Twilight episode, his eyes sparkle whenever he focuses on his Second Sight (which was enhanced by his Twilight experience). Another Twilight scar causes those around him to have a strange urge to laugh at random times.

A third Twilight experience was not so positive; Denes is completely unable to use *Rego* with the Arts of *Aquam* and *Auram*. He also tends to attract rain; if rain is possible in a given weather condition, he will be rained on (even if only a light sprinkle).

That joke is on him. His sense of humor is strong enough that he still laughs when this happens (and thanks to his other Twilight scar, others tend to join in). He always wears a *Cucullus contra Pluvium* when traveling.

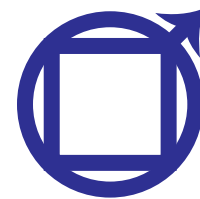
Denes is a *consiliarius* and holds his own *sigillum*, a bronze spiral arm-torc. As *Signifer Primoris*, he does not currently carry a *draco*, but he does carry various Arcane Connections with links to magi throughout the *Domus* in his *sacciperium pignorum*.

Denes TREMERIS

filius Pjerin, Signifer

Signifer PRIMORIS, Consiliarius

Confidence 1 (3)



CHARACTERISTICS

Intelligence		0
Perception	observant	2
Strength		0
Stamina	fit	1
Presence	short	-1
Communication	eloquent	2
Dexterity		0
Quickness	light-footed	1

Abilities

<i>Artes Liberales</i> (rhetoric)	3
Athletics (running)	3
Awareness (alertness)	3
Bargain (food)	1
Brawl (dagger)	3
Charm (being witty)	2
Code of Hermes (scrying)	1
Concentration (spells)	5
Divine Lore (the Dominion)	1
<i>Domus Tremaris Lore (Doctrina)</i>	5
Faerie Lore (trods)	2
Finesse (precision)	5
Folk Ken (servants)	3
Great Weapon (long spear)	3
Guile (fast talk)	3+2
Infernal Lore (diabolism)	1
Intrigue (gossip)	4
Leadership (intimidation)	1
Legerdemain (filching)	1
Magic Lore (creatures)	4
Magic Theory (enchanting)	8
Music (humming)	1
Order of Hermes Lore (<i>Tribunalia</i>)	3
<i>Parma Magica</i> (Auram)	5+2
Penetration (Rego)	4
<i>Philosophiae</i> (Ceremonial magic)	4
Profession: Soldier (tactics)	2
Second Sight (illusions)	5+2
Single Weapon (short spear)	5
Speak Gaelic (slang)	3
Speak Latin (Hermetic usage)	5
Speak Magyar (jokes)	5
Speak Vlach (Coeris dialect)	3
Stealth (hiding)	2
Survival (forests)	2
Swim (lakes)	1
Teaching (Arts)	3

Flaws

Virtues

	Hermetic Magus		Tremere <i>Certamen Focus</i>
-1	Close Family Ties (filius)	1	Affinity with Rego
-1	Weird Magic	1	Affinity with Mentem
-3	Rigid Magic	3	Flexible Formulaic Magic
-1	Overconfident	1	Puissant Imaginem
-3	Driven (ultimate illusion)	1	Puissant Parma Magica
-1	Small Frame	1	Puissant Guile
--	Incompatible Arts (ReAq and ReAu)	1	Clear Thinker
--	True Friend (Arnykep)	--	Puissant Second Sight

Warping 6 (122)

Decrepitude 0 (2)

Combat	Soak +4	INIT	ATK	DEF	DACD
<i>Hasta Signi</i>		+3	+8	+6	+7
<i>Hasta Brevis</i>		+1	+8	+7	+5
Bronze <i>Sica Verditia</i>		+0	+7	+5	+3
Scuffling		+0	+3	+4	+0
Dodge		+1	--	+4	--

Equipment Encumbrance 1 (1)

Tunica Serica Impenetrabilis, Lacerna Pjerinis, Amuletum Malpramis, Anulus Dissimulandum, Margaritum Magicum, Uter Caelestis Laticis, Pera Cibarium, Sacciperium Pignorum, Frenum Magum, Potio Constantiae x3, Potio Recreationis x2

Hermetic Arts					
CREO	22	Animal	16	Ignem	15
Intellego	20	Aquam	5	Imaginem	27+3
MUTO	20	Auram	5	Aff Mentem	23
PERDO	20	Corpus	16	Terram	16
Aff REGO	27	Herbam	15	Vim	16

Wizard's Sigil

Something in the environment nearby changes in appearance; for lower magnitude effects, this is typically a natural change; for more powerful effects, the change may become slightly unnatural

Certamen *Assectator Provocatorum*

Grimoire	
<i>Acciens Imago Remota</i> 1 (Penetration)	<i>Fornix Secreti</i>
<i>Auditus Mentis</i>	Frosty Breath of the Spoken Lie
Aura of Rightful Authority	<i>Glanoballista</i> 3 (Fast Cast, Multicasting, Penetration)
<i>Aversum Contra Ferrum</i>	Haunt of the Living Ghost 1 (Still Casting)
Bind Wound	<i>Iaculum Crystallinus</i>
<i>Conclave Aequum</i>	<i>Illic</i> 1 (Fast casting)
Confusion of the Insane Vibrations	Image from the Wizard Torn
Confusion of the Numbed Will	Image Phantom
<i>Colloquium con Sodalibus Distans</i>	<i>Index Limitis</i>
<i>Cura pro Viatore Fidelem</i> 1 (Still Casting)	<i>Index Proeli</i>
Curse of the Unruly Tongue	<i>Iussum Eri Severi</i>
Discern Own Illusions	<i>Iussum Fallax</i> 2 (Fast Cast, Still Casting)
Disguise of the New Visage	<i>Legi Vis Magica</i>
Disguise of the Transformed Image	<i>Locus Fallax</i> 1 (Still Casting)
Dispel the Phantom Image (6th magnitude)	Loss of But a Moment's Memory
<i>Exemplum</i>	<i>Magicus Volitans</i>
Eyes of the Cat	Masking the Odor of Magic (7th magnitude)
Eyes of the Eagle	

Grimoire (continued)

Memory of the Distant Dream
Mens Credula Spectatoris Stulti
Mentes Credulae Spectatores Stultorum
Nebula Silentii
Occultatio Coronae
 Opening the Intangible Tunnel (6th magnitude)
 Pains of the Perpetual Worry & Rising Ire
 Peering into the Mortal Mind
 Perception of the Conflicting Motives
 Phantasmal Animal
 Phantasmal Fire
 Preternatural Growth and Shrinking
Pugnus Gigantis 1 (Multiple casting)
 Repel the Wooden Shafts
Resilio 1 (Fast casting)
 Restore the Moved Image (5th magnitude)
 Rising Ire
 Sense of the Lingering Magic
 Sight of the Active Magics
 Snap of Awakening
 Spasms of the Uncontrolled Hand
 Spatium Phantasiarum
 Taste of the Dulled Tongue
Tempestas Fallax 1 (Still Casting)
 The Call to Slumber
 The Leap of Homecoming
 The Shadow of Human Life
 Thoughts Within Babble
 Trackless Step
Trepidatio Turbae Pavidae
Velamen Invisibilitatis Vera
Viginti Mille Passus 1 (Fast Casting)
Vox Cornicinis
 Wizard's Communion (4th magnitude)
 Wizard's Sidestep

Agancs, Hasta Signi Denei

Agancs, the Talisman of Denes, is a twelve-foot ash-wood spear with a bronze spear head. The blade has a long neck with two sturdy wings extending out from a widened disc. The disc is formed of a piece with the rest of the head, and has four holes bored through it, which are used to fasten a *draco* to the spear head (the blade of the spear projects through a groove in the *draco*).

Just beneath one wing, at the base, is a small cabochon of lodestone (magnet). Beneath the opposite wing, a small cabochon of opal is set. These are not clearly visible.

Immediately below the bronze disc and wings is a collar of walnut wood, carved from wood surrounding a knot to resemble a wreath, with twisting vines and leaves. Among the leaves are small silver clusters of tiny grapes.

The socket of the spear head extends over the shaft for about eight inches, with four pins through the wood of the shaft. The base of the spear is capped with a stout bronze spike.

Agancs is fairly complex for a *Tremēris* Talisman. Denes has invested more energy into his Talisman

than most magi *Tremēris* would; his *Dossuarium*, for example, he has enchanted into *Agancs*, rather than use a standard invested device. Similarly, he has enchanted a variant of *Circulus Varicans* into his Talisman instead of using the standard wand.

Agancs (the name means 'antler' in Magyar) is attuned to the following Shape and Material bonuses:

Rego +2
 Rego Corpus +4
 Rego Terram +4
 Project bolt or missile +3
 Intellego +2
 Images +2
 Darkness +5
 Mind +4
 Memory +4
 Harm human or animal bodies +3
 Invisibility +2
 Terram +3
 Block single attack +3

Agancs (continued)

Agancs has the following enchantments:

Hasta Signi

Reduces the length of a the spear to 1/8th its normal size. When reduced, the spear is only three feet long (including the spear blade and a base spike).

If the effect is ended (which the wielder can do on command), the spear returns quickly to its normal length. This can be used effectively as a surprise attack in certain situations.

MuHe 14 Per/Conc/Ind

Maintains Concentration, 24/day

(Base 4, +1 Concentration)

Mentis Mandatum

Enables mental activation of linked powers within the device. This Personal range version is only effective for Talismans.

InMe 29 Per/Constant/Ind

(Base 15, +2 Sun)

Lamina Novaculae

Blade of the Razor grants a +2 damage bonus to the spear when activated.

MuTe 20 Per/Conc/Ind

Maintains Concentration, 3/day, Linked Trigger

Mentis Mandatum

(Base 3, +2 affect metal, +1 Concentration)

Anulus Denei

Changes the Talisman into a plain bronze band set with the tiny precious elements included in the Talisman's construction, and surrounding a wooden ring of smooth ash and walnut woods.

MuTe(He) 25 Per/Conc/Ind

Maintains Concentration, 2/day

(Base 5, +2 metal/gemstone, +1 additional Muto effect (change form), +1 Concentration)

Circulus Varicans

Transports those within the target Circle to a destination within 500 paces, which is visible to the wielder or to which the wielder possesses an Arcane Connection.

The effect is not significant enough to cause Warping. The requisites ensure that clothing, equipment, and provisions are all transported along. The Circle is typically drawn in the ground with the base spike of the *Hasta*.

ReCo(An,Aq,He,Te) 35 Touch/Mom/Circle

Unlimited usage

(Base 20, +1 Touch)

Dossuarium Tractabilem

The *Bearer of Manageable Burdens* levitates objects and moves them at the wearer's mental direction until retrieved or the duration expires.

The wearer must concentrate to direct the motion of the objects. If left suspended without further direction, the objects move in along in a steady position relative to the wearer.

ReTe(He) 38 Spec/Conc/Ind

Maintains Concentration, Unlimited usage,

Linked Trigger Mentis Mandatum

(Base 5, +1 Special range equivalent to Touch/

Eye, +1 Concentration, +1 potency (strength

effect), +10 levels unlimited use, +5 levels

maintains concentration, no addition for

requisite, +3 levels linked mental trigger, no

addition for requisite)

Res Invisibilis

Causes any object held by the *Dossuarium* to be invisible until retrieved by the wearer. This effect may be cancelled independently through a command word; all objects that are currently affected by this enchantment are then made visible.

PeIm 33 Touch/Conc/Ind

Maintains Concentration, Unlimited usage,

Linked Trigger Dossuarium

(Base 4, +1 Special Range, +1 Concentration,

+1 changing image, +5 levels maintains

concentration, +10 levels unlimited use, +3

levels linked effect)

Sustine Cantionem

This version sustains a spell of up to sixth magnitude. The effect can be used multiple times per day, and can maintain many spells independently.

Each spell that is maintained by *Sustine Cantionem* can be ended as the wielder commands.

ReVi 40 Touch/Conc/Ind

Maintains Concentration, 24/day

(Base effect, +1 Touch, +1 Concentration)

Arnykep, familiaris ad Denes Trememis

A Shadow Owl

Characteristics			Abilities			
Intelligence	short memory	-1	Athletics (flying)			5
Perception	keen	2	Awareness (prey)			4
Strength	very small	-6	Brawl (claws)			5
Stamina		0	Carpathia Lore (prey)			3
Presence		0	Concentration (<i>Dapple</i>)			3
Communication	hoots	-2	<i>Domus Trememis</i> Lore (<i>Doctrina</i>)			0
Dexterity	graceful	1	Hunt (prey)			4
Quickness	velocious	6	Faerie Lore (<i>Tabor Utja</i>)			1
			Magic Lore (creatures)			3
			Magic Theory (enchanting)			4
			Speak Gaelic (slang)			3
			Speak Latin (Hermetic usage)			5
			Speak Low German (Friesian)			2
			Speak Magyar (jokes)			5
			Speak Vlach (Coeris dialect)			3
Flaws & Inferiorities			Virtues & Qualities			
	Magical Friend		Magical Animal			
--	True Friend (Denes)	1	Unaffected by The Gift			
			Improved Powers			
Bond		Muto Imaginem 65	Powers		Magical Might 7	
Gold Cord	+3		<i>Dapple</i> (0 points, +8 Init, Imaginem)			
Silver Cord	+1		<i>Straight Chase</i> (1 point, +5 Init, Animal)			
Bronze Cord	+3					
<i>Loquela Silentem Familiaris</i>						
<i>Loquela Silentem Magusi</i>						
Human Speech (constant)						
Shared Senses (Familiar)						
<i>Fortitudo Pro Familiare</i>						
<i>Subveni Recreati Magi Saucii</i>						
Combat		Soak +3	INIT	ATK	DEF	DACD
Claws			+6	+9	+14	-4

Arnykēp, familiaris ad Denes Tremēris

A Shadow Owl

Arnykēp began working with Denes over thirty years ago, at first as an animal companion, and then as his Familiar. Denes has empowered their bond to enable each to communicate mentally with the other; to give Arnykēp the power of human speech; and to allow Denes to share Arnykēp's senses.

Denes has also empowered the bond to offer Arnykēp more fortitude, toughening his skin and feathers to better resist damage.

Arnykēp has an enchanted bronze band around his left leg, which gives him a power similar to *Unseen Arm*, but more powerful. This allows him to help Denes more effectively in the lab, and to be even more effective at collecting objects.

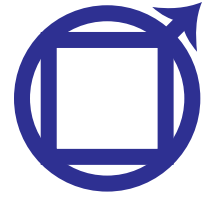
Arnykēp does not share his master's fondness for practical jokes, although he often assists in preparations for them. Despite his capability for human speech, Arnykēp seldom talks to anyone other than Denes.

Arnykēp keeps the area near the Basilica Coeris mostly clear of mice and rats.

QuaesitorA Yonka Anahita TREMERIS

filia Graecina, Assessora

Vexillaria, Consiliaria



Age 113 (50) Provocatio 1141 AD Reputation QuaesitorA 3 (Hermetic)

Personality Driven 3
 Busybody 2
 Brave 2
 Loyal to Chnoubis 3

Filii Richelda
 Dynamis

Yonka Anahita is very tall, nearly six feet tall, with long gray hair gathered under a silk scarf. She usually dresses in masculine attire below the neck, however, favoring embroidered double-breasted coats over trousers and sturdy leather boots.

She speaks Greek better than Latin, and speaks Latin with a strong accent that listeners will have difficulty identifying. Her manner is friendly, engaging, and polite. She tolerates no secrecy, however, and probably knows more about the activities of magi *Tremeris* than even *Prima Poena*.

Yonka Anahita was born to a mixed family in the Kingdom of Georgia. Her father Lütfü was a minor leader among the Kipchaks, who settled in Georgia at the invitation of King David IV. Her mother Rasa was an Iranian from Shirvan, captured during a Kipchak raid a year before the birth of the child. Yonka was the Turkic name given to her by her father, but her mother called her Anahita.

Yonka Anahita now uses both names to honor both ethnicities. She refuses to answer to only 'Yonka' and those who continue to exclude 'Anahita' quickly rouse her ire. Her two names also reflect the divisions in her religious background. Her father converted to (Georgian) Christianity along with many of his fellow tribesmen, and Yonka Anahita was baptized a Christian. Her father continued various pagan practices, however, as did many Kipchak converts, and Yonka Anahita learned many of those customs.

Her mother remained a devout Moslem, however, and taught the fundamentals of Islam to her daughter in secret. Due to this varied background, and the secular influence of *Domus Tremeris*, Yonka Anahita instinctively associates religious behavior as political in motivation; you worship the god that your leaders worship, and if your leaders change religion, you do.

She reflexively mixes Christian customs, such as crossing herself, with Islamic phrases like *Insha'Allah* (if God wills it), and strange pagan customs, such as never handing a knife directly to someone, but always laying it down and allowing them to pick it up.

Yonka Anahita began to manifest signs of The Gift early, at about seven years old. Although blessed with the Gentle Gift, her initial manifestations included reading people's minds and minor entrancements. Her mother tried to punish the girl for her evil ways, but after the first efforts, was unable to overcome her daughter's willful entrancement.

Yonka Anahita eventually would have been killed by her tribe, but she fled her home and wandered into the hills. She most likely would have perished by the winter, starving and alone, had she not encountered Graecina *Tremeris*.

Graecina was exploring the Caucasus region, searching for old battlefields. She took the young girl as her *discipula* and began educating her in those hills, digging in the sites of old battles and summoning forgotten ghosts.

Graecina chose to preserve the girl's native talent with Second Sight, but did not attempt to preserve her powers of mind-reading or Entrancement. Instead she emphasized Rego, Mentem, and Intellego.

As Graecina had suspected, the girl's *Impaired Gift* impeded her mastery of necromancy. However, Yonka Anahita does receive visions occasionally, which are invariably delivered by an apparition from beyond the grave.

Graecina remained several years in the Caucasus, so Yonka Anahita's early years of apprenticeship were non-traditional. However, upon her return to Porta Orphaica, Graecina spent several extra seasons instructing Yonka Anahita to compensate.

Following her *Provocatio* in 1141 AD, *Primus Murychides* assigned Yonka Anahita to *Sodalitium Assessarium*. She remained in *Graecia*, and worked hard on improving her Greek and establishing beneficial contacts among the mundanes, especially in Anatolia and the Levant, where her proficiency in both Greek and Turkish was invaluable.

She often posed as a man during this time, and still retains an *Exemplar Praetextum* for a male persona that she uses from time to time.

As a result of her early experiences, Yonka Anahita lacks theoretical focus, and has not developed many original spells. She prefers to work from lab texts. Her few inventive efforts, laborious and infrequent, have involved her Talisman or *mysteria*.

Perhaps due in part to her early instruction in magic on ancient battlefields, she also needs to be in an appropriate place to study the Arts. Over time, this has led Yonka Anahita to spend much of her time away from her *sanctum*.

She bears mystical scars from several episodes of Twilight: she experiences temperatures as slightly colder than others do, feels slightly nauseas in Faerie Auras, and most ghosts become visible apparitions in her presence, whether or not they possess the *Eidolon* power.

Yonka Anahita served as an *assessora* for several decades in *Graecia* and *Syriae*. In 1181 AD, *Quaesitor* Bardelys *Jerbitonis* nominated Yonka Anahita as a

candidate *Quaesitora*; *Quaesitor* Anasztáz *Tremēris* concurred and co-sponsored her before the Magvillus Council.

She performed admirably for many years, learning the Code of Hermes and honing her investigative abilities. She challenged her *parens* for her *sigillum* in 1188 AD. Graecina awarded her with a sandalwood carving of a *Simurgh* (a Mythic Iranian bird with a dog's head and claws of a lion).

Primus Pilumnus promoted her to *Vexillaria Speculorum Fractorum* following the demise of *Quaesitor* Anasztáz *Tremēris* in 1196 AD, a responsibility she still holds.

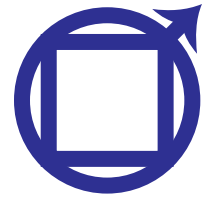
She re-located from *Graecia* to Coeris in 1198 AD, where she currently resides. She continues to spend most of her time away from Coeris, however, and travels frequently to various *Conventa Domus* and even to *Conventa Multigenusa* that host magi *Tremēris*.

QuaesitorA Yonka Anahita TREMERIS

filia GRACCINA, ASSASSORA

Vexillaria, Consiliaria

Confidence 1 (3)



CHARACTERISTICS

Intelligence	smart	1
Perception	attentive	2
Strength		0
Stamina	resolute	1
Presence	tall	1
Communication	precise	1
Dexterity		0
Quickness		0

Flaws

Flaws		Virtues	
	Hermetic Maga		Tremere <i>Certamen Focus</i>
-1	Close Family Ties (<i>fili</i>)	1	Affinity with Rego
-1	Busybody	1	Affinity with Mentem
-1	Visions	1	Leadworker
-3	Study Requirement	3	Gentle Gift
-1	Creative Block	1	Clear Thinker
-3	Driven (preserve integrity of <i>Domus Tremere</i>)	1	Puissant Intellego
--	True Friend (Chnoubis)	1	Second Sight
		1	Well-traveled

Warping 6 (121)

Decrepitude 0 (1)

Abilities

<i>Artes Liberales</i> (Ceremonial magic)	2
Athletics (climbing)	2
Awareness (searching)	3
Brawl (dagger)	3
Caucasus Lore (battlefields)	2
Charm (first impressions)	3
Code of Hermes (<i>mundani</i>)	4
Concentration (spells)	3
Divine Lore (the Dominion)	3
<i>Domus Tremere</i> Lore (<i>Conventa</i>)	6
Faerie Lore (wards)	3
Finesse (speed)	6
Folk Ken (magi)	3
Guile (disguises)	4
Infernal Lore (diabolism)	3
Intrigue (plotting)	4
Leadership (intimidation)	3
Magic Lore (spirits)	7
Magic Theory (inventing spells)	5
Order of Hermes Lore (history)	3
<i>Parma Magica</i> (Corpus)	7
Penetration (Rego)	3
<i>Philosophiae</i> (Ritual magic)	2
Profession: Soldier (tactics)	2
Ride (speed)	3
Second Sight (spirits)	5
Speak Farsi (slang)	3
Speak Georgian (slang)	2
Speak Greek (slang)	5
Speak Latin (Hermetic usage)	4
Speak Turkish (Kipchak)	5
Stealth (shadowing)	2
Survival (mountains)	2
Teaching (Arts)	4

Combat	Soak +8	INIT	ATK	DEF	DACD
Bronze Dagger		+1	+3	+4	+3
Scuffling		+1	+3	+4	+1
Grappling		+0	+3	+3	+1
Dodge		+1	--	+5	--

Equipment Encumbrance 1 (1)

Tunica Lana Impenetrabilis, Acies Aeri, Amuletum Malpramis, Amuletum Murmuris Privati, Anulus Dissimulandum, Cicada, Dossuarium, Exemplar Praetextum, Margaritum Magicum, Pera Cibarium, Persona Aquilae, Sera Memoriarum, Uter Caelestis Laticis

HERMETIC ARTS					
CREO	15	Animal	11	Ignem	6
Intellego	22	Aquam	5	Imaginem	11
MUTO	22	Auram	5	AFF Mentem	24
PERDO	20	Corpus	11	Terram	11
AFF REGO	25	Herbam	10	Vim	27

Wizard's Sigil

Chess is represented in some way in all of Yonka Anahita's effects, either thematically or as a small mark or impression in the Persian style of chess

Certamen *Assectatora Gladiatriciim*

GRIMOIRE	
<i>Abstine 1 (Fast casting)</i>	<i>Deleo Fax Corporis</i>
<i>Acciens Imago Remota</i>	Demon's Eternal Oblivion (2nd magnitude) 1 (Penetration)
<i>Accitus Spiritus Magicus</i>	<i>Discerno Proposita Inimici</i>
<i>Affectus Mutabilis</i>	<i>Duritia Myrmidonis</i>
<i>Agnosce Proprium Vis</i>	Dust to Dust
<i>Arcendum pro Spiritu Magico</i>	Ear of Truth (Q)
<i>Arreptum Spiritum Magicus 3 (Penetration, Multiple casting, Still casting)</i>	Enslave the Mortal Mind
<i>Auge Mensura (7th magnitude)</i>	<i>Eversio Fatae</i> (2nd magnitude) 1 (Penetration)
<i>Aures Cervae</i>	<i>Eversio Larvae</i> (2nd magnitude) 1 (Penetration)
<i>Ausulto ad Susurrum Faetae</i>	<i>Eversio Spectri</i> (2nd magnitude) 1 (Penetration)
<i>Ausulto ad Susurrum Magicae</i>	<i>Evocatio</i>
<i>Aversum Contra Ferrum</i>	<i>Excido Vincula</i>
Bind Wound	Eyes of the Treacherous Terrain
Circle of Beast Warding	<i>Forma Corvusi</i>
Circular Ward Against Demons (4th magnitude)	Gift of the Bear's Fortitude
Coerce the Spirits of the Night	<i>Glanoballista</i> 4 (Multiple casting, Finesse, Quiet casting x2)
Confusion of the Numbed Will	

Grimoire (continued)

Iaculum Crystallinus 1 (Multiple casting)
 Image from the Wizard Torn
Imperium Elementorum Magicorum
Intue Me! 1 (Subtle Casting)
Iussum Eri Severi
 Lamp Without Flame
 Lay to Rest the Haunting Spirit (2nd magnitude)
Legi Vis Magica
Magicus Volitans 1 (Fast Casting)
 Maintaining the Demanding Spell (8th magnitude)
Manus Magi
 Mastering the Unruly Beast
Mors Bestiae Magicae
Murmur Incantamentorum Magicorum
Murmur Incantamentorum Infernorum
Nasus Lupi
 Opening the Intangible Tunnel
 Palm of Flame
Passus pro Sodale
Patefactio Secreta Pectoris
 Posing the Silent Question
Prohibendum Contra Elementis
 Prying Eyes
Pugnus Gigantis
 Recollection of Memories Never Quite Lived
 Repel the Wooden Shafts 1 (Fast casting)
Resilio 1 (Fast casting)
 Scales of the Magical Weight
Sculpo
 Sense the Nature of Vis

Sensus Aerae Divinae
Sensus Aerae Faetis
Sensus Aerae Infernae
Sensus Aerae Magicae
 Sight of the Active Faerie Powers
 Sight of the Active Infernal Powers
 Sight of the Active Magics
 Sight of the Molting Magus (Q)
 Sight of the Transparent Motive
 Snap of Awakening
 Soothe the Ferocious Bear
 Spasms of the Uncontrolled Hand
Suppressum Cantus Sahiris 1 (Fast casting)
Suppressum Maleficii Sagae 1 (Fast casting)
 The Call to Slumber
 The Face in the Mirror
 The Leap of Homecoming 2 (Still casting, Fast casting)
 The Unseen Porter
 Touch of the Goose Feather
 Tremulous Vault of the Torch's Flame
Velamen Invisibilitatis ac Silentium
Via ad Locum Distans
Vigilia
Viginti Mille Passus 2 (Still Casting, Fast casting)
Visum Coharendi
Visus Umbrosus
 Voices from Hollow Spaces
 Ward Against Heat and Flames
 Wizard's Communion (4th magnitude)
 Wizard's Sidestep

Talesmis Ionkae Anahitae

Yonka Anahita's Talisman is a wand carved from walnut and cypress wood, tipped with a small lodestone. She has not invested many effects, as she dislikes working without the guidance of a lab text.

Sustine Cantionem

This version sustains a spell of up to seventh magnitude. The effect can be used multiple times per day, and can maintain many spells independently. Each spell that is maintained by *Sustine Cantionem* can be ended as the wielder commands.

ReVi 45 Touch/Conc/Ind
 Maintains Concentration, 24/day
 (Base effect, +1 Touch, +1 Concentration)

It is attuned to the following bonuses:

+4 Rego Corpus
 +4 Rego Terram
 +2 Rego
 +3 spirits
 +4 mind

Horarium

Yonka Anahita has enchanted a variant of this standard effect into her Talisman, allowing her to know the exact astrological time (hour and diameter) at any moment.

InVi 15 Per/Mom/Ind
 (Base 5, +10 levels Unlimited usage)

Μysteria Excubitorum

Following the *Decennium* of 1168 AD, *Primus* Pilumnus summoned Yonka Anahita to a meeting with her *parens* Graecina and a *medicum* named Zamolxis.

Zamolxis had been a member of an initiatory *Cultum Mysterium* for several decades, and believed that *Domus Tremeris* should increase its involvement in the unspecified *cultum*. Due to the secrecy of this *cultum*, he could not divulge any details, but his assessment, and that of *Primus* Pilumnus, was that Yonka Anahita would be a good candidate for Initiation.

After conferring with her *parens*, Yonka Anahita agreed, and joined the *Excubitores Clavis Septimani Solomonis* the following year. She has Initiated a number of mysteria through the *Excubitores* in the years since then, but has elected not to pursue further Initiation into the inner circle of the *cultum*, preferring to dedicate her time and effort to her Quaesitorial duties and the *Domus*.

She is now the senior maga *Tremeris* within the *Excubitores*, and the *Domus* leaders defer any decisions regarding participation of magi *Tremeris* within the *cultum* to her.

Μysteria

Excubitores Lore (initiations) 5

Spell Binding

(Vow: Oaths of the *Excubitores*)

Hermetic Theurgy

Theurgic Spirit Familiar

Hermetic Empowerment

(Deleterious Circumstances: Unchaste within last three days)

Minor Potent Magic (Spirits of Magic)

Hermetic Synthemata

Canções Μysteriorum

Invoke the Abiding Spirit Adroa (ReMe 40, Might 20, Sun Duration, Penetration +20) which is capable of casting Ring of Warding Against Spirits at 4th Magnitude; this is a Potent spell requiring a wand of cypress wood (+3)

Invoke the Pact of Chnoubis the Serpent (ReVi 40, Might 30) must be cast at least three times to summon the daimon Chnoubis

Invoke the Pact of Hypta the Nurse (ReVi 30, Might 15)

Invoke the Pact of Kogainon (ReVi 55, Might 30) is an original spell developed by Yonka Anahita to summon the Genius Loci of the Kogainon at Coeris.

Invoke the Pact of Phainon (ReVi 60, Might 40) must be cast at least twice to summon the Astra Planeta Phainon (RoP:M, 108)

Invoke the Pact of Pyroeis (ReVi 60, Might 40) must be cast at least twice to summon the Astra Planeta Pyroeis (RoP:M, 108)

Invoke the Pact of Stilbon (ReVi 60, Might 40) must be cast at least twice to summon the Astra Planeta Stilbon (RoP:M, 108)

Invoke the Spirit Wa'sahala (MuMe 30, Might 30) is capable of Muto Mentem spontaneous effects

Invoke the Pact of the Genius Excubitorum (ReVi 20, Might 10) summons an Aspect of the patron *daimon* of the *Excubitores*; this spell is learned by all prospective candidates, without benefit of Hermetic Theurgy

Lasting Synthemata of Kogainon (MuVi 35, Diam) is an original spell by Yonka Anahita, but she has never used it out of respect for *Kogainon*

Lasting Synthemata of Phainon (MuVi 45, Diam)

Lasting Synthemata of Pyroeis (MuVi 45, Diam)

Lasting Synthemata of Stilbon (MuVi 45, Diam)

Incantamentum Mystērii

Yonka Anahita has a gold ring that is a powerful enchantment. Emerenzia *Verditii*, a fellow *Excubitor*, crafted the ring and enchanted its powers as a gift for Yonka Anahita.

Yonka Anahita provided the *manis* to empower the ring, since *manes* are less useful for other purposes, and often pose hazards if left free to pursue their obsessions.

Anulus Saluber

Healing Ring heals the wearer of all wounds. This effect consumes 8 Might Points from the spirit bound by *Carcer Spiritus Corporis*.

CrCo 40 Worn/Mom/Ind, Ritual

(Base 35, +1 Worn, 1/day; Verditius Runes +7 bonus to all effects)

Since the power of the ring will only function once, Yonka Anahita has never used it. Knowing that it is available for a drastic situation is a comforting thought.

Carcer Spiritus Corporis

Prison of the Spirit of Corpus imprisons a Might 20 *manis*, which will be able to power *Anulus Saluber* once.

ReVi (Mu,Co) 40 Per/Mom/Ind

(Base effect, 1/day; Verditius Runes +7 bonus to all effects)

Theurgic Pact

Yonka Anahita has also made a pact with the *daimon* Chnoubis Serpens, and has bound an Aspect of Chnoubis as her Familiar (see TMRE, 137 for more detail about Chnoubis).

She has not enchanted the Bond, however, as she dislikes working without the aid of lab texts in the laboratory.

(see following the page for a profile of Chnoubis)

Chnoubis has many useful abilities innately, and the aid Yonka Anahita receives from the Bond alone is sufficient for her purposes so far.

Chnoubis typically remains incorporeal, although those with Second Sight or other methods of viewing spirits of Magic may see his serpentine form coiled around Yonka Anahita, his leonine head resting on one shoulder.

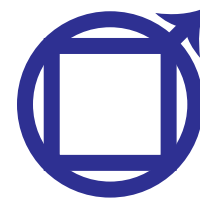
Chnoubis Serpens, familiaris ad Yonka Anahita TREMERIS Ἀ Daimon

CHARACTERISTICS			Abilities			
Intelligence	sharp	3	Athletics (slithering)			3
Perception	aware	6	Awareness (searching)			3
Strength		0	Brawl (bite)			3
Stamina	strong-willed	3	Coeris Lore (spirits)			2
Presence		0	Hunt (tracking)			4
Communication	diplomatic	2	<i>Domus Tremaris</i> Lore (<i>Doctrina</i>)			0
Dexterity	fluid	3	Magic Theory (familiar bond)			1
Quickness	lightning fast	5	Speak Farsi (slang)			3
			Speak Georgian (slang)			2
			Speak Greek (prose)			5
			Speak Latin (Hermetic usage)			4
			Speak Turkish (Kipchak)			5
			Stealth (stalking)			3
			Survival (desert)			3
			Swim (rivers)			4
Flaws & Inferiorities			Virtues & Qualities			
	Daimon			Magical Spirit		
-3	Curious	1		Inoffensive to Spirits		
-3	Proud	1		Unaffected by The Gift		
--	True Friend (Yonka Anahita)	1		Self-confident		
Bond			Powers			
	Rego Mentem 60			Magic Might 30		
	Hermes Cord	+2		<i>Augury</i> Focus Power, varies, Init (5- magnitude), Form varies: Chnoubis can perform Divinations using a variety of possible methods, with each Might Point allowing 5 levels of success, up to a maximum of 10th magnitude		
	Isis Cord	+3		<i>Aura of Rightful Authority</i> Lesser Power, 4 points, Init +2, Mentem		
	Hekate Cord	+2		<i>*Bite of Chnoubis</i> Greater Power, 1 point, Init +4, Mentem: must be corporeal to use this power (TMRE, 137)		
				<i>Donning the Corporeal Veil</i> Greater Power, 0 points, Init +4, Animal: Chnoubis can assume corporeal form as a large lion-headed serpent		
				<i>Ghost Touch</i> Focus Power, varies, Init (5-magnitude), Terram		
Combat			INIT			
	Soak +9			ATK	DEF	DACD
				+4	+10	+10
						+1*

Annaeus Quintilius Tremeris

filius Anasztáz, Praecursor Mujis

Consiliarius



Age	145 (59)	Provocatio	1112 AD	Reputation	Master of Animal 3 (Hermetic) Master of Auram 2 (Hermetic)
Personality	Hates Crusaders 3 Likes Italian Cooking 2 Brave 2 Loyal to Harpya 3			Filii	Oktávián Elyas

A stocky grey-haired man with sunken brown eyes, Annaeus Quintilius looks out on the world from a lofty viewpoint of nearly a century and a half of experience. He is one of the two most senior *praecursores*, a highly capable master of *Doctrina* as it pertains to either scouting or the use of beasts in battle. His favorite Art is Animal, despite his talents with Rego and Auram, and through decades of dedication he has become one of the top experts on Animal.

He was born in 1087 AD, in a small village near Sirmium in the south of Hungary. His young life was uneventful until 1095 AD, when a band of German crusaders murdered his family while passing through southern Hungary. His Gift manifested powerfully, frightening the crusaders, and allowing him to escape. To this day, Annaeus harbors a fanatical hatred of crusaders and a dislike of Germans in general.

The following year, Anasztáz Tremeris found him living in the forest, surviving by foraging and luring small animals to him using his raw magical talent. Anasztáz claimed him as his *discipulus* and took him to *Lycaneon*. The young boy was unresponsive at first, and feared Anasztáz even while sharing his *Parma Magica*. The young lad was terrified of his subterranean surroundings, and was convinced that Anasztáz was a demon who had dragged him down into hell. He would not even tell Anasztáz his name, so Anasztáz called him Annaeus.

Eventually, he mastered his fear and Anasztáz was able to persuade him that what was happening to him, while not entirely natural, was a good thing, and that he would be a strong and powerful wizard one day, if he obeyed his *parens* and listened well to his lessons. Annaeus did just that, and prospered at *Lycaneon*. Anasztáz took the lad to the mountains to teach him the secrets of the lineage of Muj, and introduced him to others of this family of wizards – for that is how Annaeus thinks of his *sodales*, as his family that replaced the one that was murdered by German crusaders.

Anasztáz soon discovered that the boy learned his Arts much better if he was in a suitable environment.

He liked to read his Rego primer while sitting under the *Sphaera Aeliana*, and seduced a young servant girl to aid his studies in Corpus. Anasztáz encouraged his explorations, even taking the *discipulus* on trips to the mountains while teaching Auram.

Annaeus grew into a strong *praecursor*, taking the name Quintilius upon passing his *Provocatio*. Shortly afterwards, Anasztáz moved to distant *Caledonia*, but Annaeus remained at *Lycaneon* for many years, exploring the region and training.

He moved to *Potestas* in *Roma* in the mid-twelfth century, where he developed his second great passion: Italian food. Annaeus loves the variety of condiments and spices that Italians in various regions use in their dishes. He also likes the durable noodles they call “pasta” and has recommended them as a good field ration, as they are compact, travel well without spoiling, and can be easily prepared using *coctura sine igne* (see **Chapter VII, Volumen Arcanum**). So far, however, only a few magi *Tremeris* have adopted this sensible food (mostly those who have resided in Italy).

He has bonded a Familiar, Harpya the griffin vulture. Her looming presence is familiar to most folk at Coeris, either on the portico of the *Basilica Coeris* or circling in the sky overhead. She occasionally follows the white wolf pack on their hunts, or simply searches the surrounding mountains for nice tasty corpses to eat. She often spots interesting things for Annaeus to investigate.

Annaeus has trained two *discipuli*. Both now muster with *Vexillum Carpathium*, and are among the few magi to have successfully ridden *gryphes*.

Annaeus also enjoys laboratory work, especially developing original effects, either spells, enchantments for Harpya or his Talisman, or general enchantments for the *Domus*. He has contributed several effects to *Doctrina*, most notably the Animal conjurations *Nubes Vesparum* and *Progenies Scyllae*.

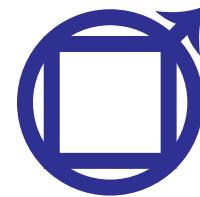
After many decades in *Roma*, Annaeus returned to *Dacia* in the early 13th century, this time to Coeris, where he is continuing his efforts to develop new spells and enchantments for his *sodales*.

Annaeus Quintilius Trememis

filius Anasztaz, Praecursor Mujis

Consiliarius

Confidence 1 (3)



Characteristics

Intelligence	astute	1
Perception	alert	1
Strength	rock-like	4
Stamina	enduring	2
Presence	aloof	-1
Communication		0
Dexterity		0
Quickness		0

Abilities

<i>Artes Liberales</i> (grammar)	2
Athletics (climbing)	3
Awareness (searching)	3
Bows (crossbow)	5
Brawl (dodge)	3
Code of Hermes (Wizard's Wars)	2
Carpathia Lore (geography)	1
Concentration (spells)	4
<i>Domus Trememis</i> Lore (<i>Doctrina</i>)	4
Finesse (grace)	3
Folk Ken (villagers)	2
Hunt (tracking)	3
Magic Lore (creatures)	4
Magic Theory (enchanting)	9
Mountain Lore (Path of ???)	8
Order of Hermes Lore (magi)	4
<i>Parma Magica</i> (Ignem)	8
Penetration (Auram)	4
<i>Philosophiae</i> (natural)	4
Profession: Soldier (tactics)	2
Speak Italian (food)	2
Speak Latin (Hermetic usage)	4
Speak Magyar (slang)	5
Speak Vlach (Coeris dialect)	3
Stealth (natural areas)	3
Survival (forests)	3
Swim (rivers)	1
Teaching (Arts)	4

Flaws

Virtues

	Hermetic Magus		Tremere <i>Certamen</i> Focus
-1	Close Family Ties (<i>Mujis</i>)	1	Affinity with Rego
-3	Hatred (Crusaders)	1	Affinity with Auram
-1	Susceptibility to Faerie Power	1	Nature Lore (Mountains)
-1	Weakness (Italian cooking)	1	Improved Characteristics
-1	Warped Magic	1	Great Strength
		1	Study Bonus
--	True Friend (Harpya)	1	Inoffensive to Animals

Warping 7 (152)

Decrepitude 1 (6)

Combat	Soak +7	INIT	ATK	DEF	DACD
<i>Arbalista Annaei</i>	(Rng 25)	+0	+11	+6	+11
Bronze Dagger		+0	+4	+3	+7
Scuffling		+0	+3	+3	+4
Grappling		-1	+3	+2	+4
Dodge		+0	--	+4	--

Equipment Encumbrance 0 (3)

Lorica Impenetrabilis, Lacerna Pjerinis, Amuletum Malpramis, Anulus Dissimulandum, Dossuarium, Margaritum Magicum, Uter Caelestis Laticis, Pera Cibarium, Sacciperium Pignorum, Potio Constantiae x3, Potio Recreationis x2, Sacculum Viatici x 3, various Voces Oratoris Distas

HERMETIC ARTS					
CREO	21	Animal	38	Ignem	11
Intellego	19	Aquam	10	Imaginem	11
MUTO	15	AFF Auram	32	Mentem	16
PERDO	15	Corpus	11	Terram	12
AFF REGO	33	Herbam	11	Vim	16

Wizard's Sigil

Air around Annaeus becomes charged according to the power of the spell - moderately powerful spells cause hair to stand on end and very high power spells (8th magnitude+) can generate bright blue-violet coronas around metal objects

Certamen *Assectator Retiarii*

GRIMOIRE	
<i>Acciens Imago Remota</i>	Circular Ward Against Demons
<i>Accire Bestiam Remotam</i>	<i>Cirrus Proditionis</i>
<i>Agnosce Proprium Vis</i>	Clouds of Rain and Thunder
Arc of Fiery Ribbons 2 (Magic Resistance, Multiple casting)	Clouds of Summer Snow
<i>Auditus Mentis</i>	Clouds of Thunderous Might
Aura of Rightful Authority 3 (Quiet casting x2, Still casting)	Commanding the Harnessed Beast
<i>Aures Cervae</i>	<i>Crura Distortum Latronum Praedatio</i>
<i>Ausculdo ad Oculum Invisibilis</i>	Curse of the Ravenous Swarm
<i>Ausculdo ad Susurrum Magicae</i>	Curse of the Unruly Tongue
<i>Aversum Contra Ferrum</i>	<i>Deleo Fax Corporis</i>
<i>Aversum Contra Fulmenibus</i>	Despair of the Quivering Manacles
Breath of the Open Sky	Doublet of Impenetrable Silk
Burst of the Sweeping Flames	<i>Duritia Myrmidonis</i>
Charge of the Angry Winds	Edge of the Razor
Circle of Beast Warding	Eyes of the Bat
Circling Winds of Protection 1 (Still casting)	Eyes of the Cat
	Eyes of the Eagle
	<i>Forma Venti</i>

Grimoire (continued)

Gathering of the Stormy Might
 Gift of the Frog's Legs 1 (Fast casting)
 Growth of the Creeping Things
 Heat of the Searing Forge
Iaculum Crystallinus 2 (Magic Resistance, Multiple casting)
 Image from the Wizard Torn
 Jupiter's Resounding Blow
Legi Vis Magica
Lupus Magicus 1 (Multiple casting)
Magicus Volitans 2 (Still casting, Fast casting)
Magister Fulmenium 2 (Penetration, Magic Resistance)
 Maintaining the Demanding Spell (6th magnitude 1 (Still casting)
 Mastering the Unruly Beast
Mille Fulmenia 1 (Penetration)
Mulis Oboediens
 Murmur Incantamentorum
Nasus Lupi
Nubes Vesparum
Odorandum Vestigia Corporis
Odoratus Bestiae Magicae
 Opening the Intangible Tunnel
 Palm of Flame
 Piercing Shaft of Wood 2 (Magic Resistance, Penetration)
 Piercing the Faerie Veil
Pilum of Fire 2 (Magic Resistance, Multiple casting)
Progenies Scyllae 1 (Still casting)
Pugnus Gigantis 1 (Fast casting)
 Pull of the Skybound Winds
 Quiet the Raging Winds
Resilio 1 (Fast casting)
 Restore the Moved Image
 Room of Stale Air
 Sailor's Foretaste of the Morrow
Sarcina Commoda
 Scales of the Magical Weight
 Sense of the Lingering Magic
 Sense the Feet that Tread the Earth
 Sense the Nature of Vis
Sensus Aerae Magicae
 Shadows of Fires Past
Silentium Facio Canem Latrans
 Soothe the Ferocious Bear
 Spasms of the Uncontrolled Hand
 Strings of the Unwilling Marionette
 Talons of the Winds 1 (Magic Resistance)
 The Beast Remade
 The Cloudless Sky Returned
 The Incantation of Lightning 5 (Penetration, Multiple casting, Magic Resistance, Fast casting, Quiet casting)
 The Leap of Homecoming 1 (Still casting)
 The Treacherous Spear
 The Wizard's Mount
 To Mark with Umbrage
 Transformation of the Thorny Staff
 True Sight of the Air
Velamen Invisibilitatis Vera 1 (Still casting)
Velites Venenati
Via ad Locum Distans
Videre Sicut Alii Vident 1 (Penetration)
Viginti Mille Passus 1 (Still casting)
 Vision of Heat's Light
 Ward Against Heat and Flames
 Ward Against Rain
 Ward Against the Beasts of Legend
 Ward Against Wood
 Whispering Winds
 Whispers Through the Black Gate
 Wings of the Soaring Wind 1 (Still casting)
 Wizard's Communion (4th magnitude)
 Wreaths of Foul Smoke

Healing Amulet of Eutropia

This small piece of amber, carved in a sunburst and inlaid in the center of a disc of ivory, grants a continuous +15 bonus to the Recovery Rolls of the wearer, for both injuries and diseases.

Egeziaca *Verditii* presented this enchantment to Annaeus as a gift for his assistance in locating a suitable hedgehog to bond as her Familiar.

Arbalista Annaei

The Talisman of Annaeus is a finely made arbalest with a stock of lightning-struck larch wood, a brass lever/trigger, stirrup, and butt-cap, set with a polished blue agate and tiny magnet on the butt-cap.

The arbalest can cock itself on command, fire bolts of lightning at Sight range, maintain concentration for spells, generate fierce gusts of wind, and provide the precise astrological time at its location (hour and diameter) at will.

Arbalista Agilis

This enchantment re-cocks the crossbow on command.

ReHe(An,Te) 17 Per/Mom/Ind, Unlimited usage (Base 3, +1 intricate effect, +10 levels unlimited usage, +3 linked trigger Mentis Mandatum)

Mentis Mandatum

Enables mental activation of linked powers within the device. This Personal range version is only effective for Talismans.

InMe 29 Per/Constant/Ind (Base 15, +2 Sun)

Flavra Incommoda

Troublesome Blasts of Wind conjures a group of magical winds of gale force, similar to *Charge of the Angry Winds* (ArM5, 129). This effect is more difficult to resist, however, as the winds blow at random intervals in different directions, making it nearly impossible for an affected individual to maintain their balance. Add +3 to the difficulty of appropriate stress rolls.

Annaeus later developed a spell based on this effect, which has been adopted into *Doctrina*.

CrAu 42 Voice/Diam/Group 12/day, Maintains Concentration

(Base 3, +2 Voice, +1 Diameter, +2 Group, +1 unnatural, +1 changing effect, +4 12/day, +3 linked trigger Mentis Mandatum)

Fulmen Talesmis

Lightning Bolt of the Talisman generates a bolt of lightning that strikes at Sight range, inflicting +35 damage with a Penetration bonus of +6.

CrAu 40 Per/Conc/Ind 12/day

(Base 25, +3 Sight, +4 12 per day, +3 linked trigger Mentis Mandatum, +3 Penetration bonus)

It is attuned to the following bonuses:

- +2 Auram
- +3 air
- +2 Rego
- +4 Rego Corpus
- +4 Rego Terram
- +3 affect living wood
- +4 affect dead wood
- +3 Ignem
- +4 demons, devils, and angels

Horarium

As the standard enchantment, allowing Annaeus to know the exact astrological time (hour and diameter) at any moment.

InVi 18 Per/Mom/Ind

(Base 5, +10 levels Unlimited usage, +3 levels linked trigger Mentis Mandatum)

Shape of the Disguised Talisman

Alters the shape of the Talisman to a walking stick of larch wood with a brass knob set with agate and a magnet.

MuHe(Te) 24 Per/Conc/Ind 50/day, Maintains Concentration

(Base 4, +1 Conc, +1 additional Muto effect, +5 levels maintains concentration, +6 50 per day, +3 linked trigger Mentis Mandatum)

Sustine Cantionem

This version sustains a spell of up to seventh magnitude. The effect can be used multiple times per day, and can maintain many spells independently.

Each spell that is maintained by *Sustine Cantionem* can be ended as the wielder commands.

ReVi 49 Touch/Conc/Ind 50/day, Maintains Concentration

(Base effect, +1 Touch, +1 Concentration, +5 levels Maintains Concentration, +6 levels 5-/day, +3 levels linked trigger Mentis Mandatum)

Harpya, familiaris ad Annaeus Quintilius Trememis A Griffin Vulture

Characteristics

Intelligence	preoccupied	-1
Perception	sharp eyes	3
Strength		0
Stamina	enduring	1
Presence	ugly	-1
Communication	harsh	-2
Dexterity	graceful flight	1
Quickness	quick	2

Abilities

Athletics (flying)	5
Awareness (prey)	4
Brawl (beak)	2
Concentration (<i>Find the Rotting Carcass</i>)	2
<i>Domus Trememis</i> Lore (Familiars)	1
Hunt (prey)	4
Magic Theory (Familiar bond)	4
Order of Hermes Lore (Familiars)	2
Speak Latin (Hermetic usage)	4
Speak Magyar (slang)	5
Speak Vlach (Coeris dialect)	3
Survival (coasts)	5

Flaws & Inferiorities Virtues & Qualities

-1	Magical Friend	Magical Animal
--	True Friend (Annaeus)	Improved Fatigue x2 Improved Powers

Bond Intellego Animal 60

Gold Cord	+3
Silver Cord	+2
Bronze Cord	+2

Loquela Silentem Familiaris (CrMe 15)
Loquela Silentem Magusi (CrMe 15)
 Speech (constant)
 Shared Senses (24/day, both ways)
 Location (unlimited, both ways)
Velamen Invisibilitatis Vera (Harpya, Per/Conc/Ind, Maintains Concentration, 6/day)

Powers Magic Might 5

Find the Rotting Carcass (1 pt, -1 Init, Animal, Corpus)

A griffin vulture can detect a dead carcass, whether animal or human, from a great distance

Harpya has a bald white head, white neck ruff, and light brown plumage shading to dark brown at the tips of her wings. She has a morbid disposition, and is continually on the look out for corpses of any kind.

Combat

Soak +1

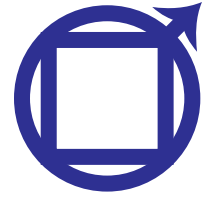
Beak

INIT	ATK	DEF	DACD
+2	+7	+5	+1

Brandaen Flanderis TREMERIS

filius MARTIENA, ARCHITECTUS ELEMENTIUS

DUCTOR COERIS, CONSILIARIUS



Age	74 (37)	Provocatio	1183 AD	Reputation	Dwarf Magus 2 (Local) Elementalist 2 (Hermetic)
Personality	Temperate 2 Nocturnal 2 Brave 2 Loyal to Fierkin 3			Filii	Ruxandra

Brandaen is a tiny, ugly little goblin of a man. In defiance of his manifestly untrustworthy and devious nature, he is a disciplined and effective soldier. Burdened with guilt over the deceptive nature that is revealed by his physical appearance, Brandaen works twice as hard to be upright and dependable.

Born into a poverty-stricken family near Liege, Brandaen's childhood was nasty and brutish. Despised by his parents and siblings, he struggled to survive every day, subsisting on the garbage that was left after his family ate.

His rescue arrived in the form of the maga Martiena Trememis, who was visiting her *collega* Daria LaGris at *Conventum* Triamore in the Ardennes. They encountered young Brandaen during a journey to Liege, and Martiena felt a wave of compassion for the poor boy.

She took the lad on as a servant, and soon confirmed his budding Gift. Brandaen was a difficult *discipulus* at first. He seemed compelled to steal food and hide it, not understanding that there would be food enough for him, too.

He had difficulty with Latin, and even now speaks with an odd accent. But once he learned something of the Arts, he began to pursue his studies with nearly fanatical dedication.

Brandaen remained at Valles Turie for two decades after his *Provocatio*, refining his skills as an *architectus*. In 1198 AD, Brandaen moved to Coeris and began to muster with *Vexillum Ferrum Frigidum*, where his *Genus Faetis* would aid in relations with the fae.

Brandaen assumed the duty of interacting with faeries of *Tabor Utja*. He has become quite familiar with their odd culture, and the faeries have accepted him as their little *manó* (goblin).

In 1216 AD, Brandaen experienced Wizard's Twilight while casting a minor spell in *Tabor Utja*. He overcame the strange energies within the regio, and gained great insight into Terram magic as a result (Major Potent Magic: Stone). He also never loses his footing on un-worked stone or rock.

Shortly afterwards, Brandaen found his *discipula*, Ruxandra, and began her training. He gained his *sigillum*, a simple bronze ring inscribed with his name, on the demise of his *parens* in 1218 AD.

Ruxandra proved to be a great assistant in the laboratory. With her help, he enchanted his Talisman, and Bound his Familiar, Fierkin. He also developed an original Potent spell, *Tellus Eiaculatio*, which has already been adopted into *Doctrina*. Brandaen is rightly proud of his achievement, although *Tellus Eiaculatio* is such a powerful effect that only experienced *architecti* can cast it, even with the aid of a *subsidium sortitionis* (casting item).

Since that invention, Brandaen has devoted study to learning about elementals, and has some ideas for possible Potent spells involving the summoning and control of elementals of rock.

Although he has not yet developed a specific spell, he feels his knowledge is now sufficient to develop one. All that remains is for him to search out an elemental of rock. He might have to create one, but would prefer to find an indigenous elemental. The Carpathian Mountains are full of wild places where such an entity might arise.

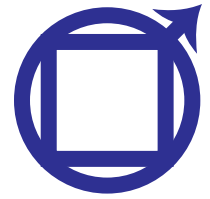
Recently, however, Brandaen has devoted some effort to learning *Eyes of the Bat* and *Eyes of the Eagle*. He plans to pass on his *Acies Aeris* and *Persona Aquilae* to his *filia* Ruxandra. Next on his list to invent will be *Acciens Imago Remota*, so that he may also give his *Lens Speculandi* to her. He is quite fond of his *filia*, and misses her quiet companionship in his laboratory since she moved into her own *sanctum*.

BRANDAEN FLANDERIS TREMERIS

filius MARTIENA, ARCHITECTUS ELEMENTIUS

DUCTOR COERIS, CONSILIARIUS

Confidence 1 (3)



CHARACTERISTICS

Intelligence	smart	1
Perception	observant	1
Strength		0
Stamina		0
Presence	small	-1
Communication		0
Dexterity	deft	1
Quickness		0

Abilities

<i>Artes Liberales</i> (geometry)	2
Athletics (climbing)	2
Awareness (alertness)	3
Bargain (food)	1
Brawl (dodge)	4
Charm (first impressions)	1
Code of Hermes (<i>discipuli</i>)	2
Concentration (spells)	3
<i>Domus Trememis</i> Lore (<i>Doctrina</i>)	3
Etiquette (Hermetic)	1
Faerie Lore (trods)	3
Finesse (precision)	5+2
Folk Ken (townsfolk)	2
Guile (fast talk)	1
Hunt (tracking)	3
Intrigue (alliances)	3
Leadership (intimidation)	2
Legerdemain (juggling)	1
<i>Legio Mithrae</i> Lore (initiations)	3
Magic Lore (elementals)	3
Magic Theory (enchanting)	7
Order of Hermes Lore (magi)	3
<i>Parma Magica</i> (Mentem)	6
Penetration (Rego)	4
<i>Philosophiae</i> (Ceremonial magic)	3
Profession: Soldier (tactics)	2
Speak Latin (Hermetic usage)	4
Speak Low German (Flemish)	5
Speak Magyar (slang)	2
Speak Spanish (slang)	2
Speak Vlach (Coeris dialect)	2
Stealth (hiding)	3
Survival (fires)	2
Swim (tidal pools)	1
Teaching (Arts)	3

Flaws

Virtues

	Hermetic Magus		Tremere <i>Certamen</i> Focus
-1	Close Family Ties (<i>filia</i>)	1	Affinity with Rego
-1	Weak Characteristics	1	Affinity with Terram
-3	Dwarf (Size -2)	3	Elemental Magic
-1	Limited Magic Resistance: Animal	1	Puissant Finesse
-1	Temperate	1	<i>Nyktophylax</i>
-1	Nocturnal	1	Tough
-1	Flawed <i>Parma Magica</i> : Animal	1	Faerie Blood (goblin)
--	True Friend (Fierkin)	--	Major Potent Magic (stone)

Warping 4 (65)

Decrepitude 0 (1)

Combat	Soak +11 (+14)	INIT	ATK	DEF	DACD
Bronze Dagger		-1	+6	+4	+3
Scuffling		-1	+5	+4	+0
Grappling		-2	+5	+3	+0
Dodge		-1	--	+5	--

Equipment Encumbrance 1 (1)

Acies Aeris, Dossuarium, Laena Invisibilis, Lens Speculandi, Lorica Impenetrabilis, Persona Aquilae, Pera Cibarium, Uter Caelestis Laticis, several Voces Oratoris Distans, Amuletum Malpramis, Pignus Dissimulandi, Potio Constantiae, Potio Recreationis

HERMETIC ARTS

CREO	15	Animal	13	Ignem	15
Intellego	11	Aquam	12	Imaginem	8
MUTO	14	Auram	12	Mentem	12
PERDO	15	Corpus	11	AFF TERRAM	27
AFF REGO	27	Herbam	10	Vim	11

Wizard's Sigil

While Brandaen casts a spell, all four elements are manifested in some way in or around the target. The manifestations may be physical or symbolic.

Certamen *Assectator Scissorum*

Grimoire

A Simple Method for Rapid Vallation	<i>Glanoballista</i> 3 (Fast casting, Multiple casting, Quiet Casting)
<i>Abstine</i>	Leap of the Fire
<i>Aversum Contra Ferrum</i>	<i>Legi Vis Magica</i>
Burst of the Sweeping Flames	Light Shaft of the Night
<i>Contactus Furunculi Terrae</i> 1 (Penetration)	<i>Magicus Volitans</i> 1 (Fast casting)
<i>Contactus Terrae Captans</i>	Maintaining the Demanding Spell (3rd Magnitude)
<i>Cura pro Viatorem Fidelem</i> 3 (Still casting, Quiet Casting x2)	<i>Labor Unus Diei cum Catapulta Optima</i>
Crest of the Earth Wave	Opening the Intangible Tunnel 1 (Fast casting)
Dance of the Staves	Pilum of Fire
<i>Duritia Myrmidonis</i>	<i>Pugnis Gigantis</i>
Edge of the Razor	Repel the Wooden Shafts
Eyes of the Bat	<i>Resilio</i> 1 (Fast casting)
Eyes of the Cat	<i>Rictus Telluris Voracis</i>
Eyes of the Eagle	Rock of Viscid Clay
Eyes of the Treacherous Terrain	Sense the Feet that Tread the Earth
<i>Effossum Opum Campi</i>	<i>Tellus Eiaculatio</i> 1 (Penetration)
<i>Fossa Murusque</i>	

Grimoire (continued)

The Earth Split Asunder
 The Forgiving Earth
 The Leap of Homecoming 1 (Still Casting)
 The Treacherous Spear
 The Unseen Porter
 Trackless Step
 Tracks of the Faerie Glow
 Tremulous Vault of the Torch's Flame
Ululatus Glandis Praecipitis
 Unseen Arm
Velamen Invisibilitatis Vera
Via ad Locum Distans
Via Intractilis (6th magnitude) 1 (Fast Casting)
Viginti Mille Passus 1 (Still Casting)
 Ward Against Heat and Flames
 Wizard's Communion 4th magnitude
 Wizard's Sidestep

Digitabulum Brandaenis

Brandaen's Talisman is a glove for his left hand made of high-quality black silk cloth, embroidered with black silk knot-work on the backs of the fingers, hand, and wrist. Small platelets of brass, bronze, and lead are sewn into the back of the glove, set with tiny chips of amber, magnet, ruby, and jade.

Digitabulum of Fine Steel

Transforms a silk glove so that it is as tough and hard as steel. The glove does lose some flexibility, but not enough to hamper gross movement. Fine manipulation with fingers in the glove is at a -2 penalty.
 MuAn(Te) 19 Per/Constant/Ind

Digitabulum of Fiery Ribbons

Creates a dozen multi-hued ribbons of flame doing +10 damage to all in a 60 degree arc, as per Arc of Fiery Ribbons.
 CrIg 28 Voice/Mom/Group, 6/day

Disguise of the Tall Dwarf

Adds +2 to the wearer's size and changes his appearance, as per Disguise of the new visage. The Animal, Herbam, and Terram requisites allow clothing and accoutrements to change in size along with the wearer.
 MuCo(An,He,Te) 15 Per/Conc/Ind, Maintains Concentration, 24/day

The Talisman is attuned to the following bonuses:

+4 manipulation at a distance
 +4 affect things by touch
 +4 Rego Corpus
 +4 Rego Terram
 +4 wards

Sustine Cantionem

Sustains a spell of up to 7th Magnitude. The Talisman can maintain multiple spells with multiple uses of this effect. This effect may also be ended at the command of the wielder.
 ReVi 45 Touch/Conc/Ind 24/day, Maintains Concentration

Touch of Vigor

Transfers bodily energy from the target to the wearer of the glove, in reverse fashion from The Gift of Vigor. The target is allowed a natural resistance roll of Stamina vs. an Ease Factor of 9+ to resist this effect.
 ReCo 25 Touch/Mom/Ind, 24/day

Fierkin, familiaris ad Brandaen Flanderis TREMERIS

A Glutton

CHARACTERISTICS		Abilities	
Intelligence	0	Athletics (running)	3
Perception	0	Awareness (food)	3
Strength	small -1	Brawl (bite)	5
Stamina	tough 3	Carpathian Lore (prey)	3
Presence	smelly -2	Coeris Lore (animals)	1
Communication	gruff -2	<i>Domus Trememis</i> Lore (<i>Doctrina</i>)	0
Dexterity	accurate 1	Folk Ken (<i>Trememis</i>)	0
Quickness	fast 2	Hunt (prey)	4
		Magic Theory (familiar bond)	1
		Speak Flemish (slang)	5
		Speak Latin (Hermetic usage)	4
		Speak Magyar (vocabulary)	2
		Speak Spanish (vocabulary)	2
		Speak Vlach (Coeris dialect)	2
		Survival (mountains)	5
Flaws & Inferiorities		Virtues & Qualities	
-1	Magical Friend		Magical Animal
-1	Reckless	1	Tough
--	True Friend (Brandaen)	1	Unaffected by The Gift
			Improved Attack
			Improved Damage
			Improved Defense
			Improved Initiative
			Improved Soak
Bond	Rego Terram 65	Powers	Magic Might 7
Gold Cord	+3		
Silver Cord	+1		
Bronze Cord	+3		
<i>Loquela Silentem Familiaris</i> (CrMe 15)			
<i>Loquela Silentem Magusi</i> (CrMe 15)			
Speech (constant)			
Suppress the Musk of the Odiferous Familiar			
Combat	Soak +11	INIT	ATK
Bite		+4	+10
			DEF
			+10
			DACD
			+5

Fierkin, familiaris ad Brandaen Flanderis TREMERIS

A Glutton

Fierkin is a smelly, ornery glutton (wolverine) with an aggressive, reckless temperament. He is also incredibly loyal to Brandaen, and tries very hard to restrain his violent tendencies while around Brandaen's colleagues and servants.

He can't help it, however, if all that unnatural restraint makes him a little bossy with the staff, or if his smell seems to permeate any room in which he remains for any significant amount of time.

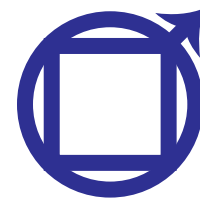
Brandaen has recently dealt with the musk issue by empowering the bond with an effect to suppress musk generation. He has to concentrate at Sunrise/Sunset to maintain the effect, but it makes the environment around Fierkin more tolerable.

Because Fierkin is nearly as large as Brandaen, Brandaen has to assume a larger form (via his Talisman) in order to bring Fierkin along when traveling *varicans*. *Varicans* travel always makes Fierkin a little more irritable than usual. He is inclined to use colorful vulgarities in several languages upon arrival.

GERZSON TREMERIS

filius PIROSKA, PLUMBUMARIUS PERFECTUS

AUDITOR CONFSSIONIS COERIS



Age	60 (36)	Provocatio	1194 AD	Reputation	Levantine Magus 2 (Hermetic)
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Personality	Ambitious 4	Fili
	Disciplined 3	
	Heretical 2	
	Ruthless 1	

Although he was born in Bulgaria, Gerzson's attire is anything but Bulgarian. He has adopted the fabrics and styles of the East, wearing fine brocade robes and preferring sandals to shoes (although he wears boots when traveling outdoors).

Gerzson came to *Domus Tremoris* as a foundling; left as an infant to die in the wilderness (his name means "stranger" or "banished" in Magyar).

A *praecursor* found the child and brought him to *Porta Orphaica*. Piroska *Tremoris* had a hunch about the boy and adopted him as her own child.

Gerzson learned to speak both Latin and Bulgarian as a child, and he learned the basics of *Doctrina* and his letters in both Bulgarian and Latin by the age of six.

Piroska's insight proved correct, as the child not only possessed The Gift, but a native talent with Mentem that manifested in his childhood as a talent with Entrancement. She successfully transformed this native talent into Hermetic Virtues.

In 1179 AD, when Gerzson was seven, Piroska relocated to the *conventum* of *Domus Pacis* in *Syria*. As a result, Gerzson received nearly all of his apprentice training in the Levant, and has a visceral understanding of the mix of cultures found in the region.

He is fluent in Arabic; can speak conversationally in Greek and Turkish, and understands basic Farsi. He is literate in four alphabets: Cyrillic, Latin, Arabic, and Greek.

He was trained in the sword by a Zoroastrian Farsi, learned the beliefs of Islam from a Sufi mystic, and studied Aristotelian philosophy in Arabic.

Although not a Muslim, Gerzson has adopted the Arab custom of multiple wives; he has three. Gerzson is sterile due to his Longevity Ritual, but he has adopted several foundlings that have been abandoned near Coeris by the local Vlach.

Gerzson's experiences with five religions (Orthodox Christianity, Catholic Christianity, Islam, Judaism, and Zoroastrianism) have convinced him that the Divine, whatever it is, cannot be found in the doctrines of any of those religions. He does not speak of his

heretical views to others, but they do affect his political opinions about affairs in *Tribunal Syriae*.

Gerzson, like his *parens* Piroska, believes accommodation with *magi saraceni* is a drastic mistake. Although the Treaty of Baghdad bought a sort of peace for a time, he does not believe it can last.

Gerzson advocates a three point strategy. First, support diplomatic efforts to discourage further Crusades to the region, including especially the participation of Hermetic magi in any way. Discourage antagonistic Christian magi from remaining in Syria.

Second, support Islamic Hermetic magi in their efforts to gain influence in their own cultures, and in *Tribunal Syriae*.

Third, enforce a firm "join or die" policy to non-Hermetic wizards of any faith. Forcing non-Hermetic wizards to join the Order will both strengthen it and bring magical conflict under control by the same means the Founders used: the Code of Hermes.

Despite the great respect that Gerzson has for Islamic culture, he feels that conflict with *magi pagani* and *magi saraceni* in the area is inevitable. For this reason, he supports *Aditus Vastus* in *Syria*, and has persuaded his *parens* of the wisdom of that strategy.

He has spent his career since leaving *Syria* preparing to return. He occasionally visits various friends and acquaintances briefly via *varicandum*.

He actively promotes the formation of a *vexillum* to perform a survey of ancient battlefields in *Syria*; with the expectation that he will be selected to lead such an effort.

He regards himself as primarily a soldier and has avoided theoretical work of any kind. This may derive in part because of his unusual training; Piroska spent almost no time in the lab during her years in *Syria*, and thus Gerzson acquired his initial theoretical training entirely from texts.

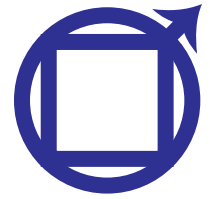
He has yet to invent any original effect. He prefers active field service to lab work, and studying or learning spells from lab texts over enchanting.

GERZSON TREMERIS

filius PIROSKA, PLUMBUMARIUS PERFECTUS

AUDITOR CONFSSIONIS COERIS

Confidence 1 (3)



CHARACTERISTICS

Intelligence	clever	1
Perception		0
Strength	fit	1
Stamina	resilient	2
Presence		0
Communication	expressive	1
Dexterity		0
Quickness	ready	1

FLAWS

FLAWS		VIRTUES
	Hermetic Magus	Tremere <i>Certamen Focus</i>
-1	Mentor (parens)	1 Affinity with Rego
-1	Covenant Upbringing	1 Affinity with Mentem
-3	Ambitious (become <i>Exarchus Syriae</i>)	3 Flawless Magic
-1	Temperate	1 Leadworker
-3	Dependents	1 Deft Mentem
		1 Linguist
--	True Friend (Risus)	1 Privileged Upbringing

Warping 4 (54)

Decrepitude 0 (1)

ABILITIES

Art of Memory (conversations)	1
<i>Artes Liberales</i> (logic)	4
Athletics (climbing)	2
Awareness (searching)	3
Brawl (dodge)	3
Charm (politeness)	2
Code of Hermes (<i>mundani</i>)	2
Concentration (spells)	3
<i>Domus Trememis Lore (Doctrina)</i>	3
Faerie Lore (<i>Tabor Utja</i>)	2
Finesse (grace)	3
Folk Ken (magi)	3
Guile (fast talk)	1
Intrigue (plotting)	1
Islam Lore (poetry)	2
Magic Lore (ghosts)	2
Magic Theory (enchanting)	5
Order of Hermes Lore (<i>Syria</i>)	3
<i>Parma Magica</i> (Terram)	6
Penetration (Rego)	2
Philosophiae (natural)	3
Profession: Soldier (tactics)	2
Single Weapon (short sword)	3
Speak Arabic (poetry)	5
Speak Bulgarian (slang)	5
Speak Farsi (sword fighting)	2
Speak Greek (prose)	3
Speak Latin (Hermetic usage)	5
Speak Magyar (vocabulary)	2
Speak Turkish (vocabulary)	3
Speak Vlach (Coeris dialect)	4
Stealth (hiding)	2
Survival (mountains)	2
<i>Syria Lore</i> (history)	2

Combat	Soak +8	INIT	ATK	DEF	DACD
Kopis Talisman		+2	+7	+6	+6
Bronze knife		+1	+3	+4	+3
Scuffling		+1	+3	+4	+1
Grappling		+0	+3	+3	+1
Dodge		+1	--	+5	--

Equipment Encumbrance 1 (1)

Silk brocade robes, sandals, bronze knife, *Kopis Talisman*, *Amuletum Malpramis*, *Lens Speculandi*, *Lorica Impenetrabilis*, *Margaritum Magicum*, *Pera Cibarium*, *Uter Caelestis Laticis*, *Sacciperium Pignorum*, *Potio Constantiae* x2, *Potio Recreationis* x2

HERMETIC ARTS

CREO	11	Animal	12	Ignem	11
Intellego	19	Aquam	0	Imaginem	6
Muto	21	Auram	0	Aff Mentem	22
Perdo	16	Corpus	15	Terram	13
Aff Rego	24	Herbam	12	Vim	9

Wizard's Sigil

Minds in Gerzson's immediate vicinity feel a transient sense of detachment, as if suddenly, intensely aware of their own sentience and existence

Certamen *Assectator Velatorum*

Grimoire

<i>Abstine</i> 1 (Multiple casting)	Eyes of the Cat 1 (Still casting)
<i>Auditus Mentis</i> 1 (Penetration)	Eyes of the Eagle 1 (Still casting)
Aura of Rightful Authority 1 (Fast casting)	<i>Evocatio</i> 1 (Penetration)
<i>Aversum Contra Ferrum</i> 1 (Fast casting)	<i>Forma Falconis</i> 1 (Still casting)
Bind Wound 1 (Fast Casting)	<i>Glanoballista</i> 1 (Multiple casting)
Calm the Motion of the Heart 1 (Fast casting)	<i>Indefatigatio Lupinum</i> 1 (Still casting)
<i>Cirrus Proditionis</i> 1 (Quiet casting)	<i>Intue Me!</i> 1 (Still casting)
Coerce the Spirits of the Night 1 (Penetration)	<i>Iussum Eri Severi</i> 1 (Fast casting)
<i>Conclave Aequum</i> 1 (Fast casting)	Lay to Rest the Haunting Spirit 1 (Penetration)
Confusion of the Numbed Will 1 (Fast casting)	Leap of the Fire 1 (Fast casting)
<i>Cura pro Viatorem Fidelem</i> 1 (Fast casting)	<i>Legi Vis Magica</i> 1 (Quiet casting)
<i>Deleo Fax Corporis</i> 1 (Quiet casting)	<i>Libera Umbram Dormiens</i> 1 (Concentration)
Dictation of the Unbroken Silence 2	Light Shaft of the Night 1 (Still casting)
(Concentration, Fast casting)	Loss of But a Moment's Memory 1 (Fast casting)
<i>Duritia Myrmidonis</i> 1 (Still casting)	<i>Magicus Volitans</i> 1 (Still casting)
Dust to Dust 1 (Still casting)	<i>Mens Credula Spectatoris Stulti</i> 1 (Fast casting)
Enchantment of Detachment 1 (Fast casting)	Pains of the Perpetual Worry 1 (Fast casting)
Enslave the Mortal Mind 1 (Multiple casting)	<i>Passus Brevis</i> 1 (Fast casting)

Grimoire (continued)

Peering into the Mortal Mind 1 (Fast casting)

Posing the Silent Question 1 (Fast casting)

Prying Eyes 1 (Quiet casting)

Pugnus Gigantis 1 (Fast casting)

Purgo Quisquilias Noctis 1 (Penetration)

Repel the Wooden Shafts 1 (Fast casting)

Scales of the Magical Weight 1 (Quiet casting)

Sense of Magical Power 1 (Still casting)

Sense the Nature of *Vis* 1 (Quiet casting)

Sensus Aurae Divinae 1 (Still casting)

Sensus Aurae Faetis 1 (Still casting)

Sensus Aurae Infernae 1 (Still casting)

Shroud Magic 1 (Fast casting)

Sight of the Transparent Motive 1 (Fast casting)

Snap of Awakening 1 (Fast casting)

Solacium Lethaeum 1 (Penetration)

Spasms of the Uncontrolled Hand 1 (Still casting)

The Call to Slumber 1 (Fast casting)

The Face in the Mirror 1 (Penetration)

The Leap of Homecoming 1 (Fast casting)

Thoughts Within Babble 1 (Still casting)

Tip of the Tongue 1 (Fast casting)

Tremulous Vault of the Torch's Flame 1 (Still casting)

Trust of Childlike Faith 1 (Fast casting)

Videre Sicut Spectrum Vident 1 (Penetration)

Viginti Mille Passus 1 (Still casting)

Visus Umbrosus 1 (Penetration)

Voices from Hollow Spaces 1 (Penetration)

Ward Against Heat and Flames 1 (Fast casting)

Wielding the Invisible Sling 1 (Penetration)

Wizard's Communion (4th magn.) 1 (Stalwart casting)

Wizard's Sidestep 1 (Fast casting)

Kopis Talesmis Gerzsonis

Gerzson's Talisman is a finely crafted bronze kopis, inlaid with intricate silver arabesques along the blade, worn in a brocade-wrapped scabbard. The hilt is walnut wood, with amber, ruby, lodestone, and green turquoise set in the pommel.

Sustine Cantionem ReVi 35 Touch / Conc / Ind
24 uses per day, Maintains Concentration

Sustains a spell of up to 5th Magnitude. The Talisman can maintain multiple spells with multiple uses of this effect. This effect may also be ended at the command of the wielder.

It has the following attunements:

Sword +4 harm animal /human bodies

Walnut +4 mind

Magnet +2 Rego

Risus, familiaris ad GERZSON TREMERIS

A White Wolf

CHARACTERISTICS		Abilities	
Intelligence	0	Athletics (running)	3
Perception	keen 2	Awareness (prey)	3
Strength	big 2	Brawl (bite)	5
Stamina	enduring 3	Carpathian Mountains Lore (fauna)	4
Presence	steady gaze 1	<i>Domus Tremaris</i> Lore (<i>Doctrina</i>)	0
Communication	0	Folk Ken (<i>Tremaris</i>)	2
Dexterity	graceful 2	Hunt (prey)	4
Quickness	0	Magic Lore (Carpathia)	2
		Magic Theory (enchanting)	0
		Speak Arabic (poetry)	5
		Speak Bulgarian (slang)	5
		Speak Farsi (sword fighting)	2
		Speak Greek (prose)	2
		Speak Latin (Hermetic usage)	5
		Speak Magyar (vocabulary)	2
		Speak Turkish (vocabulary)	3
		Speak Vlach (Coeris dialect)	4
		Stealth (stalking)	3
		Survival (mountains)	3
		Swim (lakes)	0

Flaws & Inferiorities	Virtues & Qualities
-1 Magical Friend	Magical Animal
-3 Proud (wolf)	3 Improved Characteristics
	1 Unaffected by The Gift
-- True Friend (Gerzson)	Improved Defense
	Improved Fatigue x2
	Improved Initiative
	Improved Soak

Bond	Rego Mentem 60	Powers	Magis Migit 10
Gold Cord	+3	Theft of Voice (1 pt, Init +6, Mentem)	
Silver Cord	+0	Eyes Like Lanterns (4 pts, Init +5, Mentem)	
Bronze Cord	+3		
<i>Loquela Silentem Familiaris</i>			
<i>Loquela Silentem Magusi</i>			

Combat	Soak +6	INIT	ATK	DEF	DACD
Bite		+5	+12	+11	+5

Risus, familiaris ad Gerzson Tremēris

A White Wolf

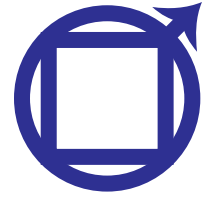
Risus is a white wolf from the Coeris pack. For most of his life he has wandered the Carpathian Mountains around Coeris, hunting and patrolling for intruders with the pack. He interacted occasionally with the magi of Coeris. Over the past few years, he began to like one magus in particular, Gerzson, who had very interesting and foreign odors about him, and who seemed to like Risus also.

Risus began accompanying Gerzson when the magus had duties in the region around Coeris. Recently, Gerzson asked Risus to become his Familiar, and Risus readily agreed.

Since undergoing the enchantment, Gerzson has given them the ability to speak directly, mind-to-mind, with each other. Risus also has a slightly different status now from the other beta males. He is still a beta, but he is not a beta like any of the others. Lozois and Atia allow him a large degree of independence.

Micholou Catalano TREMERIS

filius Richomer, Medicum



Age 31 (27) Provocatio 1225 AD Reputation

Personality Generous 3
Compassionate 2
Brave 1 Filii

Micholau was discovered by Richomer *Tremeris* in a small fishing village north of Barcelona. The young boy's *Ingenium Molestum* (Blatant Gift) was clearly evident, and Richomer purchased the lad from his relieved parents for the sum of 100 *dineri* and a donkey.

Richomer trained him at Nemus Saxatilis, developing his healing talents in both Corpus and Animal. Despite the extremity of his affect on people, it does not affect beasts, and Micholau enjoys spending time with animals of all kinds. His pet rat Lora is often mistaken as a Familiar by those who do not know him.

Unlike most *medica*, his talent with spontaneous magic is significant, accompanied by an astounding capacity for endurance. He is devoting some of his time to improving his education in *Philosophiae* and *Artes Liberales* to take advantage of his talent.

However, Micholau is completely unable to cast *cantus fortuita*; he must exert himself to cast spontaneous spells. This may be connected in some way to his Wizard's Sigil. The effort of casting spells causes his hair to fall out. As a result, Micholau is almost always bald and clean-shaven.

He dresses in a simple tunic of green or yellow linen, woolen leggings, and soft leather boots. When traveling, he dons a *Lorica Impenetrabilis* and sturdy brown wool cloak.

In the several years since his *Provocatio*, Micholau has expanded his knowledge of medicine, studied his Arts, and added to his repertoire of *Doctrina* spells, focusing primarily on standard *medicum* effects, but also *The Leap of Homecoming*.

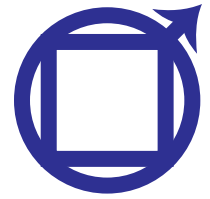
He has also slain a man, using *Iaculum Crystallinus*, during an attack by bandits on the journey to Coeris. This disturbs him, but not as much as he expected it to. Micholau thinks of himself as a healer first and soldier second. The realization that he can kill someone and not feel guilty about it disturbs him more than the killing itself.

More recently, Micholau has begun surgical training under *Empirica Summa Ileana*. His *parens* advised him to ensure he understood how to heal without magic, since the best healing magic simply aids mundane methods. This approach is consistent with the philosophy that healing is a natural process, and also wastes less *vis*.

Micholau is also beginning to devote time to studies in Magic Theory and Creo. Although he assisted his *parens* in creating his own Longevity Ritual, the time is approaching when he will be expected to create Longevity Rituals for others. He wants to ensure that he can provide his *sodales* with the best rituals he can possibly devise.

Micholou Catalano Trememis

filius Richomer, Medicum



Confidence 1 (3)

Characteristics

Intelligence	smart	1
Perception	keen	1
Strength		0
Stamina	determined	1
Presence		0
Communication		0
Dexterity	deft	1
Quickness		0

Abilities

Animal Handling (goats)	2
Artes Liberales (Ritual magic)	2
Athletics (running)	3
Awareness (alertness)	2
Brawl (scuffling)	2
Chirurgy (diagnosis)	2
Code of Hermes (mundani)	1
Concentration (spells)	2+2
Domus Trememis Lore (Doctrina)	1
Finesse (Corpus)	3
Folk Ken (fishermen)	2
Great Weapon (staff)	3
Guile (fast talk)	1
Magic Lore (creatures)	2
Magic Theory (inventing spells)	3
Medicine (anatomy)	3
Order of Hermes Lore (magi)	2
Parma Magica (Ignem)	2
Penetration (Rego)	2
Philosophiae (natural)	2
Profession: Soldier (tactics)	1
Speak Latin (Hermetic usage)	4
Speak Spanish (Catalan)	5
Stealth (hiding)	2
Survival (coasts)	3

Flaws

Virtues

	Hermetic Magus		Tremere <i>Certamen Focus</i>
-1	Mentor (<i>parens</i>)	1	Affinity with Rego
-1	Weak Characteristics	1	Affinity with Corpus
-1	Difficult Spontaneous Magic	3	Life-linked Spontaneous Magic
-3	Generous	1	Good Teacher
-1	Compassionate	1	Puissant Animal
-3	Blatant Gift	1	Puissant Concentration
		1	Enduring Constitution
		1	Inoffensive to Animals

Warping 1 (5)

Decrepitude 0 (0)

Combat	Soak +8	INIT	ATK	DEF	DACD
Staff		+1	+8	+7	+2
Bronze knife		-1	+3	+2	+2
Scuffling		-1	+4	+3	+0
Grappling		-2	+3	+1	+0
Dodge		-1	--	+2	--

Equipment Encumbrance 1 (1)
Lorica Impenetrabilis, linen tunic, woolen leggings, leather boots, woolen cloak, bronze cloak-pin (2 p. Corpus), ashwood staff, bronze knife, silver ring (3 p. Vim), *Amuletum Malpramis*, *Persona Aquilae*

Hermetic Arts					
CREO	11	Animal	9+3	Ignem	0
Intellego	6	Aquam	0	Imaginem	1
Muto	7	Auram	0	Mentem	5
PERDO	05	AFF CORPUS	15	TERRAM	7
AFF REGO	17	Herbam	8	Vim	6

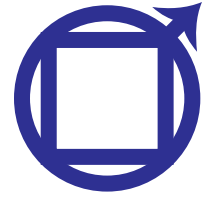
Wizard's Sigil
 Micholau's hair falls out when he casts a spell. Weak spells only affect a few hairs; stronger spells result in the loss of entire locks of hair; high magnitude spells leave him bald.

Certamen *Assectator Laqueriorum*

Grimoire	
Bind Wound	Spasms of the Uncontrolled Hand
Circle of Beast Warding	Strings of the Unwilling Marionette
Curse of the Unruly Tongue	The Leap of Homecoming
<i>Distendo Viscera</i>	<i>Torpor</i>
Eyes of the Cat	Viper's Gaze
<i>Iaculum Crystallinus</i>	<i>Viginti Mille Passus</i>
<i>Legi Vis Magica</i>	Wizard's Sidestep
<i>Ligo Plagas Auxiliorum Audacium</i>	
<i>Magicus Volitans</i>	
<i>Pono Os Fractum</i>	
Purification of the Festering Wounds	
Repel the Wooden Shafts	
Revealed Flaws of Mortal Flesh	
<i>Scalpellum Chirurgi Inane</i>	
Sense of Magical Power	
Scales of the Magical Weight	
Sense the Nature of Vis	
Soothe the Ferocious Bear	

Ruxandra TREMERIS

filia Brandaen Flanderis, Architeccta Clementia



Age 30 (30) Provocatio 1231 AD Reputation Masked Woman 1 (Local)

Personality Driven 3
Brave 3
Envious 2
Quiet 2

Filii

Ruxandra is a quiet yet intense young woman. She was born in a small Vlach village in the Siret valley. She was a pretty girl; despite that, and despite her earnest efforts to please others, her Gift caused others to envy and mistrust her.

The autumn after her fourteenth birthday, some men from a neighboring village raped Ruxandra, cutting her face and arms with their knives. She was left for dead, but she survived and crawled to shelter in a nearby sheepfold. Huddling with the sheep for warmth, and eating whatever she could gather nearby, she survived for several weeks on her own.

Brandaen Flanderis, passing through the area on his way to collect *vis*, discovered her as she was gathering roots one day. He could do little for the massive scarring that she had already suffered by this point, but he nursed her to health so that she could travel.

He claimed her as his *discipula*, according to the traditional rights of Coeris among the Vlach, and arranged for her education and training. Ruxandra proved to be an eager student, but her magical performance was weak until her *parens* had a mask fashioned for her face. While wearing a mask, her full magical capability is unleashed.

She wears a mask constantly, removing it only to eat and clean her face. Her favorite mask is made from fine kidskin dyed a pale blue and molded to fit her features. While sleeping, she wears a sleeping mask of soft blue linen.

Ruxandra wears her hair short, like a boy, beneath a leather skullcap and a soft black silk wimple that covers her head and throat completely. She also wears long sleeves and gray silk gloves to cover the small scars on her hands and arms (although exposing them does not hinder her magic, she prefers to hide those scars also).

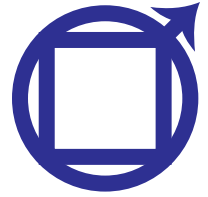
Tragically, Ruxandra is a beautiful woman, except for her scars. Her figure is seductive, and the mask lends her an air of mystery that inevitably attracts men of a certain romantic imagination.

Ruxandra is horribly afraid of any physical intimacy, however, and feels repulsed by her inevitable suitors. Despite her aloof nature, she feels her loneliness keenly, and is envious of pretty women who are able to enjoy the attentions of young men.

Her only solace is the comradeship of her *sodales*, and especially of her *parens*. Ruxandra loves and admires her *parens*, who rescued her from near death and raised her up to be a maga. She knows the time is drawing near when she will be sent to some new place; she harbors a quiet dread of that event, but is determined to face it bravely. In the interim, she continues her study of the basics of Mentem and Imaginem, and expands her mastery of Rego.

Ruxandra Tremereis

filia Brandaen Flanderis, Architecta Elementia



Confidence 1 (3)

CHARACTERISTICS

Intelligence	bright	2
Perception		0
Strength	slight	-1
Stamina	iron-willed	4
Presence	intense	2
Communication	quiet	-1
Dexterity		0
Quickness		0

Flaws

	Hermetic Maga
-1	Mentor (<i>parens</i>)
-1	Disfigured
-3	Curse of Venus
-1	Envious (pretty women)
-1	Deleterious Circumstances (without mask)
-3	Driven (make <i>parens</i> proud)

Virtues

	Tremere <i>Certamen Focus</i>
1	Affinity with Rego
1	Affinity with Terram
3	Elemental Magic
1	Puissant Finesse
1	Improved Characteristics
1	Great Stamina
1	Enduring Constitution
1	<i>Nyktophylax</i>

Warping 0 (0)

Decrepitude 0 (0)

Abilities

<i>Artes Liberales</i> (grammar)	1
Athletics (running)	2
Awareness (searching)	2
Brawl (dagger)	3
Charm (first impressions)	2
Chirurgy (bind wounds)	2
Code of Hermes (mundanes)	1
Concentration (spells)	1
<i>Domus Tremereis</i> Lore (history)	1
Finesse (precision)	1+2
Folk Ken (nobility)	2
Guile (fast talk)	1
Magic Lore (<i>vis</i>)	2
Magic Theory (inventing spells)	3
Music (singing)	2
Order of Hermes Lore (magi)	1
<i>Parma Magica</i> (Mentem)	2
Penetration (Rego)	1
<i>Philosophiae</i> (Ritual magic)	1
Profession: Soldier (tactics)	1
Speak English (slang)	1
Speak Latin (Hermetic usage)	4
Speak Vlach (slang)	5
Survival (camp craft)	1

Combat	Soak +5	INIT	ATK	DEF	DACD
Bronze dagger		+0	+6	+4	+2
Scuffling		+0	+3	+3	-1
Grappling		-1	+3	+2	-1
Dodge		+0	--	+3	--

Equipment Encumbrance 1 (1)

Mask, skullcap, wimple, long-sleeved linen blouse, sleeveless quilted tunic, woolen trousers, soft leather boots, silk gloves, gold necklace w/amber pendant, silver earrings (1 p. Vim, 2 p. Terram), soft leather girdle with bronze dagger and sheath, ash wand

HERMETIC ARTS					
CREO	5	Animal	5	Ignem	3
Intellego	10	Aquam	3	Imaginem	0
Muto	5	Auram	3	Mentem	0
PERDO	5	Corpus	10	AFF TERRAM	13
AFF REGO	14	Herbam	5	Vim	6

Wizard's Sigil

Ruxandra's fingernails and toenails turn a smoky translucent black, like obsidian; unless she goes without casting a spell for months, her nails will always be at least partially black

Certamen *Assectatora Scissorum*

GRIMOIRE	
<i>Aversum Contra Ferrum</i>	<i>Viginti Mille Passus</i>
Bind Wound	Wizard's Communion (4th magnitude)
<i>Duritia Myrmidonis</i>	Wizard's Sidestep
Fist of Shattering	
<i>Glanoballista</i>	
<i>Iaculum Crystallinus</i>	
<i>Legi Vis Magica</i>	
<i>Magicus Volitans</i>	
Repel the Wooden Shafts	
<i>Rictus Telluris Voracis</i>	
Rise of the Feathery Body	
Scales of the Magical Weight	
Sense the Nature of Vis	
Spasms of the Uncontrolled Hand	
The Unseen Porter	
Trackless Step	
Unseen Arm	
<i>Via Intractilis</i>	

Quaesitor Praesidens Ariston Guernici

filius Kiriakos

Adiutor Leges Daciae, Quaesitor Praesidens



Age	82 (38)	Provocatio	1175 AD	Reputation	Traditionalist 3 (Hermetic) Hoplites 1 (Hermetic)
Personality	Optimistic 3 Brave 3 Forgetful of Names 2 Dubious Judgement 1			Filii	

Ariston *Guernici* towers over other men. Over six feet tall and possessed of immense personal presence, his rich baritone voice and finely chiseled features stand out in any crowd. He is exactly the sort of man that others follow willingly, except for one unfortunate fact: Ariston *Guernici* has the leadership qualities of a fine marble statue. He looks impressive, but only poets and fools would look to him for leadership.

Fortunately for Ariston, there are a few poets and fools in the world, and he is not totally bereft of followers. Fortunately for them, and for those around Ariston, they frequently ignore his more inane directives and use their best judgement instead. Ariston has difficulty remembering names, but doesn't realize this, and frequently uses the first name that pops into his head when addressing one of his followers.

Ariston is an Italian Greek, from Brindisi in the south of Italy. His mother sold food in the market; he never knew his father. He spent his childhood running with the other boys in the market and helping his mother. As he grew older, his Gift began to manifest, and customers began to go elsewhere. Fortunately for his mother, Kiriakos *Guernici* passed through their market one day on his way to Magvillus, and noticed the way customers were reacting to the boy's presence.

After a lengthy conversation, a few spells, and the exchange of a bag of silver, Ariston's mother gave his hand to Kiriakos and bid him a tearful farewell. Kiriakos took Ariston with him during his visit to Magvillus, and then returned to his *conventum* on the Aegean isle of Khios.

Ariston proved to be a capable *discipulus*, if not an extraordinary one. Apart from a total inability to affect birds with his magic, he had few difficulties learning Hermetic magic. He learned enough of magic and the Code of Hermes to pass his *Tentamen*, and stayed on at Khios afterwards to continue his studies.

Despite his Gift, or perhaps in part because of it, the handsome lad had no difficulty in finding young women to share his bed. Bastard Aristons may be

found scattered throughout Greece and half of Italy. Alas, he knows of few of them, and none that he is aware of ever showed any evidence of The Gift. They are all grown men by now, most with children of their own, and all of them have inherited his trademark visage. Ariston has kept a youthful appearance despite his advanced years, and still encounters women from time to time who find his "devilishly" good looks more than sufficiently attractive to compensate for his obviously unsavory nature.

Ariston has never shown any interest in research or theory, beyond that needed to enchant his Talisman, *Fustus Aristonis*. Nevertheless, he is reasonably competent in the laboratory, and has developed an extensive repertoire of spells, including most of the Quaesitorial spells (HoH:TL, 70). He has been a successful investigator and advocate, due as much to his able followers as his own unreliable judgement. He has the respect of his *sodales*, with the exception of those few junior magi who have endured service under his inept leadership.

He views himself as a *hoplites* as well as an investigator, and indeed possesses an extensive array of martial spells. After he demonstrated his prowess in a skirmish with an Infernal witch in Thrace, he was invited to join *Legio Mithrae*, the *Cultum Mysteriorum*. Applying himself diligently to that enterprise as well, he has advanced to the rank of *miles*, which is likely as far as his inconsequential leadership skills will take him. The rigorous logic and rational thinking taught by *Legio Mithrae* have served Ariston well in his investigations. Unfortunately, they have had no discernible impact on Ariston's tendency to give inane instructions to his servants.

Ariston has experienced only one Twilight event so far in his life, an unfortunate circumstance involving a nocturnal jaunt for urination, an intrusive badger, and an ill-cast *Soothe the Ferocious Bear*. As a consequence, he occasionally hears animals talking, or at least, they seem to be speaking Italian whenever this happens. Ariston does not believe these experiences to be real, but thinks that he is suffering delusional visions as a result of his Twilight event.

He never discusses this with anyone, as he is too embarrassed to mention it.

Until recently, Ariston spent most of his career in *Graecia*, mainly at Khios. He has made lengthy visits to Magvillus from time to time, to study at the library there, but otherwise is not well-traveled. His views on the Order of Hermes are thus somewhat parochial. He is a Traditionalist at heart, and deplores the “decadence” of the Transitionalist movement.

Like most Greeks, he was incensed at the conquest of Constantinople by the Fourth Crusade, and deplores all things Venetian. Nevertheless, his irrepressible optimism leads him to believe that all will be made right in the end, most likely by the eventual conquest of Venice by the Nicean Empire.

The recent demise of Godefroi *Guernici*, the previous *Quaesitor Praesidens Daciae*, resulted in a request from Magvillus that he relocate to Coeris and serve the Order as *Quaesitor Praesidens Daciae*. Ariston of course accepted this illustrious honor, and moved himself and his band of followers to Coeris.

He immediately set out to familiarize himself with this new *Tribunal* and with magi *Tremēris*, a few of whom he had encountered in various circumstances in *Graecia* and *Roma*. His limited impression of magi

Tremēris, before arriving in *Dacia*, was that they were quite adept at *Certamen* and made excellent *hoplites*.

Having recently arrived in *Dacia*, Ariston is finding his work as a *Quaesitor* challenging in this new environment. He has spent four seasons so far examining the history of *Tribunal* rulings, and has found a disturbing trend of Transitionalist rulings regarding relations with mundanes, extending back to before the Schism War, long before Simprim (HoH:TL, 41).

As a Traditionalist, this presents him with quite a muddle. Clearly the right course to steer is to avoid changing precedent and to maintain a traditional heading that stays well clear of interference with mundanes. Yet in *Dacia*, the winds of tradition and precedent blow in very nearly the opposite direction! He is quite unsettled by this discovery, and has sent letters to Magvillus requesting advice in handling this conundrum.

In the meanwhile, he has settled into his new *sanctum*, which he thinks is quite nice. He is favorably impressed with how he has been welcomed with such courtesy. Ariston is now preparing to seek a Familiar, or a *discipulus*, or perhaps both.

Quaesitor Praesidens Ariston Guernici

filius Kiriakos

Adiutor Leges Daciae, Quaesitor Praesidens

Confidence 2 (5)



Characteristics

Intelligence		0
Perception		0
Strength	tall	2
Stamina	resilient	1
Presence	dignified	4
Communication	baritone	1
Dexterity	dignified	1
Quickness	lively	1

Flaws

	Hermetic Magus
-3	Restriction (birds)
-1	Optimistic
-3	Difficult Underlings
-1	Poor Memory (names)
-1	Ability Block: Leadership
-1	Unimaginative Learner
--	Dutybound: <i>Legio Mithrae</i>

Virtues

	Hermetic Prestige
+1	Great Presence
+1	Large
+2	Improved Characteristics
+3	Flexible Formulaic Magic
+1	Puissant Terram
+1	Self-confident
+1	Unaging
--	Animal Ken
--	Strong-willed
--	Clear Thinker
--	Enduring Constitution

Warping 5 (100)

Decrepitude 1 (5)

Abilities

Animal Ken (chattering)	1
<i>Artes Liberales</i> (grammar)	2
Athletics (running)	2
Awareness (searching)	4
Bargain (food)	1
Brawl (grapple)	2
Charm (first impressions)	2
Code of Hermes (<i>Graecia</i>)	5
Concentration (spells)	4
Divine Lore (the Dominion)	2
<i>Domus Trememis</i> Lore (customs)	1
Etiquette (Hermetic)	2
Faerie Lore (wards)	2
Finesse (speed)	4
Folk Ken (sailors)	3
Great Weapon (staff)	3
Greece Lore (geography)	2
Infernal Lore (diabolistm)	2
<i>Legio Mithrae</i> Lore (initiations)	3
Magic Lore (<i>vis</i>)	2
Magic Theory (enchanting)	6
Order of Hermes Lore (magi)	5
<i>Parma Magica</i> (Mentem)	5
Penetration (Terram)	4
<i>Philosophiae</i> (moral)	2
Speak Greek (slang)	5
Speak Italian (slang)	5
Speak Latin (academic usage)	5
Survival (coasts)	1
Swim (sea)	2

Combat	Soak +4	INIT	ATK	DEF	DAOD
<i>Fustus Aristonis</i>		+3	+9	+8	+4
Thorny Transformation		+3	+9	+8	+10
Scuffling		+1	+3	+3	+2
Grapple		+0	+4	+3	+2
Dodge		+1	--	+3	--
Equipment				Encumbrance	0 (0)
fine clothing, <i>Fustus Aristonis</i>					

HERMETIC ARTS					
CREO	19	Animal	10	Ignem	11
Intellego	19	Aquam	11	Imaginem	15
MUTO	13	Auram	11	AFF Mentem	15
PERDO	11	Corpus	17	Terram	21+3
AFF REGO	12	Herbam	10	Vim	17
Wizard's Sigil All of Ariston's spells look very impressive; much more impressive than they are in actuality					
CERTAMEN					

GRIMOIRE	
Air's Ghostly Form	Eyes of the Bat
Arce of Fiery Ribbons 2 (Penetration, Magic Resistance)	Eyes of the Cat
Aura of Inconsequence (Q)	Eyes of the Eons
Bind Wound	Eyes of the Treacherous Terrain
Bitter Taste of Betrayal (Q)	Fist of Shattering
Charm Against Putrefaction	Gather the Essence of the Beast
Circle of Beast Warding	Gift of the Bear's Fortitude
Circling Winds of Protection	Gift of the Frog's Legs 1 (Fast casting)
Circular Ward Against Demons	Hands of the Grasping Earth
Crest of the Earth Wave	Heat of the Searing Forge
Cripple the Howling Wolf	Image of the Beast
Doublet of Impenetrable Silk	Impression of the Faded Sigil (Q) 3 (Acute Sense, Quiet casting, Still casting)
Dream of the Artifice (Q)	Jupiter's Resounding Blow
Dream of the Mind that Sits (Q)	Lamp Without Flame
Ear of Truth (Q)	Lungs of the Fish
Earth Shock	Odor of Lingering Magic
Edge of the Razor	Palm of Flame

Grimoire (continued)

Pass the Unyielding Portal	The Forgiving Earth
Piercing Shaft of Wood	The Miner's Keen Eye
Pilum of Fire 2 (Multiple Casting, Magic Resistace)	The Penitent's Confession
Pit of the Gaping Earth	The Unseen Porter
Probe for Pure Silver	The Whole from the Part (Q)
Purification of the Festering Wounds	Transformation of the Thorny Staff
Repel the Wooden Shafts	True Sight of the Air
Restore the Faded Threads (Q, 6th magnitude)	Trust Me (Q)
Revealed Flaws of Mortal Flesh	Unseen Arm
Rusted Decay of Ten-Score Years	Vision of Heat's Light
Scales of the Magical Weight	Ward Against Rain
Sense the Feet that Tread the Earth	Ward Against the Beasts of Legend
Sense the Nature of Vis	Whispering Winds
Shadows of the Fires Past	Whispers Through the Black Gate
Shiver of the Lycanthrope	Wielding the Invisible Sling
Sight of the Active Magics	Wind at the Back
Sight of the Molting Magus	Wizard's Boost Terram (4th magnitude) 1 (Fast casting)
Soothe the Ferocious Bear	Wizard's Communion (4th magnitude)
Stone Tell of the Mind that Sits	Wizard's Reach Mentem (4th magnitude) 1 (Fast casting)
Tales of the Ashes	Wizard's Reach Terram (4th magnitude) 1 (Fast casting)
Tell of the Forged	Wizard's Sidestep
The Call to Slumber	Words of the Flickering Flame
The Crystal Dart 2 (Penetration, Multiple Casting)	
The Discerning Eye (Q, 8th magnitude)	
The Earth's Carbuncle 1 (Multiple casting)	

Fustus Aristonis

Ariston's Staff Talisman is a stout length of hazel wood, capped on each end with silver and electrum-engraved bronze caps. The symbol of *Domus Guernici* is engraved on one cap, and the symbol for Terram on the other.

It is attuned to the following bonuses:

+3 divination
+2 Intellego

Brief Teeth of the Earth Mother

This enchantment functions as *Teeth of the Earth Mother* (ArM5, 154), but with duration and usage as listed.

Muto Terram 40 Voice/Conc/Group
Maintains Concentration, 24/day

Catapult

Hurls a stone with enough force to inflict +15 damage, with a Range increment of 20 paces. Note that with Sight range, Ariston can hurl any rock he can see, even one closer to the target than he is.

Rego Terram 40 Sight/Mom/Ind
Unlimited usage

+3 Terram
+4 Muto Terram
+4 control things at a distance
+4 destroy things at a distance
+3 project bolt or missile
+2 repel things
+3 deception

Thaumaturgical Transformation of the Wizard's Staff

This Enchantment makes the staff as hard as iron and extends razor-sharp spikes, adding +6 to normal damage from the increased hardness and deadly sharp spikes.

Muto Herbam (Terram) 30 Per/Conc/Ind
Maintains Concentration, 24/day

Prokopios

Ariston's Manservant

Prokopios is a pleasant fellow, average in appearance, with just a hint of mischievous intelligence in his brown eyes. When he isn't waiting on Ariston, he likes to compose Greek poetry. He isn't very good at it, but he enjoys it nonetheless.

For most of his youth, he lived at a monastery, learning his letters and preparing to become a scribe. Unfortunately, his preoccupation with poetry led him to write out some, shall we say, less than chaste verses about a nearby farm girl. One thing led to another, and suddenly Prokopios found himself wandering Thrace looking for any work he could get.

As luck would have it, he met an impressive-looking fellow named Ariston, who was just then dismissing his manservant. On a hunch, Prokopios volunteered to take the hapless fellow's place, and thus began his career with Ariston *Guernici*.

He soon discovered that Ariston was a little eccentric. Then he discovered that Ariston was a wizard. He very nearly snuck away in the night, but decided to wait at least until he received his pay. The pay turned out to be better than anything he had received for the odd jobs he had been doing, so he decided to give the wizard a chance.

A little more than two decades later, he is still Ariston's manservant, even though the man has for some insane reason moved to the barbarian reaches of the Carpathian Mountains. He just wouldn't feel right leaving Ariston now. He knows how much the magus depends on him, even if after two decades, Ariston still cannot seem to remember Prokopios's name.

Prokopios is the real leader of the group, Ariston's towering presence notwithstanding. Through luck, uncanny intuition, or common sense, Prokopios has managed to help Ariston succeed in spite of himself.

Ariston is frequently exasperated by Prokopios's independent streak, but his ebullient optimism leads him to believe that Prokopios just needs a little more guidance to be a good manservant. He keeps valiantly trying to provide that guidance to Prokopios.

Characteristics: Int +2, Per +1, Str 0, Sta +1, Pre 0, Com +2, Dex 0, Qui -1

Size: 0

Age: 48

Confidence: 1 (3)

Virtues and Flaws: *Custos*, Common Sense, Educated, Gossip, Intuition, Luck; Busybody, Generous (minor), Motion Sickness, Poor)

Personality: Brave +3, Loyal to Ariston +3, Busybody +2, Generous +2

Reputation: Ariston's Manservant 1 (local)

Abilities: Animal Handling 2 (mules), *Artes Liberales* 4 (logic), Athletics 2 (running), Awareness 4 (alertness), Bargain 4 (food), Brawl 4 (dodge), Carouse 2 (staying sober), Charm 4 (being witty), Folk Ken 4 (servants), Greece Lore 2 (geography), Greek 5 (poetry), Guile 4 (fast talk), Latin 3 (Hermetic usage), Leadership 2 (servants), Order of Hermes Lore 2 (*Tribunal Graeciae*), Profession: Servant 5 (Ariston), Ride 1 (mules), Stealth 2 (sneaking)

Combat:

Bludgeon: Init -2, Atk +6, Def +3, Dam +2

Scuffling: Init -2, Atk +4, Def +3, Dam +0

Grappling: Init -3, Atk +4, Def +2, Dam +0

Dodge: Init -2, Atk n/a, Def +4, Dam n/a

Soak: +1 **Load:** Encumbrance 0 (0)

Equipment: simple but functional clothing, small knife, various small but unlikely items, something he is carrying for Ariston

Vasos

Vasos is a large, muscular fellow with an easy disposition. He is a capable bodyguard, who has managed to deal with several possibly disastrous situations before Ariston had to use any magic. Ariston likes the fellow, even if he seems too dim-witted to properly follow orders.

Characteristics: Int -1, Per 0, Str +2, Sta +2, Pre 0, Com -1, Dex +2, Qui +2

Size: +1 **Age:** 34

Virtues and Flaws: *Custos*, Improved Characteristics, Large; Ability Block: Literacy, Carefree, Incomprehensible)

Personality: Brave +3, Loyal to Ariston +3, Carefree +2

Reputation: Ariston's Bodyguard 1 (local)

Abilities: Animal Handling 2 (mules), Athletics 5 (running), Awareness 3 (bodyguarding), Bargain 1 (food), Brawl 6 (grapple), Carouse 3 (drinking songs), Chirurgy 2 (bind wounds), Folk Ken 2 (warriors), Greek 5 (slang), Leadership 1 (intimidation), Order of Hermes Lore 1 (*Tribunal*

Ariston's Bodyguard

Although he is a little thick-witted, and difficult to understand, Vasos has enough sense to ask Prokopios before following any of Ariston's more innovative orders. The "problems" that Vasos causes for Ariston mostly result from this, although Vasos's carefree nature does occasionally cause difficulty for Ariston.

Graeciae), Profession: Soldier 3 (camp craft), Ride 2 (mules), Single Weapon 6 (mace), Stealth 2 (sneaking), Survival 2 (lighting fires)

Combat:

Mace & Round Shield: Init +1, Atk +12, Def +11, Dam +10

Dagger: Init +0, Atk +10, Def +8, Dam +5

Scuffling: Init +0, Atk +8, Def +8, Dam +2

Grappling: Init -1, Atk +9, Def +8, Dam +2

Dodge: Init +0, Atk n/a, Def +8, Dam n/a

Soak: +10 **Load:** Encumbrance 1 (9)

Equipment: clothing, full leather scale armor with *Doublet of Impenetrable Silk*, mace, round shield, dagger, pack with sundry items

Nitsa

Nitsa has wide hips, bow legs, and a face that that could crack stone. Her homely appearance is matched only by her gloomy disposition and uncanny ability to see the clouds looming behind any bright sunny day.

Unfortunately, her perpetual despondence masks the preternatural accuracy of many of her predictions. Few listen to her advice, and certainly not Ariston.

Characteristics: Int 0, Per 0, Str 0, Sta +2, Pre -2, Com -1, Dex +2, Qui 0

Size: 0 **Age:** 42

Virtues and Flaws: Covenfolk, Cautious with Craft: Cooking, Premonitions, Puissant Craft: Cooking; Lesser Malediction: Barren, Pessimistic, Weak Characteristics)

Personality: Brave +1, Loyal to Ariston +1, Pessimistic +3

Reputation: Ariston's Cook 1 (local)

Abilities: Animal Handling 5 (poultry), Athletics 2 (climbing), Awareness 2 (searching), Bargain 5 (food), Brawl 1 (bludgeon), Craft: Baking 6 (bread), Craft: Cooking 6+2 (roasts), Folk

Ariston's Cook

Fortunately, Nitsa is a fine cook, which has induced Ariston to keep her on, despite the problems she "causes." As with Vasos, the difficult situations that arise involving her actually result more from Ariston's dubious judgement and nonexistent leadership.

Ken 4 (covenfolk), Greek 5 (slang), Leadership 1 (kitchen), Premonitions 6 (Ariston), Ride 1 (mules), Survival 4 (foraging)

Combat:

Bludgeon: Init -1, Atk +6, Def +2, Dam +2

Scuffling: Init -1, Atk +3, Def +1, Dam +0

Grappling: Init -2, Atk +3, Def +0, Dam +0

Dodge: Init -1, Atk n/a, Def +1, Dam n/a

Soak: +2 **Load:** Encumbrance 0 (0)

Equipment: clothing, apron, cooking utensil(s)

Habitatores

Habitatores at Coeris are mostly Vlach, although Hungarians, Bulgarians, Serbs, Czechs, Poles, Germans, Celts, Italians, Greeks, and Cumans are also present. Vlach is the common language of Coeris. *Habitatores* from other lands soon learn to speak it conversationally.

Stipatores

Magi *Tremēris* at Coeris do not have personal *custodes scutata*. *Stipatores* (bodyguards) are organized in three *manipuli*, each of seven or eight guards led by an *Optio*. *Optio* Marius leads the *Manipulus Primi*, which is primarily responsible for guarding the leaders of the *Domus*.

Optio Tibor leads the *Manipulus Legati*, which is primarily responsible for guarding magi on journeys away from Coeris. *Optio* Anton leads the *Manipulus Exarchis*, which is primarily responsible for the security of the Basilica.

Although some *stipatores* are veteran soldiers, they are primarily bodyguards, not field soldiers. They focus on attending to threats off the battlefield. Magi rely on *stipatores* to guard them when they are not deployed for battle, such as during journeys, in camp, or in social situations such as *Tribunalia* or visits with mundane nobility and clergy. *Stipatores* generally do not go into battle alongside magi *Tremēris*. The manner in which magi *Tremēris* fight makes it impractical for *custodes* to guard them while they are maneuvering around the battlefield.

Stipatores are highly trained in Awareness, Brawl, Single Weapon, and Thrown Weapon. All speak passable Hermetic Latin, are familiar with *Doctrina*, and receive fundamental training in Etiquette, Magic Lore, and Faerie Lore. Each *stipator* wears a *Cassida Stipatoris* and a *Tunica Stipatoris*; and wields a *Clava Stipatoris*, several *Spicula Torporis*, and a pair of *Machaerae Stipatoris*. Traditionally, *stipatores* pair an enchanted *machaera* with a mundane *machaera* for use against targets with Magic Resistance. Optional enchantments for *stipatores* include a *Laena Invisibilis*, *Pera Cibarium*, and *Vox Oratoris Distantis*.

Magi *Tremēris* traveling away from Coeris have an escort. Usually, only a single *stipator* is assigned, but at least two *stipatores* are tasked to guard leaders of the *Domus* (*Prima*, *Legatus*, *Exarcha*). This is the reason an entire *manipulus* is dedicated to that duty. If a magus needs a larger escort, *milites* muster to supplement the *stipator*. Because of the restricted garrison at Coeris, *milites* from another *Conventum Domus*, usually Carpathia Vigilax, muster for this duty.

Adiutores residing at Coeris are limited to a single *custos scutum* in residence, so as not to exceed the allowed garrison.

Custodes Cubicularia

Custodes cubicularia care for the Basilica and the domestic needs of the resident magi. Selected from among loyal *habitatores* of at least the third generation, they are discretely screened using Mentem magic. Both boys and girls are selected for service, although boys are more numerous due to the gender imbalance at Coeris.

Cubiculares learn basic Hermetic Latin and some fundamental principles of Hermetic magic, but are not educated otherwise, and are prohibited from learning to read while they are in service. In return, they are paid well and allowed to retire after twenty years of service. Since *cubiculares* usually begin service at the age of twelve or thirteen, this allows them a comfortable life following their retirement.

Younger *cubiculares* reside in single-gender dormitories on the *planities primoris* west of *Arx Coeris*. Youths have evening and night duty in the Basilica. Adults typically marry and live in family residences, and are exempt from night duty.

As with *custodes scutata*, there are no “personal” servants of the resident magi *Tremēris*. Servants are assigned to tasks as appropriate by the *Curator*. At any time, fifty *custodes cubicularia* are in service, and another handful in training. Retired *cubiculares* often help out during *Tribunalia* and *Decennia*.

Milites

Milites at Coeris consist of three groups: a *turma* of twenty *sagittarii turmalis* (horse archers) who patrol the surrounding area; a *manipulus* of twenty *arcuballistarii* (crossbowmen); and a *manipulus* of thirty *ballistarii* (artillerists).

An *Optio* leads each *manipulus*, with a *Decurio* leading each group of ten. The *Optio* of *ballistarii* is also known as the *Doctor Ballistarum*, and is a skilled trainer of artillerists. Both *arcuballistarii* and *ballistarii* also serve as general *conventum* guards.

Arcuballistarii wear metal scale armor and wield *arbalistae agiles* and *falces*. *Ballistarii* wear metal scale armor and wield *falces*. *Sagittarii* are equipped with leather scale armor, bucklers, composite *arci sagittae infinitae*, and sabers.

Since Coeris is limited by charter to a garrison of no more than one hundred soldiers, and as many as thirty of that number are *stipatores* and *custodes scutata*, the *milites* keep a busy watch schedule. Two to four *milites* continuously man each of five gates (three exterior gates and two gates for *Arx Coeris*).

Most *milites* reside in barracks rooms in *Arx Coeris*; although married *milites* may also reside with their families elsewhere, they formally muster in the barracks at *Arx Coeris*. *Milites* typically understand basic commands and phrases in Hermetic Latin, particularly if they speak Vlach (as most do).

Scipator

Characteristics: Int 0, Per +2, Str +1, Sta +1, Pre 0, Com 0, Dex +1, Qui +1

Size: 0

Age: 33

Virtues and Flaws: *Custos*, Puissant Awareness, Covenant Upbringing, Temperate

Personality: Brave +3, Loyal +3, Temperate +2

Reputation: Serious 2 (local)

Abilities: Animal Handling 2 (horses), Athletics 3 (running), Awareness 4+2 (body guarding), Bargain 1 (food), Brawl 4 (dagger), Carouse 2 (staying sober), Charm 2 (first impressions), Chirurgy 2 (bind wounds), Coeris Lore 2 (security), *Domus Tremēris* Lore 2 (*Doctrina*), Etiquette 1 (Hermetic), Faerie Lore 1 (hazards), Folk Ken 2 (magi), Guile 1 (fast talk), Latin 3 (Hermetic), Leadership 1 (intimidation), Magic Lore 1 (creatures), Order of Hermes Lore 1 (magi), Profession: Soldier 3 (tactics), Ride 3 (speed), Single Weapon 6 (*machaera*), Stealth 2 (hiding), Swim 1 (staying afloat), Thrown Weapon 4 (dart), Vlach 5 (slang)

Combat:

Machaerae Stipitoris (paired): Init +3, Atk +12, Def +10, Dam +5

Clava Stipitoris: Init +2, Atk +12, Def +9, Dam +5

Spiculum Torporis: Init +1, Atk +7, Def +5, Dam +2

Dagger: Init +1, Atk +8, Def +6, Dam +4

Soak: +6 **Encumbrance** (Load) 0 (2)

Equipment: Clothing, *Cassida Stipatoris*, *Tunica Stipatoris*, paired *Machaerae*, *Clava*, *Spicula* x 3, dagger, *Chlamys of the Volitant Custos*

Scipator Weapons

A *Machaera Stipitoris* is a single-edged sword, similar to a short kopis or falcata, wielded singly or in pairs.

The *Clava Stipatoris* is a cudgel of bronze-studded hardwood, enchanted to stun opponents.

A *Spiculum Torporis* is a dart enchanted to paralyze a human opponent.

	Ability	Init	Atk	Def	Dam	Range	Str	Load	Cost
<i>Machaera Stipitoris</i>	Single	1	4	1	8		-1	0	Ench
<i>Clava Stipatoris</i>	Single	1	3	1	3		-2	1	Ench
<i>Spiculum Torporis</i>	Thrown	0	2	0	1	5	-2	0	Ench

* all statistics assume superior-quality craftsmanship

Sagittarius Turmalis

Characteristics: Int 0, Per +1, Str +1, Sta +1, Pre 0, Com 0, Dex +2, Qui +1

Size: 0

Age: 24

Virtues and Flaws: Warrior, Puissant Ride; Covenant Upbringing, Ability Block: Logic

Personality: Brave +2, Loyal +2, Likes Riding +2

Reputation: Horseman 2 (local)

Abilities: Animal Handling 3 (horses), Athletics 2 (running), Awareness 3 (searching), Bargain 1 (food), Bows 5 (horsebow), Brawl 4 (grappling), Carouse 2 (drinking songs), Charm 2 (seduction), Chirurgy 2 (bind wounds), Coeris Lore 2 (hinterlands), *Domus Tremēris* Lore 1 (*Doctrina*), Folk Ken 2 (women), Guile 2 (fast talk), Latin 1 (commands), Leadership 1

(intimidation), Order of Hermes Lore 1 (magi), Profession: Soldier 3 (tactics), Ride 4+2 (in battle), Single Weapon 4 (saber), Stealth 2 (riding), Swim 1 (staying afloat), Vlach 5 (slang)

Combat:

Arcus Sagittae Infinitae: Init -3, Atk +14, Def +8, Dam +8

Saber & Buckler: Init +1, Atk +11, Def +8, Dam +7

Knife: Init -2, Atk +6, Def +5, Dam +3

Soak: +6 **Encumbrance** (Load) 2 (3)

Equipment: *Arcus Sagittae Infinitae*, quiver of arrows, saber, knife, buckler, full leather armor (lamellar style), courser, saddle & tack

Arcuballistarius

Characteristics: Int 0, Per +1, Str +1, Sta +1, Pre 0, Com 0, Dex +2, Qui +1

Size: 0

Age: 24

Virtues and Flaws: Warrior, Puissant Bows; Covenant Upbringing, Ability Block: Logic

Personality: Brave +2, Loyal +2

Reputation: *Miles* 2 (Coeris)

Abilities: Animal Handling 1 (mules), Athletics 3 (running), Awareness 3 (searching), Bargain 1 (food), Bows 5+2 (crossbow), Brawl 4 (dagger), Carouse 2 (drinking songs), Charm 2 (being witty), Chirurgy 2 (bind wounds), Coeris Lore 2 (defenses), *Domus Tremeris* Lore 1 (*Doctrina*), Folk Ken 2 (*habitatores*), Great Weapon 5 (*falx*), Guile 1 (fast talk), Latin 1 (commands), Leadership 1 (intimidation), Order of Hermes Lore 1 (magi), Profession: soldier 3 (tactics), Stealth 2 (hiding), Swim 1 (staying afloat), Vlach 5 (slang)

Combat:

Arbalista Agilis: Init -1, Atk +16, Def +7, Dam +8

Lamina Novacula: Init +1, Atk +13, Def +6, Dam +12

Dagger: Init -1, Atk +9, Def +4, Dam +4

Soak: +6 **Encumbrance** (Load) 2 (3)

Equipment: *Arbalista Agilis*, quiver of bolts, *Lamina Novacula*, dagger, partial metal scale armor

Ballistarius

Characteristics: Int 0, Per +1, Str +2, Sta +1, Pre 0, Com 0, Dex +1, Qui +1

Size: 0

Age: 24

Virtues and Flaws: Warrior, Cautious with Artillery Weapons; Covenant Upbringing, Ability Block: Logic

Personality: Brave +2, Loyal +2

Reputation: Womanizer 2 (Coeris)

Abilities: Animal Handling 1 (dogs), Artillery Weapons 5 (*cheiromballistae*), Athletics 3 (running), Awareness 3 (searching), Bargain 1 (food), Brawl 4 (scuffling), Carouse 2 (drinking songs), Charm 2 (seduction), Chirurgy 2 (bind wounds), Coeris Lore 2 (defenses), *Domus Tremeris* Lore 1 (*Doctrina*), Folk Ken 2 (women), Guile 2 (fast talk), Great Weapon 4 (*falx*), Latin 1 (commands), Leadership 1 (intimidation), Order of Hermes Lore 1 (magi), Profession: Soldier 3 (tactics), Stealth 2 (riding), Swim 1 (staying afloat), Thrown Weapon 2 (javelins), Vlach 5 (slang)

Combat:

Cheiromballista: Init -2, Atk +13, Def n/a, Dam +10

Lamina Novacula: Init +2, Atk +11, Def +8, Dam +13

Dagger: Init 0, Atk +7, Def +5, Dam +5

Dodge: Init 0, Atk n/a, Def +5, Dam n/a

Soak: +5 **Encumbrance** (Load) 1 (6)

Equipment: *Lamina Novacula*, dagger, partial metal scale armor

Coeris Militia

All able-bodied male *habitatores* at Coeris, between the ages of 16 and 60, are required to train as militia one day each week. There are three *alae*, (wings) each of which trains on a different day. Each *ala* takes its name from its day of training: *Ala Martis* (Tuesday), *Ala Iovis* (Thursday), and *Ala Saturnis* (Saturday).

Coeris provides basic leather armor, spear and shield, which each adult male must maintain and store in their residence. Coeris does not expect the militia to act as professional soldiers, but does expect them to be competent to stand watch and man defensive platforms and towers if needed.

More experienced men are given fundamental training in the operation of *ballistae*, and are detailed to act as assistants for professional *ballistarii* in the event of a major attack. This allows the thirty professional *ballistarii* to man twice as many *ballistae* as they might otherwise be able, without significantly reducing their effectiveness.

Women practice acting as stretcher-bearers and water carriers on the same days as the men train, and in equivalent divisions, called *cophini* ("baskets"). More experienced women are trained in basic chirurgy tasks such as making bandages and binding wounds.

Specialists

Coeris employs a variety of specialists, ranging from skilled scribes and teachers of Latin to weapons instructors. These specialists are not reserved for the use of Coeris alone; they may be sent to other *conventa* as a form of *Sustentum*.

As such, some of the residences at Coeris are temporarily vacant at any one time. These vacant residences are occasionally used to house visitors if the existing guest residences are insufficient.

Similarly, if a needed specialist is not available at Coeris, one may be brought in from another *Conventum Domus* and housed in an available residence, along with any dependents.

Militia Training

In game terms, militia training amounts to one season of practice every other year, under forced conditions, resulting in 5 xp in appropriate abilities.

Abilities for men are:

Single Weapon (spear)
Profession: Soldier (formations)
Artillery Weapons (ballista)

After eight years of militia training, the average adult man will have the following minimum Ability scores:

Single Weapon 2 (spear)
Profession: Soldier 1 (formations)
More experienced men will have:
Single Weapon 3 (spear)
Profession: Soldier 1 (formations)
Artillery Weapon 1 (ballista)

Abilities for women are:

Athletics
Profession: Soldier (support)
Chirurgy (bind wound).

After eight years of militia training, the average adult woman will have the following minimum Ability scores:

Athletics 2 (stretcher-bearing)
Profession: Soldier 1 (support)
More experienced women will have:
Athletics 2 (stretcher-bearing)
Profession: Soldier 1 (support)
Chirurgy 2 (bind wound)

New Ability: Artillery Weapons

Artillery Weapons: using torsion engine artillery weapons to hurl large bolts or stones, either at troops or fortifications. Specialties: ballista, mangonellus. (Martial)

Torsion engine weapons use springs made of twisted hair and sinew to power levers. These mechanisms can throw large bolts or stones over great distances.

Ancient Greek technology was highly developed in this area, and was used extensively by the Romans. In less advanced forms, these weapons continue to be used in Mythic Europe.

There are two major categories of torsion engine weapons: single-armed weapons and dual-armed weapons.

Single-armed weapons are known as *mangonelli* (mangonels), from the Greek *manganon*, meaning "engine of war." *Mangonelli* are much like the common depiction of a catapult, but use a sling on the end of the throwing arm instead of a giant spoon.

The force of the spring-powered lever is multiplied by the sling, enabling this design to throw large stones weighing as much as 200-300 pounds. Ranges vary, but a range of 300 paces is well within the capability of a typical Mythic European *mangonellus*.

Dual-armed torsion weapons are known as *ballistae*, derived from the Greek verb *ballein*, "to throw." These machines are much more complex, using twin torsion springs to power two outer lever arms, which in turn power a large bowstring. They look something like a huge crossbow, but with a gap in the center.

Ballistae can be designed to throw stones or javelins. This text refers to stone-throwing versions as *ballistae*, and javelin-throwing versions as *cheiromballistae*.

Cheiromballistae, based on a design by Heron of Alexandria, represent the pinnacle of torsion engine technology in the ancient world. The Heron design incorporated an ingenious torsion spring design that could be wound tighter to counter-act the stretching of the spring over time.

The Heron design also used predominantly metal parts, and the Romans took this a step further, making *ballistae* almost entirely out of bronze and iron. This made them more portable and gave the *ballistarius* better visibility of the target. A trained crew can fire two to three bolts per minute, depending on range and weather conditions.

The Roman legions sometimes mounted *cheiromballistae* on carts for mobility, allowing them to advance with the cohorts they were supporting in the open field.

Domus Tremecris, using available texts and *peritia mutua*, has reconstructed the advanced Roman versions of these weapons. Most *Conventa Domus* possess at least a few *cheiromballistae* for defense. *Tremecris* use *mangonelli* less frequently, but the larger *Conventa Domus* have some.

Artillery weapons have a limited role in *Doctrina*: their great range and damaging missiles allow *auxilia* to effectively defend a location from large magical creatures or superior mundane forces.

Bolts or stones may also be enchanted, enabling the delivery of touch-range effects with high penetration at long range.

	Ability	Init	Atk	Def	Dam	Range	Str	Load	Cost
<i>Ballista</i>	Artillery	+5	+5	n/a	+16	40	0	n/a	Exp
<i>Cheiromballista</i>	Artillery	+5	+6	n/a	+15	50	0	n/a	Exp
<i>Mangonellus</i>	Artillery	-4	+0	n/a	+22	30/75*	0	n/a	Exp

* cannot fire at targets within the first range listed; the second range listed is the standard range increment

Author's Note: this material on Artillery Weapons was originally developed before the publication of similar rules in *Lords of Men* (113). It is given here as a comparative resource for Storyguides, as the assumptions of technology that lie behind the *Lords of Men* statistics are somewhat different than those given above. Some statistics have been modified from their original form to bring them into line with the rules presented in *Lords of Men*. Trebuchets are not listed here as *Domus Tremecris* does not employ them.

These rules assume the use of specialized artillery weapons developed and constructed by *Do-*

mus Tremecris, against single targets or groups of soldiers in a battle. As *Doctrina* does not suggest the use of mundane artillery during a siege, the rules presented here make no allowance for such things, and the rules in *Lords of Men* are more appropriate in those situations.

In either case, the Ability Artillery Weapons given here, and the Ability Siege Weapon described in *Lords of Men* (114) are in effect the same Ability. Similarly, the Ability Profession: *Ballistarius* listed later is in effect the same Ability as Profession Siege Engineer listed in *Lords of Men* (114).

Praefectus Castrorum Enric

Ductor Brandaen Flanderis recently promoted Enric to *Praefectus Castrorum*, replacing Rafail when the latter assumed command of the garrison at *Capitulum Adriaticum* in 1228 AD.

Enric's career has been varied and eventful to date. He was born at Coeris, and entered service as an *arcuballistarius* in his youth. He transferred to Carpathia Vigilax several years later, and served there for nearly a decade.

He frequently accompanied magi on missions for the *Domus*, and acquired a working knowledge of *Doctrina* and military tactics. His enthusiasm led Ekaterina Trememis to arrange for his education and additional study in *Doctrina*.

The *Domus* selected him for service as a *stipator* and transferred him to Potestas in 1218 AD. Enric served as *Optio* on a number of guard missions, one of which brought him to the attention of Archmaga Piroska. She arranged his transfer to Coeris in 1226 AD, and then influenced his promotion to *Praefectus Castrorum* in 1228 AD.

Enric is relatively young for such a senior leadership position. However, he has quickly grown into his new duties, and enjoys the confidence of the magi and *milites*. He is on the short list of *consortes* to receive a longevity ritual within a few years.

Enric has a Slavic wife, Gracja, who he wed while stationed at Carpathia Vigilax. The couple have three children: sons Atoniy and Sorin, and daughter Rasia. Gracja patiently endured the various moves to Italy and now Coeris, but she misses her homeland. She also fears that Enric will neglect her for some younger woman, despite his evident loyalty.

Characteristics: Int 0, Per 0, Str +2, Sta +2, Pre +1, Com 0, Dex +2, Qui 0

Size: +1 **Age:** 41

Virtues and Flaws: *Custos*, Affinity with Single Weapon, Improved Characteristics, Inspirational, Large, Puissant Leadership, Puissant Profession: Soldier; Covenant Upbringing, Dependent, Optimistic (major),

Personality: Brave +3, Loyal +3, Optimistic +3

Reputation: Inspirational Leader 3 (local)

Abilities: *Artes Liberales* 1 (grammar), Athletics 3 (running), Awareness 3 (bodyguarding), Bargain 1 (drinks), Bows 3 (arbalest), Brawl 5 (scuffling), Carouse 2 (drinking songs), Charm 2 (first impressions), Coeris Lore 3 (defenses), *Domus Trememis* Lore 4 (*Doctrina*), Etiquette 1 (Hermetic), Faerie Lore 1 (*Tabor Utja*), Folk Ken 3 (magi), Great Weapon 3 (*falx*), Guile 1 (keeping secrets), Intrigue 1 (alliances), Latin 4

(Hermetic), Leadership 5+2 (inspiration), Magic Lore 1 (*Dacia*), Order of Hermes Lore 1 (magi), Profession: Soldier 3+2 (tactics), Ride 3 (in battle), Single Weapon 6 (long sword), Survival 3 (mountains), Swim 1 (stay afloat), Thrown Weapon 3 (dart), Vlach 5 (Coeris dialect)

Combat:

Long sword: Init +2, Atk +14, Def +8, Dam +8

Spiculum Torporis: Init +0, Atk +8, Def +4, Dam +3

Dagger: Init 0, Atk +10, Def +5, Dam +5

Soak: +16 **Encumbrance** (Load) 0 (5)

Equipment: Clothing, long sword, dagger, *Catafracta Verditia*, *specula* x 3

Dispensator Milo

A tall man with a talent for accounts, Milo has a dark secret. Milo is a disloyal embezzler. Although he feels duty bound to serve Coeris, his avaricious nature has finally asserted itself. He has begun to skim some of the silver from the mine, hiding it in a secret cavity beneath his bedroom. He is tormented by his actions and has begun to fear discovery by the magi, but knows of no way to prevent his eventual exposure.

Unknown to Milo, his betrayal is already known to several of the senior magi, including the *Prima*. They have not yet acted on their discovery, as the amounts missing are relatively minor so far, and they are curious how Milo will proceed from this point. The magi also wish to test the current *Ductor*, [Brandaen Flanderis](#); they have begun to leave clues as to the nature of Milo's thefts.

[Zalán](#) also knows of Milo's embezzling, and disapproves of the plans of the senior magi. He strongly recommends that Milo be immediately imprisoned and interrogated. If he has betrayed Coeris in this matter, how else might the *conventum* be vulnerable from his treachery? Zalán has begun grooming a replacement for Milo, however, and is prepared for the inevitable end to the situation.

Milo is a widower, his wife having died seven years ago. The magi speculate that her death may have precipitated his treachery. Milo's five children are all grown or dead; three live at Coeris; two daughters are clerks and one son serves as an *arcuballistarius*. Another son is a *stipator* in *Gallia*, and his oldest son died of illness while serving as a *mercator* in *Graecia*.

Characteristics: Int +2, Per 0, Str +1, Sta 0, Pre 0, Com +1, Dex 0, Qui 0

Size: +1

Age: 56

Virtues and Flaws: *Custos*, Educated, Large, Puissant Bargain, Puissant Profession: Steward; Avaricious (minor), Dark Secret (embezzler), Dutybound (serve Coeris)

Personality: Loyal -1, Afraid of Discovery +2, Avaricious +3

Reputation: Dependable 2 (local)

Abilities: Athletics 1 (running), *Artes Liberales* 4 (arithmetic), Awareness 2 (searching), Bargain 6+2 (hard sell), Brawl 2 (dodge), Carouse 1 (toasts), Charm 2 (being witty), Coeris Lore 3 (people), *Domus Tremēris* Lore 1 (traditions), Etiquette 1 (Hermetic), Faerie Lore 3 (*Tabor Utja*), Folk Ken 5 (*habitatores*), Guile 4 (keeping secrets), Intrigue 4 (plotting), Latin 5 (Hermetic), Leadership 1 (intimidation),

Magyar 3 (trading terms), Order of Hermes Lore 2 (magi), *Philosophiae* 1 (natural), Profession: Miner 3 (silver), Profession: Steward 7+2 (finances), Ride 3 (mountain trails), Survival 2 (mountains), Swim 2 (rivers), Teaching 2 (*Artes Liberales*), Vlach 5 (Coeris dialect)

Combat:

Dagger: Init 0, Atk +4, Def +3, Dam +3

Soak: 0 **Encumbrance** (Load) 0 (0)

Equipment: Clothing, dagger

CURATOR Rugic

Rugic has served in the Basilica Coeris for over three decades. His signature *banitsa* (a Bulgarian pastry dish) is well-known to any magi *Trememis* who have visited Coeris for more than a season.

Born in a small village in the remote hills of the central Balkans, Rugic was separated from his parents at the age of six and raised by ogres. Rugic spent much of his childhood attempting to hide from or escape his brutish foster parents. Finally, at the age of 16, he successfully escaped and took up a wandering life. He had a talent for cooking, and found work on the staff of a minor lord. However, he soon began to suffer the attentions of local faeries.

Eventually, he fled the area and traveled far to the east, working with trading caravans. Still, wherever he went, faeries eventually noticed him and began to play pranks on him. Rugic soon developed an ascetic lifestyle, as any nice thing he acquired was soon stolen or ruined in some way.

His discovery of the magi of the Order was a source of great relief, as they seemed to be able to protect him from the worst depredations of fae. At Coeris, the strong *Aegis* keeps out all of the annoying creatures that so plagued him in his youth.

He rarely leaves Coeris now, happy to serve the magi who have rescued him from a life of perpetual misery and torment. He is a valued leader, managing the *custodes cubicularia* with a cheerfully deft manner. And, of course, his *banitsa* is worth a trip to Coeris just to have some. In fact, some magi have been known to time a visit to Coeris to coincide with the local feast days when Rugic is most likely to have made some.

Characteristics: Int +1, Per +2, Str -1, Sta -1, Pre 0, Com +1, Dex 0, Qui -1

Size: 0 **Age:** 67 (52)

Virtues and Flaws: *Custos*, Affinity with Profession: Chamberlain, Apt Student, Cautious with Craft: Cooking, Free Expression, Intuition, Second Sight, Well-Traveled; Faerie Upbringing, Generous (major), Supernatural Nuisance, Weak Characteristics

Warping: 2 (Lesser Malediction: Loss of Creativity)

Personality: Generous 3, Avoids Fae 3, Fae 1

Reputation: Chamberlain 2 (local), Good Cook 2 (local)

Abilities: Animal Handling 3 (mules), Athletics 3 (running), Awareness 3 (Fae), Bargain 3 (food), Brawl 3 (dodge), Bulgarian 5 (slang), Carouse 3 (drinking songs), Chirurgy 2 (binding wounds), Coeris Lore 4 (people), Craft: Cooking

5 (*banitsa*), *Domus Trememis* Lore 2 (traditions), Etiquette 3 (Hermetic), Faerie Lore 4 (avoiding the Fae), Folk Ken 5 (magi), Greek 2 (food), Guile 2 (lying to authority), Hunt 3 (covering tracks), Intrigue 2 (gossip), Latin 4 (Hermetic), Leadership 2 (inspiration), Magyar 2 (slang), Music 1 (humming), Order of Hermes Lore 3 (magi), Profession: Chamberlain 8 (guests), Ride 4 (speed), Second Sight 4 (glamours), Serbian 2 (slang), Stealth 4 (hiding), Survival 2 (steppes), Turkish 3 (food), Vlach 5 (Coeris dialect)

Combat:

Knife: Init -1, Atk +4, Def +2, Dam +1

Soak: -1 **Encumbrance** (Load) 0 (0)

Equipment: Simple robes, rope belt, small kitchen knife

Libraria Summa Orsolya

Orsolya is a large, intimidating woman with bright red hair and a glare that can freeze molten metal. She is the only daughter of Terenz Trememis. Educated at Carpathia Vigilax, she soon proved her talents and earned a transfer to Coeris by the age of 17.

She has been *Libraria Summa* since 1223 AD. Her knowledge of Hermetic texts is nearly encyclopedic in detail. If she has not heard of a text, it must be new, insignificant, or both.

Orsolya is dedicated to one thing only; properly preserving knowledge through care and copying of texts. She is much more interested in preserving the condition of texts than in learning from them. She has learned over the decades that most others, including magi, do not share her priorities. Thus, she tolerates those who wish to learn from the texts under her care.

Magi in particular will find her very helpful as long as they do not violate any of her myriad "common sense" rules of how to treat texts. As the daughter of a magus, she regards herself on the same social level as the magi, and interacts cheerfully with Archmagi as if she were one of them.

Magi who transgress against her code of behavior will find themselves the recipient of a respectful dressing-down about the sacrifices others have made to transmit the knowledge they so blithely take for granted. Others, especially scribes and *mundani* students, are given the full weight of her imposing glare if they so much as glance wrong at one of her valued texts.



Orsolya has two children, both grown. She is secretly disappointed that neither of them displayed any hint of The Gift. She blames her deceased husband, a former *miles*, for this tragic loss to the *Domus*.

Characteristics: Int +2, Per 0, Str +1, Sta +1, Pre +1, Com +1, Dex +1, Qui -1

Size: +1 **Age:** 54 (45)

Virtues and Flaws: *Custos*, Affinity with Profession: Scribe, Large, Magic Sensitivity, Piercing Gaze; Close Family Ties (father), Higher Purpose (preserve knowledge), Lame (walks with a stick), Proud: Minor (daughter of a magus)

Warping: 1 (11) (Offensive to Animals)

Personality: Loyal +2, Proud +2, Treat Knowledge with Respect +3

Reputation: Harridan 2 (local)

Abilities: *Artes Liberales* 2 (grammar), Athletics 1 (running), Awareness 2 (mistreating texts), Bargain 2 (texts), Brawl 3 (walking stick), Carouse 1 (dignified), Charm 1 (smile), Coeris Lore 3 (texts), Concentration 3 (copying), Craft: *Percamenarius* 2 (palimpsests), Divine Lore 1 (the Dominion), Etiquette 1 (Hermetic), Faerie Lore 1 (*Tabor Utja*), Folk Ken 3 (scribes), Guile

1 (lying to authority), Infernal Lore 1 (curses), Intrigue 1 (gossip), Latin 5 (Hermetic usage), Leadership 3 (intimidation), Code of Hermes 1 (*I.I.V.V.*), Magic Lore 3 (legends), Magic Sensitivity 3 (enchantments), Magyar 5 (slang), Order of Hermes Lore 3 (texts), *Philosophiae* 2 (moral), Profession: Scribe 8 (glossing), Survival 2 (mountains), Swim 1 (staying afloat), Teaching 4 (Latin), Vlach 5 (Coeris dialect)

Combat:

Walking Stick: Init -1, Atk +6, Def +3, Dam +3

Soak: +1 **Encumbrance** (Load) 0 (0)

Equipment: fine quality robes, carved beech wood walking stick

Factotum Curationis Tarján

Tarján does not reside at Coeris, but spends his time traveling through Transylvania, meeting with various *actores* (agents). He manages a *Curatio* for Coeris that provides the *Domus* with eyes and ears to keep track of the activities of local nobility and clergy.

Tarján is a cheerfully pessimistic fellow who expects the worst to happen, but seems to be alright with that outcome. He is a likable fellow overall. One reason for his effectiveness is his own web of social contacts among the nobility, both in Transylvania and in Hungary overall.

Tarján is the son of a relatively well-off *Iobagones* family from Bihar. The recent reforms of King Andrew II transferred his family from royal service to the local *Ispán*. Although this drastic change in status has left his family feeling scorned, Tarján long ago transferred his loyalties to the strange philosophers at Coeris.

His services are valuable enough to Coeris that he was richly rewarded with a Longevity Ritual at the relatively young age of thirty-nine. Tarján has also parlayed some of the information that flows through his able mind into riches of a more traditional sort. He holds two manors: one near Alba Iulia, and one in the north near Borsovava. Zalan and the magi know of his acquired wealth, but they don't mind as long as he continues to provide them what they want.

Gerszon Trememis has an *Amuletum Loquelae Silensis* linked to Tarján. Gerszon rarely uses it, however, and Tarján is unaware of how that mental speech is achieved. He is also unaware that Gerszon can read his thoughts at any time. Fortunately for Tarján, he has never seriously considered betraying the powerful philosophers.

Characteristics: Int 2, Per 2, Str 0, Sta 0, Pre 2, Com 2, Dex 1, Qui 0

Size: 0 **Age:** 48 (39)

Virtues and Flaws: Covenfolk, Cautious with Intrigue, Improved Characteristics x2, Puissant Intrigue, Social Contacts (nobility); Avaricious (major), Busybody, Pessimist

Personality: Avaricious 3, Loyal 2, Pessimistic 2

Reputation: Friendly Fellow 1 (Transylvanian nobility)

Abilities: Animal Handling 2 (horses), Athletics 2 (climbing), Awareness 5 (observing), Bargain 2 (services), Bows 2 (horsebow), Brawl 3 (dagger), Carouse 3 (drinking songs), Charm 6 (being witty), Etiquette 2 (nobility), Folk Ken 5 (*actores*), Guile 3 (elaborate lies), Hunt 2 (covering tracks), Intrigue 5+2 (gossip), Leadership 5 (intimidation), Magyar 5 (slang),

Music 1 (singing), Ride 3 (speed), Single Weapon 2 (saber), Stealth 3 (sneaking), Survival 1 (mountains), Transylvania Lore 5 (nobility)

Combat:

Saber: Init +2, Atk +8, Def +4, Dam +6

Dagger: Init +0, Atk +8, Def +4, Dam +3

Soak: +3 **Encumbrance** (Load) 0 (1)

Equipment: Fine saber, fine dagger, *Tunica Lanea Impenetrabilis*, *Vox Oratoris Distantis* (linked to its twin held by *Procurator Zalan*)

Medica Princeps Marcela de Salerno

Marcela de Salerno is one of a new group of women trained at the esteemed medical school at Salerno, Sicily. Recruited from among the young maidens in the region surrounding *Conventum Potestas*, Domus Tremeris sponsored Marcela in her university education. Marcela spent a total of eleven years at Salerno.

After completing her required years of study and service, Marcela traveled to the bucolic reaches of the Kingdom of Hungary to take up a position as a physician at Coeris. She soon proved her competence beyond any doubt, and in 1229 AD was promoted to *Medica Princeps* and given responsibility for the *Valetudinarium* and all healers at Coeris.

As chief physician, Marcela has managed to overcome her previous suspicion regarding magical healing, and has even integrated a few simple enchantments into her techniques.

She has also gained a degree of respect for the *empirici* trained at the *Valetudinarium*. Their pragmatic techniques, augmented by unusual educations and mystical aids, have demonstrated on multiple occasions that her extensive knowledge of the healing arts is still incomplete.

Marcela has gradually become accustomed to the bizarre mix of unearthly luxury, mystical wonders, and rustic isolation found at Coeris. Although she remains slightly homesick for Italy, she has made a place for herself in *Dacia*, marrying Ilarion in 1226 AD. They have two children, both boys.

Marcela has learned of the mystical nature of *Domus Tremeris*, but she remains largely ignorant of the greater world of the Order of Hermes.

Characteristics: Int +2, Per +1, Str -1, Sta +1, Pre +1, Com +1, Dex +2, Qui +1

Size: -1 **Age:** 35

Virtues and Flaws: *Magistera in Medicina*, Affinity with Medicine, Clear Thinker, Good Teacher, Improve Characteristics, Physician of Salerno, Puissant Chirurgy; Ability Block: Martial, Compassionate: Major, Favors: *Domus Tremeris*, Small Frame, Vow: Hippocratic Oath

Personality: Loyal 1, Compassionate 4

Reputation: Salernitarian Woman 3 (Academic)

Abilities: Animal Handling 1 (poultry), *Artes Liberales* 3 (logid), Athletics 1 (running), Awareness 4 (searching), Bargain 1 (services), Brawl 1 (dodge), Charm 3 (first impressions), Chirurgy 5+2 (setting bones), Coeris Lore 2 (people), Concentration 1 (studying), *Domus Tremeris* Lore 1 (traditions), Etiquette 1 (academic), Folk Ken 4 (patients), Greek 5

(academic), Guile 1 (lying to authority), Intrigue 1 (gossip), Italian 5 (poetry), Latin 5 (academic), Leadership 3 (healers), Medicine 8 (theriacs), Music 3 (singing), *Philosophiae* 3 (natural), Profession: Physician 5 (facilities), Ride 1 (ladylike), Teaching 3 (medicine), Vlach 4 (Coeris dialect)

Theriac Formulas: Cataplasm of Mandrake, Ointment for Congealing Blood, Lochoch of Fox Lungs, Soporific Sponge, Compress of Mallow, Mustard Plaster, Tincture of Parsley

Combat:

Dodge: Init +1, Def +3

Soak: +1 **Encumbrance** (Load) 0 (0)

Equipment: fine quality dresses, cloak, leather healer's satchel with supplies

Mercator Maximus Iczaly

Iczaly manages all of the commercial interests of Coeris. He is the equivalent of a capo, and is quite well-off as a result. Iczaly divides his time between Coeris and Constantinople, which has the greatest opportunities for profit.

Most of the actual work is done by traders and factors in trading towns throughout the region. Iczaly gives the overall direction on what and when to buy, and when to sell. He also works with factors in other *Conventa Domus*, arranging trade exchanges for mutual profit.

Iczaly began his career as a salt merchant in *Castrum Zalankemen*, at the mouth of the Tisza River. Although very clever and talented, he made a living at the margins of the salt trade, unable to obtain a charter to trade directly with the royal mines.

The previous *Mercator Maximus* Julián recognized his talent and recruited him into the service of Coeris, offering him an alternate route to advancement. His talents led to his rapid advancement within Julián's organization. When Julián retired in 1216, he handed over the reins to Iczaly, his hand-picked successor.

Over the past two decades, Iczaly has managed the interests of Coeris well, ensuring the magi have the coin they need to pursue their endeavors, and accruing substantial wealth for himself and his family.

Iczaly has needed that wealth, for he has four daughters and no sons. Three of his daughters have married well, but he despairs of ever finding a suitable match for his youngest daughter, Lilike. Lilike is a smart and stubborn young woman, who appears to have inherited her father's talent for commerce.

Characteristics: Int 3, Per 1, Str -1, Sta 0, Pre 1, Com 1, Dex -1, Qui -1

Size: 0 **Age:** 59

Virtues and Flaws: Capo, Puissant Bargain, Puissant Profession: Merchant, Social Contacts, Vernacular Education; Ambitious (major), Many Marriageable Daughters, Temperate

Personality: Ambitious 3, Temperate 2

Reputation: Sharp Merchant 4 (among merchants in region)

Abilities: Animal Handling 1 (mules), *Artes Liberales* 2 (mathematics), Athletics 1 (running), Awareness 3 (searching), Bargain 7+2 (usury), Brawl 2 (knife), Bulgaria Lore 3 (commerce), Carouse 3 (staying sober), Charm 5 (first impressions), Coeris Lore 2 (people), Etiquette 2 (merchants), Folk Ken 6 (merchants), Greece Lore 3 (commerce), Greek 5 (commerce), Guile

3 (contracts), Hungary Lore 3 (commerce), Intrigue 3 (alliances), Latin 3 (Hermetic usage), Leadership 3 (commerce), Magyar 5 (slang), Profession: Merchant 7+2 (finances), Ride 2 (steady), Stealth 1 (sneaking), Teaching 3 (Profession: Merchant), Vlach 4 (Coeris dialect)

Combat:

Knife: Init -1, Atk +2, Def +1, Dam +1

Soak: 0 **Encumbrance** (Load) 0 (0)

Equipment: fine clothing, knife, abacus, signet ring, two bodyguards and a young assistant

DOCTOR BALLISTARUM IARION

Iarion is a Greek from the mountains near Prosek. He joined a mercenary band in his youth, quickly earning a place as a *ballistarius* with his quick mind and native talent for mechanisms.

He fought in a few campaigns under the banner of Michael Dukas of Epirus, but was captured briefly by Serbians in 1215 AD. He escaped during the winter and traveled east towards Bulgaria. During his travels he encountered a strange and suspicious man called Andronicus.

His hunger and curiosity eventually overcame his suspicion of this strange fellow traveler, and he learned that Andronicus knew of *ballistae*. Even more astounding, he seemed to know about the legendary texts of Heron of Alexandria, whose designs Iarion had thought to be merely campfire tales.

Andronicus offered to show him a *ballista* built from Heron's designs, if Iarion would agree to accompany him as a guard and servant. Iarion readily agreed, and worked with Andronicus for several years before settling at Coeris.

He wed Marcela in 1226 AD, and is now happily pursuing his dream of building a perfected *cheiroballista*, one that would surmount the design of Heron of Alexandria.

Iarion is a talented instructor and an energetic worker. His *ballistae* designs, however, lack that spark of genius that would allow him to achieve his dreams. He perseveres, however, heedless of the futility of his efforts.

Characteristics: Int +1, Per +1, Str +2, Sta +1, Pre 0, Com +1, Dex +1, Qui -1

Size: 0 **Age:** 36

Virtues and Flaws: *Custos*, Affinity with Profession: *Ballistarius*, Educated, Good Teacher, Puissant Artillery Weapons, Driven: Major (design perfect *cheiroballista*), Mentor (Andronicus *Tremeris*), Temperate

Personality: Driven 4 (design perfect *cheiroballista*), Loyal 3, Brave 2, Disciplined 2

Reputation: Exacting 2 (local)

Abilities: Animal Handling 2 (mules), Artes Liberales 3 (geometry), Artillery Weapons 5+2 (*cheiroballistae*), Athletics 2 (climbing), Awareness 3 (keeping watch), Bargain 1 (food), Brawl 3 (scuffling), Carouse 2 (gambling), Charm 2 (being witty), Chirurgy 1 (binding wounds), Coeris Lore 2 (defenses), Concentration 1 (designing), *Domus Tremeris* Lore 2 (*Doctrina*),

Etiquette 1 (Hermetic), Folk Ken 3 (soldiers), Greece Lore 1 (geography), Greek 5 (slang), Latin 3 (Hermetic usage), Leadership 3 (in combat), Profession: *Ballistarius* 4 (design), Profession: Soldier 2 (tactics), Ride 2 (in battle), Single Weapon 4 (axe), Stealth 1 (sneaking), Survival 1 (forests), Swim 1 (staying afloat), Teaching 2 (artillery weapons), Vlach 4 (Coeris dialect)

Combat:

Axe: Init 0, Atk +10, Def +4, Dam +8

Dagger: Init -1, Atk +6, Def +2, Dam +5

Soak: +6 **Encumbrance** (Load) 0 (5)

Equipment: Partial metal scale armor, axe, dagger, measuring rod, satchel with various tools

Rector Servorum Teodor

Rector Teodor governs the four villages owned by Coeris. He resides in Gradistei Morii, about three miles downstream from Coeris. Teodor is a burly black-haired man with a thick beard and a brusque manner. Despite his gruff appearance, he is just in his behavior, and in his own way, compassionate toward the villagers under his authority.

Teodor is a Vlach from the lower Danube. His temper led him into trouble with the headman in his home village, and he was forced to leave. He took up banditry briefly, and was fortunate enough to encounter *Yonka Anahita Trememis*. She was impressed with his rough honesty and sense of fairness even as he was attempting to rob her small travelling party.

Yonka Anahita convinced him to abandon the life of banditry and follow her. For his part, Teodor was impressed with this odd woman with the unusually confident manner.

After a brief period of service as a *custos cubicularium*, Teodor moved outside the wall and began assisting Mihai, the elderly *Rector Servorum*, and after his death, Teodor assumed his duties. He married Marica, a woman from Coeris, shortly after settling there; they have four children.

Characteristics: Int 1, Per 0, Str 3, Sta 1, Pre 1, Com -1, Dex 0, Qui -1

Size: 0 **Age:** 39

Virtues and Flaws: Custos, Reserves of Strength; Compassionate (minor), Wrath (minor)

Personality: Brusque 3, Compassionate 2, Wrathful 2

Reputation: Sharp Temper 3 (local), Just Governor 2 (local)

Abilities: Animal Handling 3 (oxen), Athletics 3 (climbing), Awareness 3 (searching), Bargain 3 (food), Brawl 5 (grappling), Bulgarian 3 (slang), Carouse 3 (drinking songs), Charm 1 (after you get to know him), Coeris Lore 3 (hinterlands), Craft: Thatching 3 (repairs), Etiquette 1 (magi), Faerie Lore 1 (traditional wards), Folk Ken 4 (villagers), Guile 1 (lying to authority), Hunt 2 (tracking), Leadership 4 (intimidation), Magic Lore 1 (magi), Magyar 2 (slang), Profession: Rector 5 (justice), Ride 1 (mules), Stealth 2 (hiding), Survival 2 (mountains), Swim 2 (rivers), Vlach 5 (slang)

Combat:

Bludgeon: Init -1, Atk +7, Def +4, Dam +5

Soak: 0 **Load:** Encumbrance 0 (0)

Equipment: Clothing, knife, walking stick

Empirica Summa Ileana

Ileana is a Coeris native, a grey-haired woman in her late fifties. She is the best *empirica* at Coeris, and has trained most of the *Valetudinarium* staff.

Prior to the arrival of *Medica* Marcela, Ileana ran the *Valetudinarium*. She feels slighted that Zalan promoted Marcela over her, but maintains an impeccable air of politeness with her new boss. Ileana recognizes that Marcela's education is valuable, and that the young woman is learning fast. But her pride will not let her admit that Marcela is in any way better than her.

How many babies has Marcela delivered? Ileana has been midwife to most of the mothers at Coeris. She has set broken bones and sewn up countless wounds. But does that count for anything? No. Some Italian bimbo walks in and Zalan promotes her, without so much as an apology!

Fortunately, most of the staff seem to recognize the problem, and they still come to Ileana whenever there is a really tough case. Even Marcela sometimes asks for help when she encounters something they didn't teach her in that fancy Italian school.

Characteristics: Int 2, Per 0, Str -1, Sta -1, Pre -1, Com 0, Dex 4, Qui -1

Size: 0 **Age:** 57

Virtues and Flaws: Covenfolk, Great Dexterity, Improved Characteristics, Affinity with Chirurgy; Covenant Upbringing, Motion Sickness, Proud (minor)

Personality: Proud 3, Loyal 3

Reputation: Good Healer 4 (Coeris)

Abilities: Animal Handling 2 (poultry), Athletics 3 (stretcher-bearing), Awareness 5 (searching), Bargain 3 (services), Brawl 1 (dodge), Charm 5 (patients), Chirurgy 10 (diagnosis), Coeris Lore 5 (people), *Domus Trememis* Lore 3 (healing), Etiquette 1 (magi), Folk Ken 6 (patients), Guile 3 (lying to authority), Leadership 3 (patients), Magic Lore 3 (magical healing), Magyar 3 (slang), Profession: Soldier 3 (support), Survival 2 (mountains), Vlach 5 (Coeris dialect)

Combat:

Dodge: Init -1, Atk n/a, Def +1

Soak: -1 **Encumbrance** (Load) 0 (0)

Equipment: Clothing, knife, walking stick, bag with bandages and tools

Optio Ianitorum Claudia

Claudia is a tall blond-haired woman in her late thirties with an infectious smile and an agreeable manner. She leads the *Ianitores*, who manage the various Mercere Portals at Coeris. Directing the *Ianitores* is easy for Claudia, as they are mostly former *custodes cubicularia* like Claudia herself. After years of service in the Basilica, *Ianitores* are used to the odd ways of magi and those who accompany them.

Claudia was born and raised at Coeris. Entering service as a *custos cubicularium* at the age of twelve, she served for two decades in the Basilica. When she was seventeen, she married Txaran, a Basque *custos scutatum* who came to Coeris with *Quaesitor Yonka Anahita Trememis*. Although he had planned to return to Ordino after a brief stay at Coeris, he changed his plans after meeting Claudia, and he stayed on as a *stipator*. Txaran and Claudia have three children; sons Bela and Hurko, and daughter Iulia.

Claudia likes being a *Ianitora*, just as she enjoyed working in the Basilica. She never felt as uneasy around the magi as most other folk. She wants to perform her duties well, and ensure that visitors to Coeris are greeted with proper hospitality. She likes chatting with the various magi and other travelers who pass through the Portals. She often asks for stories of the distant places they have seen.

Claudia doesn't imagine herself traveling anywhere; her family and life are here at Coeris. Still, she likes hearing the stories. She spends more time at the Portals than she needs to. Txaran always knows where to find her if she isn't in their cottage when he returns home.

Txaran serves in the *Manipulus Exarchus*, guarding the Basilica. He doesn't travel much anymore, which is fine with him. He likes having more time to spend with Claudia and his family.

Characteristics: Int 1, Per 1, Str 0, Sta 0, Pre 1, Com 1, Dex 0, Qui 0

Size: 0

Age: 39

Virtues and Flaws: *Custos*, Clear Thinker, Magic Sensitivity; Covenant Upbringing, Higher Purpose (serve Coeris), Weak Characteristics

Personality: Brave 1, Loyal 3, Higher Purpose (serve Coeris) 2

Reputation: Custos 3 (Coeris)

Abilities: Animal Handling 2 (birds), Athletics 3 (climbing), Awareness 4 (keeping watch), Bargain 2 (favors), Brawl 3 (dagger), Carouse 1 (drinking songs), Charm 4 (magi), Chirurgy 2 (binding wounds), Coeris Lore 4 (Basilica), *Domus Trememis* Lore 2 (magi), Etiquette 1 (magi), Folk Ken 5 (magi), Guile 3 (lying to authority), Intrigue 3 (alliances), Latin 4 (Hermetic), Leadership 3 (servants), Magic Sensitivity 4 (active spells), Magic Theory

1 (laboratories), Magyar 2 (slang), Order of Hermes Lore 2 (Mercere Portals), Profession: Servant 5 (cleaning), Stealth 2 (sneaking), Survival 1 (mountains), Vlach 5 (Coeris dialect)

Combat:

Dagger: Init +0, Atk +8, Def +6, Dam +2

Soak: 0 **Encumbrance** (Load) 0 (0)

Equipment: Clothing, *Claves Ianuae*, *Caduceum*, *Claustra pro Portis*, dagger

Optio Marius

Marius is very nearly the ideal *stipator*: alert, dedicated, and loyal. He has prevented harm to magi in his charge on several occasions. A reserved and taciturn man, Marius seeks no attention. He maintains quiet vigilance at all times, even when not formally on watch.

Marius never married. He dallied a time or two with girls in his youth, but prefers the company of men. He represses the “evil urges” that arise from time to time, wary of falling into the temptation of unnatural lust. As a result, he has been celibate for more than half his life.

Marius has lead the *Manipulus Primi* for the last six years. Rafail, the previous *Praefectus Castrorum*, nominated him for the position after the previous *Optio* took his own life. He expects his *stipatores* to display the same dedication that he is known for, and with rare exceptions, they live up to his high standards.

Having spent many years escorting magi on journeys, Marius is a highly capable *Chlamysius*. He has also spent enough time in high-strength auras to begin suffering Warping. He does not yet display any outward manifestations.

Exarcha Piroška is considering Marius for a Longevity Ritual. Although he lacks any sign of mystical talent, she feels his exceptional dedication is worthy of reward.

Characteristics: Int 0, Per +2, Str +1, Sta +1, Pre 0, Com 0, Dex +1, Qui +1

Size: 0 **Age:** 41

Virtues and Flaws: *Custos*, Puissant Awareness, Strong-willed; Continenence, Covenant Upbringing, Pious (minor)

Personality: Brave +2, Loyal +3, Disciplined +3, Pious +2

Warping: 0 (3)

Reputation: Stipator 3 (Tremēris)

Abilities: Animal Handling 2 (horses), Athletics 4 (flying), Awareness 5+2 (body guarding), Bargain 1 (food), Brawl 4 (dagger), Carouse 2 (staying sober), Charm 2 (first impressions), Chirurgy 2 (bind wounds), Coeris Lore 3 (security), *Domus Tremēris* Lore 3 (*Doctrina*), Etiquette 1 (Hermetic), Faerie Lore 1 (hazards), Folk Ken 2 (magi), Guile 1 (fast talk), Latin 3 (Hermetic), Leadership 4 (intimidation), Magyar

2 (slang), Magic Lore 1 (creatures), Order of Hermes Lore 2 (magi), Profession: Soldier 3 (tactics), Ride 3 (speed), Single Weapon 6 (*machaera*), Stealth 2 (hiding), Swim 1 (staying afloat), Thrown Weapon 4 (dart), Vlach 5 (slang)

Combat:

Machaerae Stipitoris (paired): Init +3, Atk +12, Def +10, Dam +8

Clava Stipitoris: Init +2, Atk +12, Def +9, Dam +5

Spiculum Torporis: Init +1, Atk +7, Def +5, Dam +2

Dagger: Init +1, Atk +8, Def +6, Dam +4

Soak: +6 **Encumbrance** (Load) 1 (4)

Equipment: Clothing, *Cassida Stipitoris*, *Tunica Stipitoris*, paired *Machaerae*, *Clava*, *Spicula* x 3, dagger, *Chlamys of the Volitant Custos*, *Potio Recreationis*

Optio Tibor

Tibor is the youngest *Optio* at Coeris, and one of the youngest ever. A tall, strikingly handsome man, Tibor has a natural flair for leadership. He was born at *Carpathia Vigilax*, and joined the *auxilia* there when he reached his sixteenth birthday. He soon proved himself and was allowed to transfer to the *stipatores* within a few years.

He became familiar to leaders at Coeris through the frequent rotations between *stipatores* at the two *conventa*. When the position of *Optio* opened up recently, Enric selected him. Tibor is still settling into his new leadership role, but the men like him and he is experienced enough with duty at Coeris to manage.

He had an ulterior motive for the transfer to Coeris: he is now engaged to Marcela, the daughter of *Procurator Zalan*. They plan to wed next spring, after Tibor returns from an escort mission. After a few more years, Tibor and Marcela plan to transfer to away from Coeris.

They know that as long as Zalan is *Procurator*, Tibor will have few opportunities for further advancement. Zalan will avoid even the perception of favoritism toward his son-in-law. So, as soon as an appropriate leadership position opens up at another *conventum*, Tibor will request it. He has already made his plans known to *Praefectus Castrorum Enric*.

Characteristics: Int 0, Per +1, Str +1, Sta +1, Pre +2, Com 0, Dex +1, Qui 0

Size: 0 **Age:** 32

Virtues and Flaws: *Custos*, Puissant Leadership; Covenant Upbringing, Optimistic (minor)

Personality: Brave +3, Loyal +3, Disciplined +2, Optimistic +2

Reputation: *Stipator* 1 (Coeris)

Abilities: Animal Handling 2 (horses), Athletics 3 (flying), Awareness 5 (body guarding), Bargain 1 (food), Brawl 4 (dagger), Carouse 1 (staying sober), Charm 2 (first impressions), Chirurgy 2 (bind wounds), Coeris Lore 2 (security), *Domus Tremēris* Lore 2 (*Doctrina*), Etiquette 1 (Hermetic), Faerie Lore 1 (hazards), Folk Ken 2 (magi), Latin 3 (Hermetic), Leadership 3+2 (intimidation), Magic Lore 1 (creatures), Magyar 5 (slang), Order of Hermes Lore 1 (magi), Profession: Soldier 2 (tactics), Ride 3 (speed),

Single Weapon 5 (*machaera*), Stealth 2 (hiding), Thrown Weapon 3 (dart), Vlach 3 (Coeris dialect)

Combat:

Machaerae Stipitoris (paired): Init +3, Atk +12, Def +10, Dam +8

Clava Stipitoris: Init +2, Atk +12, Def +9, Dam +5

Spiculum Torporis: Init +1, Atk +7, Def +5, Dam +2

Dagger: Init +1, Atk +8, Def +6, Dam +4

Soak: +6 **Encumbrance** (Load) 1 (4)

Equipment: Clothing, *Cassida Stipitoris*, *Tunica Stipitoris*, paired *Machaerae*, *Clava*, *Spicula* x 3, dagger, *Chlamys of the Volitant Custos*, *Potio Recreationis*

Optio Ivo

Ivó is a Transylvanian Saxon, a rare example of a male outsider joining the *conventum*. The son of a cooper, he had no talent for his father's craft, and dreamed of leaving his small town and becoming a soldier.

He entered the service of *Domus Trememis* as a teen, when a traveling party passed through his town. He begged the *Optio* leading the party to give him a chance. He joined the *auxilia* as an *arcuballistarius* after demonstrating a notable talent with the arbalest.

Two decades later, Ivó leads the *Manipulus Arcuballistarium* at Coeris. He carries a *Clastra pro Portis* as his symbol of office. He has a wife and five children, and is quite pleased with his life so far.

Characteristics: Int 0, Per +1, Str +1, Sta +1, Pre 0, Com 0, Dex +2, Qui +1

Size: 0 **Age:** 36

Virtues and Flaws: Warrior, Puissant Bows; Ability Block: Crafting, Ambitious (minor)

Personality: Brave +3, Loyal +2, Ambitious +2

Reputation: Optio 2 (Coeris)

Abilities: Animal Handling 1 (mules), Athletics 3 (running), Awareness 3 (searching), Bargain 1 (food), Bows 6+2 (arbalest), Brawl 5 (dagger), Carouse 3 (drinking songs), Charm 2 (being witty), Chirurgy 2 (bind wounds), Coeris Lore 2 (defenses), *Domus Trememis* Lore 1 (*Doctrina*), Folk Ken 2 (*habitatores*), Great Weapon 6 (*falx*), Guile 1 (fast talk), Hunt 1 (tracking), Latin 1 (commands), Leadership 4 (intimidation), Low German 5 (Transylvanian), Magyar 2 (slang), Order of Hermes Lore 1 (magi), Profession:

Soldier 3 (tactics), Stealth 2 (hiding), Swim 1 (staying afloat), Vlach 4 (Coeris dialect)

Combat:

Arbalista Agilis: Init -1, Atk +17, Def +8, Dam +8

Lamina Novacula: Init +1, Atk +14, Def +7, Dam +12

Dagger: Init -1, Atk +10, Def +5, Dam +5

Soak: +5 **Encumbrance** (Load) 2 (7)

Equipment: *Arbalista Agilis*, quiver of bolts, *Lamina Novacula*, *Clastra pro Portis*, fine dagger, partial metal scale armor

Optio Tzanko

Tzanko is a short, broad-shouldered man with long graying-black hair tied in a top-knot. Originally from Navalis Euxinus, he moved to Coeris about forty years ago. He has led the *Saggitarii Turmalis* for fifteen years.

Tzanko is witty and agreeable. His men treat him like a favorite uncle, and follow him willingly. Tzanko likes most people. Greek magi are a different matter. Tzanko has hated Greeks since he was a youth.

Tzanko's father was a visiting Greek magus, who forced himself on Tzanko's mother, Penka. For political reasons, *Domus Tremēris* did not pursue retribution against him. They did ensure that the mother was taken care of in every way, and a sympathetic young man took in Penka and raised Tzanko as his own.

Tzanko found out what happened as a young teen, and vowed vengeance. His mother refused to tell him the name of the magus, knowing that to attack such a magus would be suicidal.

The magi waited patiently for any sign of The Gift to manifest in Tzanko. No sign ever appeared. When Tzanko joined the *auxilia*, the magi quietly had him transferred to Coeris, where he would be less likely to encounter Greek magi.

Penka died recently, so Tzanko is unlikely to ever discover the identity of his father: Soren *Jerbitonis*, who is now part of the Nycean faction of *Conventum Constantinople*.

Characteristics: Int 0, Per 0, Str +1, Sta +1, Pre -1, Com 0, Dex +1, Qui 0

Size: 0 **Age:** 56

Virtues and Flaws: Warrior, Puissant Ride; Covenant Upbringing, Hatred (minor, Byzantine Magi)

Personality: Brave +3, Loyal +3, Funny +2, Hates Byzantine Magi +3

Reputation: *Optio* 2 (Coeris)

Abilities: Animal Handling 3 (horses), Athletics 3 (running), Awareness 4 (searching), Bargain 1 (food), Bows 7 (horsebow), Brawl 5 (grappling), Bulgarian 5 (slang), Carouse 3 (drinking songs), Charm 5 (seduction), Chirurgy 2 (bind wounds), Coeris Lore 3 (hinterlands), Cuman 2 (slang), *Domus Tremēris* Lore 2 (*Doctrina*), Folk Ken 3 (women), Greek 1 (slang), Guile 1 (fast talk), Latin 2 (commands), Leadership 5 (intimidation), Magyar 2 (slang), Order of

Hermes Lore 1 (magi), Profession: Soldier 3 (tactics), Ride 5+2 (in battle), Single Weapon 6 (saber), Stealth 4 (riding), Vlach 5 (Coeris dialect)

Combat (Mounted):

Arcus Sagittai Infinitae: Init -2, Atk +15, Def +8, Dam +9

Saber & Buckler: Init +2, Atk +11, Def +10, Dam +7

Dagger: Init +0, Atk +8, Def +5, Dam +4

Soak: +6 **Encumbrance** (Load) 3 (9)
Mounted Encumbrance 0

Equipment: *Arcus Sagittai Infinitae*, quiver of arrows, saber, dagger, buckler, full leather armor (lamellar style), courser, saddle & tack

Sedes Caducifera

The *Sedes Caducifera Daciae* occupies two small *planities* southeast of *Arx Coeris*, just below the *sancta adiutorum*. Covered stairways connect a pair of long two-story stone buildings with steeply pitched roofs.

The upper building encloses the *Ianua Merceris ad Harco*, the Mercere Portal connecting to Harco. A *scriptorium*; *tabularium*; and four *sancta* for the resident *caduceatores* occupy the rest of the upper building. The lower building contains quarters for scribes and servants; guest quarters for visiting Redcaps; a communal dining hall; kitchen; and several storerooms.

The Redcaps in residence at Coeris are Ajtony, Edömér, Járfás, and Rózsa; although Redcaps residing at other *conventa* visit from time to time.

Ajtony Merceris Belinis is *Caduceator Maximis Daciae*, responsible for all the affairs of *Domus Merceris* in *Daciae*. His staff of scribes and servants keep the *Sedes* clean and orderly.

Rózsa conducts trade with and through *Domus Tremeris* contacts in Hungary, Transylvania, and Bulgaria, arranging transport of profitable merchandise via Mercere Portal to Harco. She typically trades in amber, gems, furs, and valuable woods, but strange items from the region may also pique her interest. Her primary customers are Hermetic magi, but she occasionally makes deals with Italian merchants.

Dimitar the Amanuensis maintains the *Tabularium Fontum Vis pro Dacia*, and has an exhaustive knowledge of Magic Lore. His personal collection of *tractatus* on the subject is impressive. He is writing a *summa* on Magic Lore that seems to be perpetually “nearly complete.”

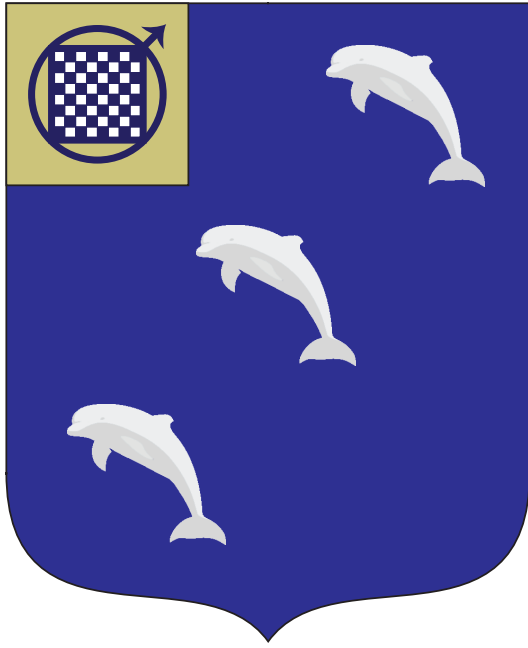
Menyhért Merceris travels through *Dacia* seeking *vis* for trade in *Roma*. She typically visits Venice twice each year with *vis* for trade, and usually visits Coeris in the summer.

Redcap Routes

Because of the Mercere Portals that connect all *Conventa Domus* in *Dacia*, correspondence between *conventa* is easy, and messages are often delivered personally or by *custodes*.

Caduceatores who reside in *Dacia* therefore spend most of their time journeying to other *Tribunalia*. Each journey listed assumes a round-trip from origin to destination and back to origin, although not necessarily by the same route.

Redcap	Origin	Destination	Mode	Frequency
Edömér	Coeris	Harco/ <i>Britannia</i>	Portal	Monthly, Spring/Autumn
Edömér	Coeris	Durenmar	Portal	Spring and Autumn
Edömér	Coeris	Porta Orphaica	Portal	Monthly, Spring/Autumn
Járfás	Coeris	Harco/ <i>Hispania</i>	Portal	Monthly, Winter
Járfás	Turris Bulcsunis	<i>Helvetia</i>	Horse	Summer
Vencel	Lycaneon	Venice/ Capitulum Adriaticum	Horse, Ship	Spring and Autumn
Stephanus	Coeris	Harco/ Potestas	Portal, Ship, Horse	Winter and Summer
Dessislava	Carpathia Vigilax	Leszyca	Horse	Spring and Autumn
Hikmet	Navalis Euxinus	Chersonesus	Ship	Spring
Hikmet	Navalis Euxinus	Constantinople	Ship	Autumn



Capitulum Adriaticum

On the Dalmatian isle of Vis in the sunny Adriatic Sea lies the ancient settlement of Issa. At one time a home for Liburnian pirates who preyed on Roman shipping, the island now hosts a small outpost of *Domus Tremeris*.

Capitulum Adriaticum is located almost entirely underwater in a small cove in the Bay of Issa, on the northeast side of the island. A dock, small warehouse, and several cottages on the nearby shore are the only facilities above the surface of the water. The cove possesses a powerful fifth magnitude Magical aura, but only below the surface of the water. The site was discovered accidentally in 1203 AD due to a unique form of *vis* generated in the aura.

Salt from the water of the bay forms potent *Creo vis* with inherent preservative properties. The salt must be naturally dried through evaporation in the sun, and must also be dried in the bay itself. In other words, the *vis* only manifests in shallow rock pools along the shores of the bay. Salt encrusts the rocks during low tide, and can be carefully gathered at that time of day.

There are six pools of adequate size and depth along the shores of the bay, each potentially yielding one pawn of *Creo vis*. The encrustation builds up gradually over time, but most pools may be harvested once per season. Such an extraordinarily rich *vis* site (over twenty pawns of *Creo vis* each year) needs close care and attention. When magi discovered the powerful Magical aura under the surface of the water, the establishment of a *capitulum* was almost a foregone conclusion.

Although *Vexillum Adriaticum* was established in 1218 AD, construction on the *capitulum* itself did not begin until 1222 AD. The magi spent the first few years exploring the cove and creating the enchant-

ments necessary to construct the *capitulum* underwater. *Artifex Licero Tremeris* spent several years inventing the *Torques Delphinis* as a way to function without hindrance underwater.

The magi immediately realized that magic would be required even to maintain a livable environment underwater. Construction of buildings would not be possible using normal methods. Senior *architecti* consulted and decided that the only practical solution was to conjure a structure *in situ*. Clearing off a portion of the sea floor, the magi conjured a squat round tower, only two stories high, but nearly thirty paces across. The top floor is divided into four large semicircular *sancta*, surrounding a central *atrium* that also serves as a *bibliotheca*. The bottom floor is similarly arranged around a common dining area, but with residence rooms on two sides, a kitchen and pantry on a third side, and an armory and antechamber on the fourth side. The antechamber contains a *Circulus Varicans* linking to the warehouse on the shore.

A *Concha Aequoria* wards the *conventum* against sea water, and an *Achates Aeris Recens* creates fresh air in the tower every diameter. A *Focus Califactorius* and *Circuli Luciferes* provide magical heating and lighting; *Lanternae Magicae* provide illumination for sleeping quarters. The kitchen is equipped with a magical stove, purchased from a magus *Verditii*, and thus no fire is needed for any purpose.

The magi maintain a fourth magnitude *Aegis*. They have encountered traveling groups of aquatic faeries twice while exploring the Adriatic. The home of the faeries, if they have one, has not yet been discovered. Although the faeries have not displayed open hostility, their intentions and full natures remain unknown. *Nauarchus Philostratus* has requested assistance from *Vexillum Ferrum Frigidum* in assessing the natures of these aquatic faeries, but has been limited so far by the small number of enchantments available for underwater travel.

Magi

Nauarchus Philostratus Tremeris leads the *Vexillum*. Having natural talents with *Aquam*, he and his *filius Joudain* were the obvious choices to lead the research effort. After a decade observing magi and *custodes* attempting to live under water, he has decided that the only way to train an effective underwater force is to raise children in a controlled undersea facility like *Capitulum Adriaticum*. Raised in that manner, the children will be so accustomed to the underwater environment that it will not impede their training.

He has submitted an initial report to the *Prima* recommending that a cadre of nurses be recruited for training first, and then forty to fifty young infants, no more than two years of age, be gathered to serve as the initial training group. Each child will need an

enchantment to allow them to breath underwater. He noted in his report that such an enchantment would ideally be inseparable from the child; a tattoo may provide an effective method.

Nauarchus Joudain has inherited a talent with Aquam from his parens. His research is focused on finding ways to fight effectively under water. Since water is ubiquitous in that environment, he is focusing on spells that use water against an opponent. He has tried several approaches, but he regards *Globus Glaciei* as his first real success.

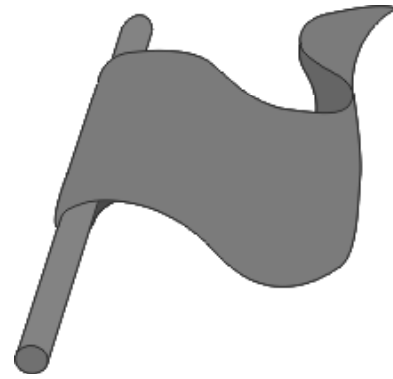
Artifex Licerio Tremēris is a creative enchanter, and is applying his creativity to the problem of fighting underwater. Since construction was completed, he has spent much of his time either refining his new laboratory or enchanting more copies of *Torques Delphinis* for his *sodales*. He is now working on a more efficient (cheaper) version of the *Torques* for *auxilia*.

Licero is also experimenting with solutions to the problem of missile fire underwater. One idea he is trying out is to create a charged item in the form of a crossbow bolt, that is unimpeded by water. Although the bolt would be entirely mundane in its effect on the target, a suitably modified *arbalista agilis* could fire it underwater with great effect. Alternately, an enchantment with a *Glanoballista* effect could be used to propel the bolt. He envisions a bolt with a head of cold iron or silver shaped into a spiral like a conch shell.

Praecursora Mutara Adula Tremēris has the task to explore the Adriatic Sea, underwater. She spends much of her time away from the *capitulum* as a result. When she does return to Adriaticum, she focuses on studying fish and dolphins, and training to adopt an aquatic Shapechange form.

Although she does not need to adopt an aquatic form to perform her mission, thanks to the *Torques*, she loves the idea of coursing along underwater as a dolphin. She has already noted their cooperative behavior, and has begun calling them the “wolves of the sea.” Once she has mastered the form of a dolphin, she may devote some time to writing a *tractatus* on them.

Adula is also an enthusiastic geographer. She has made numerous measurements using *Via ad Locum Distans*, and has collected a wide array of Arcane Connections from undersea locations. She plans to draft a chart of the significant features and locations of the Adriatic Sea.



Habitatores

Curator Rafail leads the *custodes*. Formerly the *Praefectus Castrorum* at Coeris, he is a bit out of his depth, as it were, in his new task. He has not been able to adapt to living under water. After enduring life in the underwater structure for almost a month, *Nauarchus* Philostratus moved him back onto land. He resides in a cottage on the shore, near those of two families of fishermen that support the *capitulum*. He visits the undersea tower frequently, but does not stay long.

Adriaticum does not have a large staff. Each magus has a single *custos cubicularium*. The *custodes* share in communal duties such as cooking and baking. Three *stipatores* (mates of the *custodes cubicularia*) guard the magi, but as there is little to guard against most of the time, they spend most of their time ashore, training with *Curator* Rafail, or enduring the underwater experiments of the *nauarchi*. None of the *custodes* really like living underwater, but they are able to endure it better than Rafail.

Due to its small size and limited space for support staff, Adriaticum relies on Coeris for most things, including much of its food. Although the families of fishermen may one day grow into a village, *Domus Tremēris* does not envision promoting Adriaticum to full *conventum* status for many decades.

Lycaneon

Lycaneon occupies a beautiful hill overlooking the southwest shores of Lake Balaton. In the eyes of mundane visitors, the *conventum* is simply a pleasant *kastély* (manor house) to the southeast of Badacsony hill, close to the track that leads from the Benedictine monastery at [Zalavár](#).

The hill itself has no visible structures other than a cemetery, and is covered with a thick wood of linden and beech trees. Vineyards, orchards, pastures, and various settlement buildings surround the hill at its base. All of the surface residences and major buildings at Lycaneon are built from sturdy brick and field stone. These structures are merely the visible face of the *conventum*, displayed for the sake of the mundanes.

The settlement boasts a *biblioteca* and *scriptorium*, with a selection of fine mundane texts that would raise no eyebrows. Several scribes work at making copies of texts for sale or gift; *Domus Tremēris* uses these texts, typically religious in nature, as gifts to clergy and nobility throughout the region. To mundanes who have heard of it, Lycaneon has a reputation as a producer of fine religious books.

Lycaneon is the second-oldest *conventum* in *Dacia*, founded during the years immediately following the *Disiunctum*. Little evidence remains of that early settlement, however, as it was abandoned twice; first during the Magyar occupation, and then again during the Schism War.

The current *conventum* dates from 1033 AD, when Trebellius and Dannicus *Tremēris* led the re-occupation of the site. The young magi had only recently passed their *Provocationes*, and faced a host of challenges. Most significantly, recently decreed royal sanctions against witches and wizards meant that the magi had to be extremely discrete.

Trebellius decided that the *conventum* would have to be a mundane settlement in every visible aspect; *sancta* and any other overt magical functions would go underground in the *Foramen*, a broad subterranean shaft descending over forty paces beneath the



surface of the lofty hill on which the old *conventum* had rested.

Dannicus focused on helping the *habitatores* settle in aboveground; on keeping the excavation hidden from surrounding settlements; and on surveying *vis* sites and gathering *vis*. Gradually, the magi overcame every obstacle, in some cases developing the first versions of spells and enchantments that are now standard within the *Domus*. By 1046 AD the *conventum* was secure enough to offer refuge to monks fleeing pagan mobs.

Following recognition of the *conventum* and a formal charter granted by the *Ispán* of Zala, the magi were able to more easily expand. Despite the improved relations with the nobility and clergy, the *conventum* continued to expand underground, and *architecti* excavated the *Foramen* to its current depth of one hundred and twenty paces. The *architecti* left a thick band of solid rock between the fourth and fifth levels, and the lower levels are vertically spaced farther apart than the upper levels.



Aerial view of Lycaneon from the west, overlooking Lake Balaton

Creating such a wide and deep shaft required great ingenuity on the part of the *architecti* who excavated the bore. They reinforced the shaft with massive stone cross-braces, each formed of a single block of stone anchored into the sides of the rock; these became the bases for bridges that crisscross the shaft in a spiral pattern.

The external walls of the *Foramen*, and the outermost walls of the chambers beyond, are also magically fused and braced. Following each *Decennium*, *architecti* inspect the various walls, braces, and bridges to identify and correct any cracks or signs of weakness.

Ten levels of balconies, platforms, and stairs line the sides of the twenty-pace-wide shaft. *Sancta* are located nearest the top, as the Magical Aura begins to fade away gradually about ninety feet below the surface. A total of fifteen *sancta* are available on the upper three levels, although some of these are not currently occupied and serve as additional *sancta hospitales*. Below that are the residences of *consortes* and *sancta hospitales* without laboratories. Below that lie additional guest residences, quarters for *stipatores* and *custodes*, and storerooms.

Five massive cisterns ring the outer chambers on the fourth level; *Procurator* Vyncze has an enchantment: *Hama ut Exples Cisterna Arida*, that can fill each cistern with pure water from Lake Balaton as needed. A *Focus Califactius* maintains a constant comfortable temperature throughout the *conventum*, and multiple *Circulus Lucifer* effects provide magical lighting. The *Foramen* walls are lime washed with off-white to brighten the interior and to better reflect the light.

Circuli Luciferi provide magical lighting in many rooms, although sleeping quarters use *Lanternae Magicae* that can be turned off as needed. Many rooms are warded by *Fores Aversae* and storerooms, pantries, and armories are also protected by *Anuli Horrei*. Passages leading out of the *Foramen* also have *Achates Aeris Recens* to ensure gentle breezes of fresh air circulate; small vents to the surface near the top of the *Foramen* create a steady draft up the *Foramen* from the lower access tunnel.

The most noticeable enchantment, however, is the *Sphaera Aeliana*. This enormous armillary sphere hangs below the roof of the *Foramen* and displays the current alignment of the heavens. At every diameter between the hours, a pleasant chime rings out, and each hour is marked by the sound of a bell counting the hour of the day or night. At sunrise and sunset, five chimes ring out loudly in harmony before the bell begins to toll.

The roof of the *Foramen* is solid rock, magically fused into a solid cap, and covered with earth to a depth of over ten paces. A cemetery graces the surface, inside a ring of stately silver linden trees. Although at first the cemetery was a ruse to dissuade inspection of the ground, *habitatores* began to use it

for its ostensible purpose, and it now serves as the main cemetery for the settlement.

Warmth escaping from the *Foramen* underneath prevents snow from accumulating on the cemetery, even in the hardest winters. Visiting monks from Tihany and Zalavár ascribe this to the sanctity of the cemetery grounds. Despite their continued blessings, the Magical Aura continues to dominate the cemetery.

The primary entrance to the *Foramen* extends from the bottom of the *Foramen* through a wide horizontal tunnel to the *Fores Abdidus*. These hidden doors open into a walled compound in the lower settlement, on the side of the hill nearest Lake Balaton. This entrance is used by most custodes, and by visitors. The doors and tunnel are large enough to admit a mule-cart, although the tunnel ceiling is not high enough to allow a rider.

The upper entrance, used only by resident magi, *consortes*, and some *custodes*, is a *Circulus Varicans* in a non-descript brick building near the cemetery. It links to a second *Circulus* at the center of a wide bridge on the fourth level of the *Foramen* (which was at one time the bottom level). A similar platform on the first level supports the arch of the Mercere Portal that connects to Coeris.

Magi

Archmagus Valerius Tremēris is *Secutor* and *Praeses Disputatum*. As a *supernumerarius*, he answers directly to the *Prima*. His responsibilities as *Perses* within *Legio Mithrae* require a significant amount of his time. What time remains is typically consumed by *Certamen*, either training or dueling. His *sanctum* is on the first level.

Dracofer Felix is *Ductor Lycaneonis*, the leader of *Conventum* Lycaneon. As *Dracofer Daciae*, he also assists *Exarcha* Piroska in governing *Dacia*. Felix is training his first *discipulus*, Paullus. His *sanctum* is on the first level.

Artifica Chaldaica Estelle Tremēris is a talented and respected enchanter. As the senior *artifica* at the *conventum*, she is responsible for managing the *Adiutores Artificiosi* at Lycaneon. She considers that task to be somewhat troublesome, and avoids having to make any decisions as much as possible. This often leads to inefficiencies in the efforts of the *artifices* and *adiutores*. She resides on the second level.

Medicum Angyalika Tremēris is also a *supernumeraria* who reports directly to the *Prima*. Her sole responsibility is to pursue initiation into the *mysteria* of *Serpens Baculumque*. She does occasionally assist with Longevity Rituals. Her *sanctum* is on the first level.

Architectus Veit Tremēris musters with *Vexillum Lecticarius Profundus*, rather than with *Signum Daciae*. However, he does assume primary responsibil-

ity for the stability of the *Foramen*. He resides on the first level.

Artifica Chaldaica Aimie Trememis is a skilled enchanter who specializes in Intellego effects. She is currently seeking both a *discipulus* and a *Familiaris*. Her *sanctum* is on the second level.

Medicum Ysane Trememis is the junior maga, and as such has become quite familiar with the various *vis* sites claimed by Lycaneon. Her remaining time is spent in study. She resides on the first level.

Quaesitor Gerboud Guernici is an *Adiutor Leges*. He is nearing the end of his time in *Dacia*, and is looking forward to returning to a *conventum* somewhere in France. He is considering asking *Domus Trememis* for residence at *Conventum Nemus Saxatilis* in Brittany. He resides on the third level.

Cineas *Bonisagi* holds the *Sedile Certationis*. His research focuses on a way to imbue an animal with a temporary enchantment, similar to a charged item. He is currently experimenting with rats and mice. Occasionally, one of his subjects escapes and wanders about until he catches it and returns it to its cage. He resides on the third level.

Placida *Bonisagi* holds the *Sedile Inventionis*, which she was awarded for her breakthrough in *Peritia Cationis Ritualis*. She is currently researching a way to adapt the capabilities of Mercurian Magic into a new Arcane Ability.

Originally apprenticed to Gaetulica Trememis, Placida was claimed by her *parens* Fabrisse *Bonisagi*. Placida always wondered what her life would have been like as a maga Trememis. When she was offered the *Sedile Inventionis*, she felt she had in some way finally returned home. Her *sanctum* is on the third level.

Fromondin *Verditii* holds the *Sedile Daedelum*. He is an accomplished bronze smith and sculptor who specializes in small statuary. His *Sicae Verditiae* are also popular with magi Trememis, and he does a steady business in such items. He resides on the second level.

Llorenc *Verditii* holds the *Sedile Sucinum*. A young jeweler and Corpus specialist, he is developing a reputation in carving amber, ivory, and similar materials into intricate shapes. His *sanctum* is on the second level.

Argentea *Verditii* holds the *Sedile Opalum*. Also a relatively young maga, she is a talented leatherworker. Her unique treatment processes create supple yet tough leather that she forms into a variety of useful and attractive items. Several magi have approached her with requests for *Caligae Verditiae*. She is currently experimenting based upon an old pair.

Caduceator Vencel Merceris carries correspondence north to Leczyca and then to northern *Germania* each summer, returning through the Mercere Portal at Fengheld to Harco and then on to Coeris and Lycaneon. Vencel resides in a *sanctum* without a lab on the fourth level.

Habitatores

Lycaneon has three broad categories of *habitatores*; those who live and work underground, those who live on the surface and know about the underground conventum, and those who do not know about the true nature of Lycaneon.

Those who do not know are technically *servi*, as they are the property of the *conventum* in the eyes of the clergy and nobility of Hungary. They farm, cut wood, and labor in support of the *conventum*. *Servi* are never recruited as *custodes* for Lycaneon, no matter how talented; however, they may be recruited for service at another *conventum*.

Some *habitatores* know of the real nature of the *conventum*; they live and work in the manor or in the small walled compound that conceals the *Fores Abdidus* and lower entrance tunnel. Their roles are now hereditary, with children following in their parents' steps. A few are recruited as *custodes*, at Lycaneon or another *conventum*.

The public head of the *conventum* is *Rector Bolrobas*. He manages all of the visible functions, and is responsible for ensuring that the *servi* remain productive and incurious. He pays special attention to the herds of horses raised at Lycaneon. The vast majority of the horses used by *Domus Trememis* in *Dacia* come from Lycaneon's herds.

Scriptor Summus Korvin manages the clerical work, and often deals with visitors as a result. He conducts himself as a lay clergyman, although *Domus Trememis* is the actual source of his education. He visits real clerical schools occasionally to learn about them, but is always vague about what school he attended.

Vinitrix Summa Virág manages the vineyards and winery. The climate and soil around Lake Balaton are well-suited for vineyards, and Lycaneon wines may be found on the tables of magi Trememis from *Britannia* to *Syria*. Virág also trades with other vineyards in the area, particularly those of the monasteries at Tihany and Zalavár, selecting wines that she considers worthy of the tables of magi.

Optio Reinhard leads the *Praesidium Forum*, a small cohort that guards the *Fores Abdidus* and patrols the *kastély* grounds at night. The visible guard force at Lycaneon is small; the area around Lake Balaton is well-settled, and Lycaneon can rely on the *Ispán* of Zala for protection from mundane threats. The guards are there simply to ensure that any overly curious visitors are kept away from the tunnel entrance.

Procurator Vyncze is the senior *consors* at Lycaneon, and the real head of the *conventum*, magi excepted. He reports to *Ductor Felix*, who gives Vyncze broad direction and then leaves the details to Vyncze to figure out. Vyncze's main focus is on the management of the real *conventum*; so long as *Rector Bolrobas* provides sufficient food and man-

ages the external commerce well, Vyncze doesn't interfere.

Unlike most *Procuratores*, Vyncze lacks a *curator* to manage the service staff; he takes great pride in personally supervising the "proper" performance of the *custodes cubicularia*. He has trained the staff to clockwork efficiency, literally. Each member of the staff has a set list of tasks to perform at specified times of the day, marked by the *Sphaera Aeliana*.

Vyncze likes to stand on the fourth level bridge, next to the *Circulus Varicans*, and observe up and down the *Foramen*, as various tasks are performed at key times: at the fifth hour of the day; on the eleventh chime following the ninth hour; at the sunset chimes, etc.

Praefectus Castrorum Szerény commands the *Praesidium Forum* and three *manipuli* of *stipatores* who guard the *Foramen* and the magi. Szerény was an *optio* of *stipatores* at Coeris before his promotion to command at Lycaneon. As no *Praefectus Auxiliorum* resides at Lycaneon, Szerény reports directly to *Ductor Felix*, although he defers to *Procurator* Vyncze on most matters, including the precise schedule of guard changes and inspections.

Wolf Pack

Lycaneon's pack of **white wolves** have gradually moved away from the *conventum* over the last century. They now range the forested hills to the north and west of Lycaneon, sometimes ranging as far west as the foothills of the Alps. Because they spend so little time in the vicinity of the *conventum*, their connection with the magi is weaker than with most other packs. Some of the younger wolves might even attack a magus.

Tremēris don't view this development as a bad thing, necessarily. The white wolves are special, but wolves are wild creatures, and magical wolves doubly so. The area around Lake Balaton is relatively populous and settled, leaving the wolves few places to hunt without taking from the flocks and herds of the mundanes in the area. Magi would prefer that the wolves hunt in the forested hills to the west, to avoid complications with the nearby mundane settlements. They give the wolves of Lycaneon their space and freedom to roam where they will.



Carpathia Vigilax

Perched atop a towering spire of green-black basalt rock, Carpathia Vigilax inhabits an unusual stationary aerial Magical Aura. The *conventum* proper is a squat brick tower resting on the center of a broad disc of rock that spreads out at the top of the spire. The disc and the upper portion of the spire are concealed from view by a continual bank of clouds generated by the aura. Although the clouds are generated by the magic aura, they are otherwise natural. The aura also generates minor air elementals from time to time.

The *conventum* may be reached by flying or via *Circuli Varicans* that link the *conventum* with the base of the spire. The *Circulus* at the base is concealed within an elaborate hedge maze that covers the entire hill. The lanes through the maze are large enough to drive a mule cart, but if one does not know the maze, finding the *Circulus* at the center is nearly impossible. There are five separate entrances to the maze; only two lead to the *Circulus*.

The valley below the tower contains the supporting settlements for the *conventum*, as well as a large stone fortress, *Castellum Praefecti*. A visitor's pavilion sits at the northern entrance to the valley, approximately two miles from the spire (*Covenants*, 98).

An opal mine, the only source of fine opals in Mythic Europe, lies about two and one-half miles to the south of the spire (HoH:TL, 132). *Domus Tremēris* maintains a near-monopoly on fine opals in Mythic Europe, and conceals their source for the gems.

To the south of the *conventum* valley, the hamlets of Červenica, Lúčina, Tuhřina, and Lusicek supply the *conventum* with much of its food. The inhabitants are legally *servi*, and belong to the *conventum*.

History

Primus Iorghu founded Carpathia Vigilax as a *colonia* in 1061 AD, as described in **Chapter II, Historia**. The *habitatores* initially settled in temporary cottages upstream of the current settlement, while teams of *laterarii* (brick-makers) and *caementarii* (brick-layers) built sturdy brick buildings. The old settlement has since been abandoned, but one can still find occasional remains on the site. After finishing the residences and workshops for the *habitatores*, the brick workers began work on the *conventum* itself, high above the top of the spire. The *conventum* proper, a round three-story brick edifice surrounding a six-story stone tower, occupies the center of the disc. Although the disc is formed of strong basalt rock, Gaea Elementia advised the builders to keep the weight of heavy structures in the center, directly over the supporting spire.

Teams of *architecti* assisted by *caementarii* built the tower first, using blocks of stone cut from the center of the spire. The removal of stone from the spire created a dry well descending into the center of the spire, which is now used as a *crumena* (storehouse) for *vis* and enchantments. The *caementarii* also laid a chest-high brick parapet around the outer rim of the disc. Although this parapet is of dubious defensive value, it does discourage accidental falls.

After completion of the *conventum* structures in 1089 AD, *Perius* and *Amphelisia Tremēris* established the first *sancta*, in the central tower. Eventually, ten *sancta* were established; four in the tower, and six in the surrounding brick edifice. Magi *Merceris* created a **Mercere Portal** connecting to Coeris in 1098

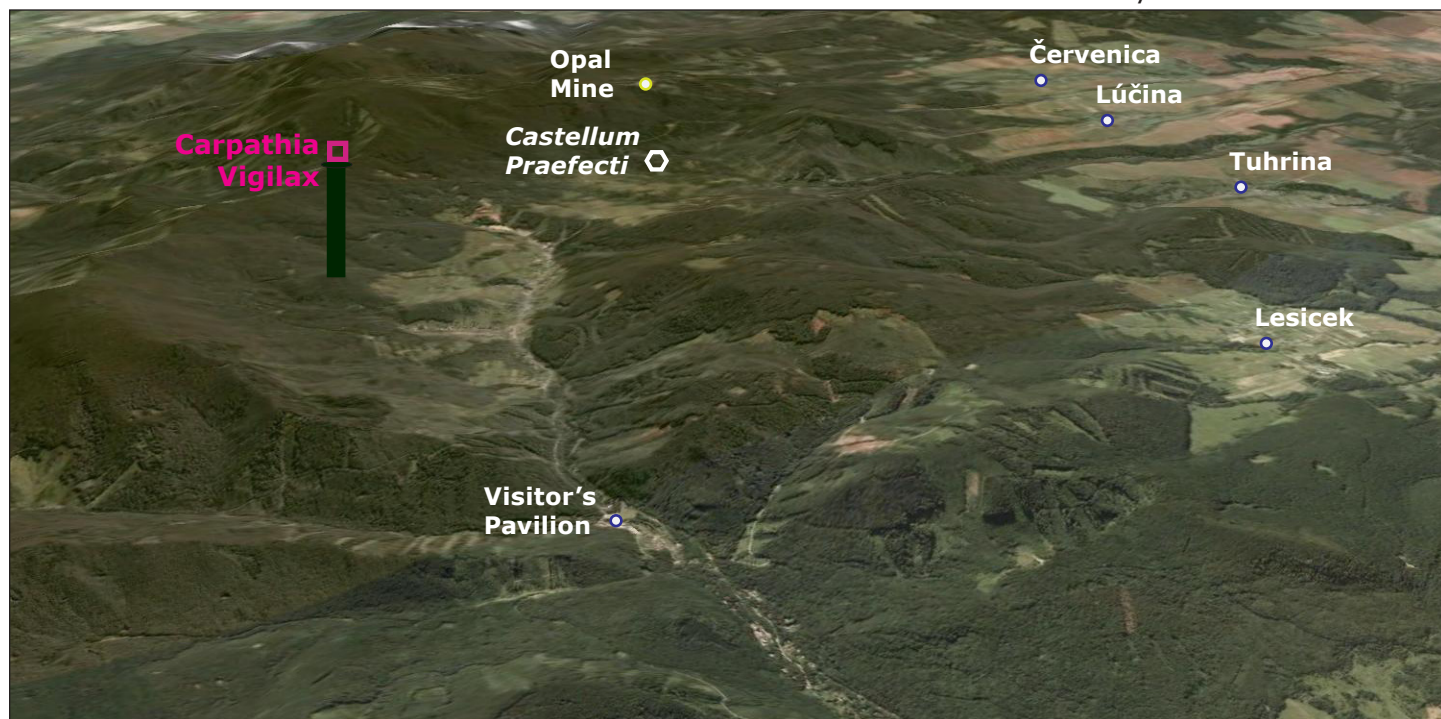
AD, in accordance with the agreement that had been negotiated prior to the Schism War.

Carpathia Vigilax became the most frequent residence for new magi transferring to *Dacia* from other *Tribunalia*. Magi returning from *conventa multigenusa* also frequently settled at Carpathia Vigilax for a time. Since both new magi and magi returning from *conventa multigenusa* need training, Carpathia Vigilax became the *Conventa Domus* with the most rigorous training regimen. A full season every year is traditionally spent in training, in addition to any *Domus* service that is required. The remote wilderness of the northern Carpathian mountains provides many convenient locations for overt magical displays.

As a result, Carpathia Vigilax acquired a reputation as a *conventum bellacosi*, a place for the most militant magi *Tremēris*. That image is not entirely accurate; *Poena* herself resided at Carpathia Vigilax for many years before becoming *Prima*. However, the tradition of aggressive training, and the accompanying reputation, remain.

Poena's experience at Carpathia Vigilax may have influenced one of her first decisions as *Prima*. In 1219 AD she created the *Vexillum Carpathium*, with the *Propositum* of capturing and training Carpathian *gryphes* to serve as an aerial battle force of *auxilia*.

In preparation for its new purpose, the northern third of the brick edifice was gutted and re-built as a large rookery, with wide doorways and open spaces. The base floor is now two stories high in this section. The upper floor on the third story contains storerooms. The renovations removed two *sancta*, leaving eight functional *sancta*. Nearly a third of the parapet was also removed, leaving most of the northern rim bared to the sky.



Aerial view of the locations of Carpathia Vigilax and its supporting settlements, from the northwest

Sites

Apart from the spire, *Castellum Praefecti* is the most prominent site in the *conventum* valley. A massive four-story tower keep, thirty paces square, rises above a large courtyard bounded by a stone wall. The *Castellum* contains armories, storerooms, workshops, stables, and quarters for several hundred soldiers and support staff.

The keep itself was conjured whole, using the same ritual as that used to create the Coeris wall. The outer wall, roof, major floors, internal support columns, and dungeon are all carved from a single block of fine-grained basalt rock. Interior walls and similar minor features are of normal construction. The floors and roof are tiled over the bare rock. A crenellated battlement edges the roof, where an emplacement at the center of the roof supports a *man-gonellus*; *ballistae* occupy the four corners.

Entrance to the *castellum* is via a shallow ramp that starts at the northwest corner and slopes across the north and east walls of the *castellum* before entering on the second floor. The ramp is broad enough to accommodate three horsemen riding abreast. A portcullis blocks the ramp just after it turns the corner from the north wall to the right.

The opal mine is small as mines go, and the *conventum* officially refers to it as *fodina cinnabarae* (a cinnabar mine). Since opal is a delicate material, the miners proceed very cautiously. The mine produces precious opals of various kinds: *opalus igneus* (fire opal), *opalus nigrus* (black opal), and the iridescent *opalus luculentus* (brilliant opal).

The miners also find milky white opal (the stone called “false” opal by Pliny the Elder), water opal, cinnabar, and pyrite. As these materials can also be useful to magi, the miners retrieve all they find.

Very rarely, a miner may find an *opalus virtutis* (Opal of Virtue, RoP:M, 127). Any miner lucky enough to deliver one of these prized stones to the magi is rewarded with a Longevity Ritual and enough riches to retire in luxury.

Domus Tremeris keeps the finest opals for its own use, as well as the best specimens of water opal, cinnabar, and pyrite. Some of these stones are traded to other magi, typically through *Domus Merceris*. The remaining fine opals, along with the best of the milk opals, are traded to merchants in Constantinople and Venice. The *Domus* maintains the deception that the stones come from the distant east.

Due to limitations of space, as well as a desire to preserve some secrecy regarding the opal mine, Carpathia Vigilax does not allow outsiders to visit the spire or the mine area. All visitors, including *Quaesitores* and Redcaps, are directed to the visitor’s pavilion near the entrance to the *conventum* valley. The pavilion, a quadrangle with high, peaked roofs, contains four *sancta hospitales*, a large hall, and a *scriptorium*.

External Relations

The spire of Carpathia Vigilax is significantly visible to the surrounding area. Even the clouds generated by the Magical Aura surround the top and conceal the disc itself, the continual churning mass of clouds is clearly visible above the surrounding hills.

Most settlements in the area are a day’s journey or more to the south. Carpathia Vigilax is surrounded by forests of the royal demesne, governed by *Ispán Kázmér*, who resides at *Tobolyvár*, about a half-day’s trip to the north. This stone castle guards the major north-south trade route to Poland, several miles to the west of the *conventum* lands.

Apart from *Tobolyvár*, the nearest major settlement is the market town of Kassa, 18 miles to the south. Kassa is a center for trade between central Hungary and Poland (see **Chapter V, Dacia**).

Carpathia Vigilax has a well-earned local reputation as a supernatural place, especially over the last decades, as the *gryphes* were brought to the spire, and have begun hunting in the surrounding forests. The *conventum* has fostered the idea that the *gryphes* have always nested on the spire, even placing false memories into the minds of older people in the area, memories of stories told by their ancestors, when the *gryphes* were much more voracious than they are now.

As a result, the common name for the location among the locals, even among the *habitatores*, is *griffmadárom*, or Spire of the *Gryphes*. The royal forests are home to even stranger things than *gryphes*, so the royal foresters accept the presence of the *gryphes* in the area. If they encounter a supernatural problem that is beyond their capacity, they frequently ask Carpathia Vigilax for assistance.

Magi

Vexillarius Krasimir *Tremeris Mujis* leads both the *Vexillum Carpathium* and Carpathia Vigilax. He is also *Praeses Praecursorium*. He occupies the uppermost tower sanctum. Krasimir spends as much time as possible away from the *conventum*, searching the Carpathians for signs of *gryphes*. He is increasingly focused on developing a deeper rapport with the mountains, and as a result has grown distant from his *sodales*.

Dracofera Legatorum Ekaterina, although a resident at the *conventum*, is not a member of the *Vexillum*. As the bearer of the *Draco Domus*, her only official duties are to assist *Legatus Nyirikki* as he requests. Ekaterina occupies the bottom tower *sanctum*. She is currently focusing on training her third *discipulus*, Wigayn.

Praecursor Oktávián *Tremeris Mujis* is a skilled Animal specialist who leads the effort to train a *gryphis* to accept a mundane rider. The adult *gryphes* they have captured so far have proven fanatically

resistant to allowing anyone but a *Tremeris Mujis* rider. Oktávián hopes that newly hatched *gryphes* will prove more adaptable. Unfortunately, *gryphis* eggs can take up to a decade to hatch. In the meantime, he is training *discipula* Magdoina. His *sanctum* is in the southeast segment of the edifice.

Plumbumarius Stratios *Tremeris* is the senior *filius* of *Prima* Poena. For him to muster with the new *Vexillum* was a signal of Poena's commitment to the project, but he has become an enthusiastic advocate. Due to Krasimir's increasing isolation from the other magi, Stratios has begun filling the role of *Vexillarius*, including reporting to the *Prima* on progress.

Stratios is working on an enchantment to magically bond the minds of a rider and *gryphis*. His theory is that the *gryphis* will accept a mundane rider if it views that rider as an extension of itself. Stratios resides in a tower *sanctum*.

Praecursor Elyas *Tremeris Mujis* is the junior sibling of Oktávián. He occupies a *sanctum* in the southeast segment of the edifice. Elyas is preparing to bond the youngest male *gryphis* as his Familiar. While this may do nothing to assist the overall effort, he may learn more about *gryphes* as a result. Mostly, he just admires the *gryphis* and wants to bond it as his Familiar. His *sanctum* is in the southeast segment of the edifice.

Praefectus Auxiliorum Terenz *Tremeris* is a tall, blond-haired and blue-eyed Norman. Terenz musters with *Signum Daciae*, rather than with *Carpathium*. He is responsible for the defense of the *conventum*, and for relations with neighboring mundanes, such as the royal foresters. Terenz commands most of the *auxilia*, including the *stipatores* and the garrison of *Castellum Praefecti*.

Terenz is a rare magus *Tremeris*, who has the Gentle Gift, but is not an *assessor*. His *parens* Titus Scaro pressed hard to retain Terenz in the *praefecti*, and succeeded. Just as his *parens* did, Terenz specializes in *cantus obsistens*, counter-magical spells. He is also an avid swordsman, and trains regularly with the best swordsmen in his command. Terenz resides in a tower *sanctum*.

Praefectus Jázon is training a group of potential riders that he calls *gryphites*. Although none of them have ridden a *gryphis* yet, they are adept at flying with *Chlamydes* (see **Chapter VII, Volumen Arcanum**). He also plans to bond a *gryphis* as a Familiar, if a suitable *gryphis* hatches. He is studying Auram intensively in preparation. His *sanctum* is in the southwest segment of the edifice.

Architectus Walentyn *Tremeris* is the junior magus at the *conventum*. He musters with *Signum Daciae* rather than the *Vexillum*, but *Vexillarius* Krasimir has delegated nearly all of the governance of the *conventum* to Walentyn. This isn't as great a burden as it might seem, as *Procurator* Dalibor is very capable, and rarely requires any guidance.

Walentyn is studying the structure of the spire and disc to learn as much as possible about the physi-

The Wrong Kind of Gryphis

Some magi *Bjornaer* are able to assume a chimeric Heartbeast shape (HoH:MC, 31). A magus with either an eagle or lion Heartbeast might be able to also assume a chimeric Heartbeast form like that of a Carpathian *gryphis*.

Magi *Bjornaer* often assume their Heartbeast form when they enter Final Twilight, and some become Great Beasts (HoH:MC, 24). As magi *Tremeris* expand their search for Carpathian *gryphes*, could they mistake such a Great Beast for a Carpathian *gryphis*? Would such a creature be more or less likely to accept a non-*Mujis* rider? What would be the reaction of magi *Bjornaer*, should they discover a magus *Tremeris* riding a Great Beast like some common mule?

cal foundation of the *conventum*, and studying his Arts to round out his abilities. His *sanctum* is in the southwest segment of the edifice.

HaBITatoRES

Procurator Dalibor is the senior *consors* and runs most *conventum* affairs. A former *stipator*, he continues to train with the *stipatores*, but has retired from active service to manage Carpathia Vigilax.

Curatora Breticka leads the *custodes cubicularia*, cooks, bakers, and other servants who care for the needs of the magi. She is a kindly woman, and popular with both staff and magi.

Rector Konrad manages the mine. He reports to both *Procurator* Dalibor and *Architectus* Walentyn. Konrad was lucky enough to find an *opalus virtutis* in his youth. He loves looking for the beautiful stones, so even though he is rich enough to retire, he continues to manage the mine and even works in the mine sometimes.

Vilicus Stanousek governs the three hamlets. He has ambitions to one day succeed *Dalibor* as *procurator*, but his lack of formal education may present an insurmountable obstacle.

Praetorius Kajicek leads the large contingent of *stipatores*, four *manipuli* in total. Due to the nature and missions of the magi who reside at Carpathia Vigilax, *stipatores* are rarely called on to accompany the resident magi on journeys. Guarding a secluded stronghold at the top of a sheer spire of rock does not present much of a challenge, either.

In order to keep the *stipatores* on their toes, Kajicek has made an arrangement with *Praefectus Castrorum* Enric at Coeris to rotate *stipatores* from Carpathia Vigilax into duty at Coeris. As a result, some *stipatores* from Coeris also spend time at Carpathia Vigilax, and *stipatores* from Carpathia Vigilax accompany magi from Coeris on journeys.

Praefectus Castrorum Szczeny commands the garrison of *Castellum Praefectum*, including the

three cavalry *turmae*. The *Praesidium Castellum* consists of seventy *ballistarii* armed with pole-axes and partial leather scale armor. They crew the *mangonellus* and *ballistae* on the roof, as well as *cheirobalistae* emplaced on the fourth floor. The *ballistarii* also perform general guard duty in the *Castellum*, manning watches and guarding the gates.

Praetorius Petar commands *Turma Praesidia*. Consisting of sixty light cavalry armed with lance, sword, heater shield, and full leather scale armor, the *Turma* provides travel escorts to magi throughout *Dacia*.

Praetorius Tihamér commands *Turma Sagittaria*, with sixty horse archers armed with horse-bows, sabers, bucklers, and partial leather scale armor. The *Turma* patrols the countryside around the *conventum*, and detachments often assist *Turma Praesidia* in escorting magi.

Praetorius Andrey commands *Turma Cataphracta*, a force of around fifty heavy cavalry equipped with full mail, lance, shield, and heavy mace or longsword.

Carpathia Vigilax does not conceal this *turma*, but the cataphracts normally do not range far from the *conventum* unless they are escorting a magus. This unit is a personal project of Terenz *Tremēris*. He has spent over two decades training youths from *conventa* throughout *Dacia*, who are now in their prime.

Although the *gryphites* are *auxilia*, they report directly to **Praefectus** Jázon. **Optio** Reveka leads the *gryphites*. As a woman soldier, Reveka must be twice as tough as any of the men she leads. She is an adept *Chlamysia*, and an expert *arcuballistaria*.

Reveka is also madly in love with Jázon, which has led many to believe she gained her position by bedding her commander. Jázon is aware of the situation, and knows it is degrading the morale of both *gryphites* and *stipatores*, but he is unwilling to transfer Reveka to another *conventum*. She is his most promising *gryphaea*, and although Reveka is not a beautiful woman, her obvious devotion to him provides its own sort of attraction.

Cohors Legatis

Cohors Legatis does not muster with *Carpathium*, although **Praefectus** Terenz is responsible for their training and readiness. This *cohors* musters directly under the *Legatus*. *Domus Tremēris* does not invest in elite training and powerful enchantments for most *auxilia*. *Cohors Legatis* is one of the few elite units that does receive such investments.

The *Propositum* for *Cohors Legatis* is to provide the *Legatus* with a small force of *auxilia* that are trained and equipped to fight magi. Their task is to confront a hostile magus and to overcome him by force of numbers and speed of action. Or, at the very least, distract the magus while magi *Tremēris* deal with him.

Such men are obviously very dangerous, and *Domus Tremēris* does not advertise their exist-

Characteristics: Int 1, Per 0, Str 1, Sta 1, Pre 0, Com 0, Dex 2, Qui 1

Size: 0 **Age:** 35

Virtues and Flaws: *Custos*, Warrior; Covenant Upbringing, Vow (Oath of Loyalty)

Personality: Brave 3, Loyal +5

Reputation: Veteran *Miles* 2 (*Domus Tremēris*)

Abilities: Athletics 3 (running), Awareness 3 (alertness), Bows 6 (crossbow), Brawl 5 (dodge), Chirurgy 2 (bind wounds), *Domus Tremēris* Lore 2 (*Doctrina*), Finesse 2 (*varicans*), Latin 3 (Hermetic usage), Magic Lore 3 (magi), Navalis Euxinus Lore 2 (defenses), Profession: Soldier 3 (tactics), Single Weapon 4 (Buckler)

Milites will have other Abilities gained from previous experience; the Abilities listed here are those common to all *milites* in *Cohors Legatis*.

ence, even within the *Domus*. The *cohors* never acts except under the direct command of a magus *Tremēris*. *Milites* are inducted into the *cohors* in a special ceremony, at which they swear an oath of loyalty to *Domus Tremēris*, rooted in their minds through the ritual of *Fides Certa*. *Domus Tremēris* also maintains a Fixed Arcane Connection to each member, stored in *Turris Proditionis*.

Vexillum Speculorum Fractorum sometimes calls upon this *cohors* to help fight diabolists, and the *milites* can adapt to fighting *magi pagani* or magical creatures if needed.

Praetorius Janos commands the *cohors*, assisted by four *optiones*. *Cohors Legatis* is small, usually between thirty and forty veteran *milites* grouped in four *manipuli*. *Milites* may come from any *Conventum Domus*. All speak passable Hermetic Latin.

Combat:

Arbalista Agilis & *Clipeus Verditius*: Init -1, Atk +15, Def +14, Dam +8

Clava Stipatoris & *Clipeus Verditius*: Init +0, Atk +10, Def +13, Dam +4

Dagger & *Clipeus Verditius*: Init -1, Atk +9, Def +12, Dam +4

Soak: +8 **Load:** Encumbrance 2 (5)

Equipment: Clothing, *Acies Aeris*, *Calligae Varicandi Brevis*, *Lorica Impenetrabilis*, *Clipeus Verditius*, *Clava Stipatoris*, *Arbalista Agilis*, *Sagittae Falsae Aerae*, *Sagittae Fatigationis*, quiver of bolts, fine dagger

Praetorius Janos and the *Optiones* also have *Virgae Iaculorum Flammeorum*

Navalis Euxinus

Located on the northern shore of Lake Varna, Navalis Euxinus comprises a shipyard, docks, warehouses, and a collection of estates clustered around an unusual secondary lake, *Lacus Vodnicus*.

Lake Varna empties into the Black Sea via the short Devnya River. The town of *Varna* sits on the north bank of the river. In the 13th century, Varna is a growing trade port for the region, in part because of the growth and influence of Navalis Euxinus.

Established as *Capitulum Euxinum* by Rimvidas *Tremeris* in 1124 AD, to secure the rich *vis* sources in the area, the *Domus* elevated the settlement to a full *conventum* in 1148 AD. Over the last eight decades, *Vexillum Euxinum* has developed the small settlement into a hub of commercial influence and naval power.

Navalis Euxinum is the easternmost *Conventum Domus*, and one of the largest. Eight magi, two *discipuli*, and more than a thousand *habitatores* reside at the *conventum*. With a few exceptions, the *conventum* is dedicated to *Vexillum Euxinum*.

Unlike most *Conventa Domus*, Navalis Euxinus is not a stronghold; indeed, it is nearly indefensible in the traditional sense. *Sancta* are scattered among three different Magical auras and one Faerie aura. The facilities clustered around the shores of *Lacus Vodnicus* are not protected by walls, although the two towers that guard the channel between Lake Varna and *Lacus Vodnicus* are defensible for a short time.

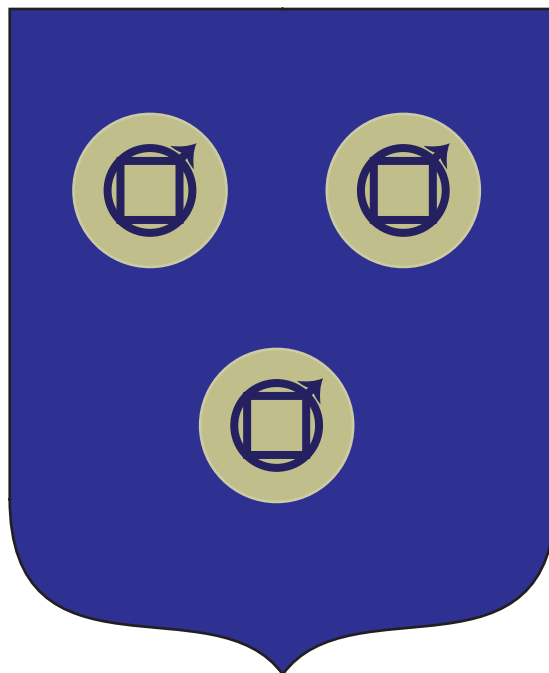
Lacus Vodnicus is named for the *Vodnik* that lives in its depths. The *Vodnik* is a powerful aquatic Faerie that sustains itself on the propitiatory offerings of millers, sailors, and fisherman that use the lake and its tributaries.

Habitatores placate the *Vodnik*; they don't drop anything made of iron into the water, and they offer small delicacies anytime they use the water. Magi follow those rules as well, because it is just easier than fighting the *Vodnik*, and because the *Vodnik* generates the powerful Faerie aura surrounding *Lacus Vodnicus*.

Multiple Aeges

Because Navalis Euxinus is spread out over such a wide area, a single *Aegis* cannot protect everything. Some areas, in fact, are not protected by an *Aegis*.

Psychomantium Austinus Doveris maintains a fourth magnitude *Aegis*, as does *Fundus Cardinis*. *Lucus Oszkaris* and *Fons Vi* rely on *Ratio Potestas*, a method of using various wards to protect against supernatural beings.



HISTORY

Navalis Euxinus was the second *colonia* founded in *Dacia*. Initial settlement began in 1133 AD; magi raised it to a *capitulum* in 1148 AD when *Vexillum Euxinum* first mustered. From its inception, the *conventum* was planned as a naval and commercial port. Despite the Faerie aura, and the sprawling, dispersed configuration mandated by the terrain and magical features, the location was nearly ideal for a port.

Its location away from the seacoast allows a degree of seclusion, yet the sea is only an hour away through Lake Varna and the Devnya River. The channel between *Lacus Vodnicus* and Lake Varna was not navigable when the *colonia* was first settled. *Architecti* braved the wrath of the *Vodnik* to dredge out the channel, widen and firm the banks, and turn it into a navigable canal. In the process, *architecti* also discovered that mud in certain places at the bottom of Lake Varna has medicinal properties. In one area, the mud manifests small quantities of *Ignem vis*.

Continuing the development of the *capitulum*, the *architecti* conjured the *Turres* guarding the canal in 1150 AD, and Aeliana *Tremeris* enchanted the first *Suculae* the same year.

Domus Tremeris formally announced the establishment of *Conventum Navalis Euxinus* at *Tribunal* in 1151 AD. Three years later, after extensive preparations, Magi *Merceris* enchanted the Mercere Portal linking the *conventum* to Coeris. *Domus Merceris* added the *Sedes Caducifera Minuta* much later, after observing the rising commercial activity in Varna. With the continuing instability around Constantinople, the Varna port serves as a convenient base for travel to locations on the Black Sea and beyond.



View of Lake Varna area and Navalis Euxinus

Sites

Navalis Euxinus has nine major sites and a score of smaller settlements for *habitatores*. The functional center of the *conventum* is **Fundus Cardinis**, a large villa that sprawls over the northeast shoreline of *Lacus Vodnicus*. The villa contains *munera* for the *Procurator* and *Mercator Maximus*, six *sancta*, four *sancta hospitales*, the *Mercere Portal* to Coeris, the *Crumena*, and the *Biblioteca Euxina*. Magi often hold meetings in the *Atrium Vitrium*.

Outbuildings, connected to the villa by covered walkways, contain kitchens, storerooms, stables, armory, and quarters for servants and *stipatores*. Two stone jetties extend out from the shore; a flagstone path lined with willow trees leads up to the villa.

The **Navalis**, from which the *conventum* takes its name, occupies the central eastern shore of the *Lacus*. Barracks, workplaces, and warehouses crowd the line of docks. Five long wooden piers stretch out from the shore. South of the piers, a flat strand allows ships to be beached and overhauled.

The piers are home port to the largest naval force of *Domus Tremēris*, or the Order of Hermes overall. The *Classis Euxina* has thirty-one major vessels: two galleys, ten *celoces*, and nineteen nefs. Many are

away from port at any given time; the nefs especially are often at sea on commercial journeys as far away as Antioch, Alexandria, and Syracuse. The galleys rarely go farther than Constantinople, however, and the *celoces* usually stay even closer to home. They rarely leave Lake Varna unless magi are aboard.

South of the *Navalis* is the **Naupegium**, or shipyard. It is small, capable of building only a single vessel at a time. Workshops and storehouses encircle the shipyard, which is now in constant use building *celoces* for use in other regions. The *Naupegium* can complete two *celoces* each year, allowing for a break over the winter.

In a few years, *Euxinum* plans to sail six *celoces* through the Bosphorus and around *Graecia* to *Adriaticum*. That will be the longest journey yet for the *celoces*, and establish the *Classis Adriatica*. Later builds will provide a similar force for *Hispania*.

Turris Devinae and **Turris Varnae** guard the entrance canal between Lake Varna and *Lacus Vodnicus*. A massive bronze chain stretches between the two towers. The length of the chain is such that when fully lowered, the last link fills the gap in the tower wall. A short wooden bar runs through the last link in the chain, preventing it from sliding through the gap.

The chain is fastened on each end to a large hawser, which runs underneath a rotating bar, then up to the top of the tower, where it is wound about a *Sucula Magica*. The towers each have a tall central chamber, topped with a covered turret. There is no stair; a small *Circulus Varicans* links each tower chamber to the ground floor.

The ***Sedes Caducifera Minuta*** is a minor *Merceris* facility that houses three *caduceatores*. Although the *Sedes* is not formally part of the *Conventum Tremēris*, in practice it is part of the community.

A fifth magnitude Faerie aura manifests all along the shoreline of *Lacus Vodnicus*. *Sancta* in *Fundus Cardinis* benefit from this aura. Due to the unusual nature of the aura, most magi don't pursue significant experimentation at *Navalis Euxinus*. If serious experimentation is needed, they use one of the *sancta hospitales* at *Lycaneon*. Farther away from the *Lacus*, the normal Dominion aura takes over in the fields and settlements. Most *habitatores* live away from the *Lacus*, and many of the supporting functions for the *conventum* are housed in these settlements.

The ***Laterarium***, which inherited most of the *caementarii* and *laterarii* from *Coeris*, turns out a steady supply of building bricks. Most are sold to wealthy merchants in growing trade towns like *Varna*.

Four sites in the greater area possess a significant Magical Aura, and three of them host *sancta*.

The *Sanctum* of *Austinus Doveris* is known as the ***Psychomantium Austinus Doveris; Plumbumarius***. *Austinus Doveris* has occupied this site since shortly after the *conventum* was founded. The *Psychomantium* is a simple three-story square tower, built over an ancient burial ground. A third magnitude Magical aura pervades the burial ground. Bones from the burial ground are known to contain small amounts of *Corpus vis*, but *Austinus* has forbidden digging in the burial ground. There are no living servants at the *Psychomantium*. Food, water, and other supplies are fetched each day by one of the *Praesidium Umbrosum*.

Lucus Oszkaris is a cherry orchard. *Praecursor Fabrizio Tremēris Mujis* resides here in a large one-story brick *sanctum*. A few *custodes* reside in a nearby settlement. Cherries that drop to the ground naturally contain *Imaginem vis*; about six pawns may be gathered each year, if the cherries aren't eaten off the trees. Simple wards keep away birds, beasts, and children.

Fons Vi is a mystical spring that bursts from a huge rock a few miles northwest of *Lacus Vodnicus*. Water from the spring is pure *Vim vis*. The *vis* may only be gathered by the light of the full moon at midnight. One pawn of *vis* may be gathered each month in this manner. The water itself has great power. Drinking the water often grants temporary or even permanent supernatural abilities, and will also inflict severe *Warping* on the drinker.

ATRium Vitreum

The *Glass Hall* is a small amphitheater enclosed with a thick glass dome. It sits in the center of the *Fundus Cardinis*, surrounded by a cloistered walk, *munera*, and *sancta hospitales*.

Moderatus Tremēris conjured the dome of the *Atrium* as an experimental ritual in 1189 AD. The ritual had an unanticipated side effect: the dome is actually a sphere that extends down into the earth, and can only be entered via *varicans*.

A continuous *Fornix Secreti* effect prevents visual and sound species from leaving the dome. From the exterior, the effect causes the dome to appear glimmering and multi-colored; although from the interior, it is nearly transparent, with mild distortion from the curvature of the thick glass.

An *Achates Aeris Recens* maintains fresh air in the *Atrium*, and a similar effect maintains a comfortably cool climate.

Moderatus passed into *crepesculum extremum* (Final Twilight) before he could develop a version without the side effect; the original lab text for *Tholus Vitreus* rests in the *Biblioteca Euxina*.

Artifex Vaanes Tremēris has developed a special preparation technique that uses the flow of magical water over the item to prepare the item for enchantment. Of course, this technique works best on materials that are not adversely affected by a continuous flow of water over a period of several months.

The *white wolves* of *Navalis Euxinus* normally roam the hills to the north and east of *Fons Vi*, occasionally ranging south to visit the *conventum*. The wolves all avoid the *Psychomantium*, however, and refuse to go near it. They also avoid the more settled areas near the coast.

Pobiti Kamani are hollow stone columns, filled with sand, that arise from the surrounding sand to heights of up to seven paces. *Pobiti* arise without the hand of man or faerie; a fourth magnitude Magical aura fills the area. Unfortunately, the ground is soft and unsuitable for building. *Terram vis* does surface occasionally, and may be extracted without harming the *Pobiti*. This does not happen often enough for the *Pobiti* to be a reliable source, but *Navalis Euxinus* has registered the site anyway.

Magi

Archmagus *Austinus Doveris Tremēris* is the most senior resident at *Navalis Euxinus*, but has no formal office there. He musters with *Signum Daciae*, rather than *Vexillum Euxinum*, and pursues his own research. His knowledge of ancient battlefields and burial sites in *Dacia* is exhaustive. He is a *consiliarius*, and the senior *nigromanticus*.

For the past several decades, he has focused his efforts on enchanting the *Praesidium Umbrosum*. He believes that permanently manifested *umbrae* and *spectra* offer capabilities that are superior for many purposes to armies of summoned *spectra*.

Vexillarius Aimeric *Tremeris* leads the *conventum* and *Vexillum Euxinum*. He is carrying forward the project begun by his *parens* Trimalchio when the *vexillum* was founded: create a strong naval force for *Domus Tremeris*. Although born in Lombardy, Aimeric has spent his entire apprenticeship and career in *Euxinum*. He is a sailor through-and-through, and would languish if denied the sea.

Vorax, his Familiar, is a large white seagull with a typically greedy nature. Aimeric believes that seagull colonies display the same group strengths as wolves, and encourages young magi *Tremeris* to consider gulls as Familiars. He is not a creative magus; he has difficulty in the lab unless he is working from a lab text. He even has difficulty studying from *vis*.

He is a formidable leader, however, possessing both an Affinity for Leadership and Puissant Leadership. Aimeric is also an inspirational leader; *classiarii* respond to his leadership despite the effects of The Gift. He also possesses an innate talent for Premonitions, which has saved his life, and the lives of his *milites*, on several occasions.

Aimeric is already *consiliarius* due to the demise of his *parens*. His *discipulus* Marcialis will attempt his

Provocatio in a few years. Aimeric plans to begin training a second *discipulus* soon after. He resides in *Fundus Cardinis*.

Artifex Vaanes *Tremeris* has developed several nautically-oriented enchantments for *Euxinum*, such as *Velum Ventorum Pleraque* and *Iaculum Fumi Feti*. He also assists Austinus Doveris from time to time. Vaanes is currently researching a possible bonus from the shape of a ship. He believes that, as a ship is intended to carry things from place to place, the shape of a ship should aid in carrying things. Vaanes is a *consiliarius*.

He resides, with a few *custodes*, in a two-story brick manor about five paces away from *Fons Vi*. The manor also has a *sanctum hospitalis* for use by visiting *artifices*. Vaanes has shared the preparation method using *Fons Vi* with his *sodales*, and *artifices* visit from time to time when they are preparing a suitable item for enchantment.

Plumbumarius Clemens *Tremeris*, *filius* Stentorius (GotF, 83), is a recent arrival at *Navalis Euxinus*. Clemens is researching locations of ancient naval battles to summon *spectra* of dead *classiarii*. He is a senior magus *expertus*, who has trained a *filius* and is a candidate for recognition as a magus *peritus*. All that remains is to defeat his *parens* Stentorius in *Certamen*. Clemens resides in *Fundus Cardinis*.

Praecursor Fabrizio *Tremeris Mujis* resides in a *sanctum* in *Lucus Oszkaris*. He is away on scouting missions most of the time, returning only one

Classis Euxina

Trimalchio *Tremeris* began the tradition of naming warships after sea creatures and birds soon after *Euxinum* mustered. The first vessel was a fast galley purchased from a Greek merchant. Trimalchio named it *Delphin*. Since that time there have been three galleys named *Delphin*, as old ones were retired and sold or scuttled.

Although spells like *Remi Invisibilis Remigum Indefessorum* and enchantments like *Velum Ventorum Pleraque* tend to make galleys obsolete, they are still useful in crowded sea lanes where obvious use of magic can cause problems. Galleys require large crews. On *Euxina* galleys, all oarsmen are *classiarii* who fight as well as row. A war galley patrols the coasts near Varna to drive off pirates; only one is manned at any one time. The other is laid up for servicing.

The current roster of warships:

Delphin, a galley
Pristis, a galley
Acipenser, a *celox*
Corvus Marinus, a *celox*
Gavia, a *celox*
Korax, a *celox*
Larus, a *celox*

Lucius, a *celox*
Onocrotalus, a *celox*
Pelicanus, a *celox*
Phoce, a *celox*
Scomber, a *celox*

Merchant ships bear women's names:

Agathe, a nef
Charissa, a nef
Cytherea, a nef
Dionyssia, a nef
Elektra, a nef
Helene, a nef
Iphigenia, a nef
Kalyca, a nef
Lydia, a nef
Melantha, a nef
Nykoleta, a nef
Odella, a nef
Phaedra, a nef
Rhea, a nef
Sophie, a nef
Thaleia, a nef
Vasilike, a nef
Xanthe, a nef
Zenia, a nef

season each year, to teach his *discipulus* Alexandru. Alexandru is nearly ready to attempt his *Provocatio*, and Fabrizio leaves the *sanctum* in his care. Fabrizio is a magus *expertus*. He will declare his first *Provocatio causa Sigilli* immediately following Alexandru's *Provocatio*. His *parens* fully expects to concede that contest.

Plumbumarius Damasippus *Tremeris* is tasked with mastering the naval elements of *Doctrina*. There are too few *Nauarchusi* to muster an entire *classis*. Other magi must also learn and adapt to naval combat. Damasippus has the honor of being one of the first *plumbumarii* to do so. Damasippus has begun to research a novel idea: since ships have names, can he create a *kolossos* in the shape of a ship? Damasippus is a young magus. He resides in *Fundus Cardinis*.

Adiutor Militaris Vahagn *Flambonis* is a brawny Armenian with a thick black beard. A *Perdo Ignem* specialist, Vahagn follows the *schola Boreae*. He is an experienced *bellator* who has served as an *Adiutor* for the past eight years. He also developed the enchantment *Iaculum Aquarum Gelidarum* for *Euxinum*.

Vahagn is currently seeking a *discipulus*. He is also researching a way to raise a wave of water and turn it into ice, as a defensive wall. The difficulty so far is the inherent instability of the wall; it provides an effective barrier for but a moment, and then capsize.

Ἡabitatores

Procuratora Felicia has governed *Navalis Euxinus* for over four decades. She is a petite, gray-haired woman in her eighties with piercing blue eyes and an effervescent laugh. Although she has been the beneficiary of a potent Longevity Ritual for many years, it recently failed for the third time, and she has not requested a replacement.

Felicia is not eager to die; far from it. She feels increasingly lonely, however, as those she knew in her youth have all passed away. A few magi remain from her youth: Austinus Doveris, Umno, Philostratus, Aimeric. But even magi she knew in her youth have passed on: Oszkar; Rimvidas; Dagwallus; Trimalchio.

She also fears the effects of Warring, but is afraid that if she continues to prolong her life, she will reach a point where she dreads aging more than Warring. Although Felicia never married, she bore three children, and has twelve grandchildren; all are *custodes* at *Navalis Euxinus*.

Curator Symeon manages *Fundus Cardinis*, including the *custodes cubicularia*. Symeon is a native of *Navalis Euxinus*. Like most *habitatores* here, he speaks both Bulgarian and Vlach. Symeon also speaks and reads Latin and Greek.

Curatora Marica leads the *ianitores* in *Fundus Cardinis*. She is a jolly rotund woman with long dark brown hair that she wears in three braids.

Naupegus Maximus Panayiotis runs the *Naupegi-um*. Panayiotis is a Greek shipwright that Aimeric recruited to design the first *celox*. Panayiotis came to enjoy life at the *conventum*, and stayed on to continue making ships. His wife Ionela is a daughter of *Procurator* Felicia; they have four children, two of whom are journeyman *naupegi*.

Magister Navalis Ivaylo manages the *Navalis* and all of the supporting activity to keep the *Classis Euxina* in good trim. His small team of carpenters, coopers, rope-makers, and sail-makers are in continuous demand, as are the teams of laborers that load and unload cargo for transshipment or portage via *Mercere Portal* to *Coeris* and points beyond.

Navicularius Sergios commands the *Delphin* or *Pristis*, whichever is on patrol along the coast. The patrol galley is likely to be the first encounter for travelers who approach *Navalis Euxinus* by sea.

Λuxilia

Praefectus Castrorum Sabas commands *Cohors Cardinis*, which guards *Fundus Cardinis*, *Fons Vi*, and *Lucus Oszkaris*. The *Cohors* consists of fifty *militēs* armed with spear, sword, shield, and full metal scale armor; and thirty *arcuballistarii* armed with *arbalistae agiles*, pole-axes, and partial metal scale armor. All of the *Praetorii* report to Sabas.

Praetorius Leontios commands four *manipuli* of *stipatores*, led by *Optiones* Aurelia, Boldysar, Kornél, and Nandru. Most *stipatores* reside at *Fundus Cardinis*, although some rotate through duty at *Fons Vi* and *Lucus Oszkaris*.

Cohors Lacus, commanded by *Praetorius* Georgiu, guards the *Navalis* and *Naupegi-um*, and mans the *Turres*. The *Cohors* consists of forty *militēs* armed with spear, sword, shield, and full metal scale armor; and twenty *arcuballistarii* armed with *arbalistae agiles*, pole-axes, and partial metal scale armor.

Praetorius Luboslav commands *Cohors Classicus*. These 180 *classarii*, divided among various ships, almost never assemble in one location. Over half are usually away from the *conventum* at any one time. *Manipuli* in *Classicus* are small and numerous, led by over twenty *optiones*. Most are armed with *arbalistae agiles*, axes or swords, and light leather armor.

Turma Sagittaria, commanded by *Praetorius* Zlatko, has sixty horse archers armed with horse-bows, sabers, bucklers, and partial leather scale armor. The *Turma* patrols the countryside around the *conventum*. *Decurio* Sali of *Turma Sagittaria* leads patrols to the north and west of the *conventum*. He and his *turmales* are likely to be the first *habitatores* encountered by someone approaching *Navalis Euxinus* by land.

TURRIS Bulcsunis

Turris Bulcsunis occupies the site of ancient Roman temples to *Mithras* and *Iupiter Dolichenus* at Karnuntum. The *conventum* is actually located in Austrian territory, just across the 13th century border, about ten miles west of Pozsony.

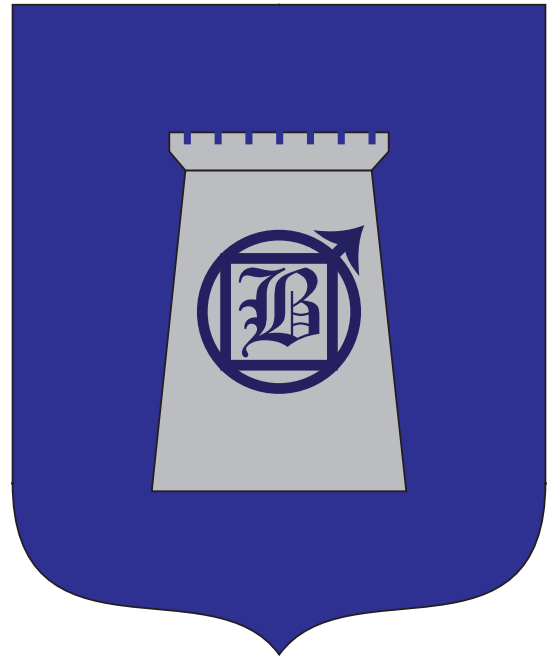
The name Turris Bulcsunis ('Bulcsu's Tower') is a reference to a local legend about one of the early war-leaders of the Magyars, the *Harka* Bulcsu. Prior to his disastrous defeat at Augsburg in 955 AD, Bulcsu is said to have stood on the hilltop, placed his foot on the neck of a broken statue, and boasted that he would place Rome beneath his boot.

The supporting settlements for the *conventum* are located on the Hungarian side of the border, mostly in a frontier zone called *gyepelve* ('land over the *gyepa*'; *gyepa* are barriers such as logs, ditches, and hedges that block possible routes of attack).

Nemesvölgy, the main *habitatores* settlement, is situated near *Fons Magicus*, a magical spring that produces *Aquam vis*. Nemesvölgy and the satellite villages of Elek and Küccse also watch over three sites of *arbores lapideas*: trees made of stone. About twelve miles to the southeast, the village of Rusovce guards the ruins of Gerulata, a Roman *Limes* fortification with a minor Faerie Aura. To the south of the *conventum*, a minor Faerie Aura also covers a portion of the ruins of Karnuntum.

HISTORY

The area around Turris Bulcsunis is rich in *vis* sites. As the mundane population began to expand in the area, *Domus Tremeris* grew concerned about the possible degradation of magical sites. Consequently, *Coeris* and *Lycaneon* founded a small *colonia* in the area in 1136 AD, shortly after the *capitulum* at *Navalis Euxinus* was founded.



The initial objective of the *colonia* was simply to claim land surrounding the *vis* sites. The charter that *Lycaneon* had received from the Ispán of Zala in 1046 AD included many of the *vis* sites, but one very important site could not be included, for it lay across the border in Austrian territory. A potent Faerie aura covered the site of a former Roman temple to *Iupiter Dolichenus*, a pagan god worshipped by an ancient mystery cult.

While the *Domus* gathered *habitatores* and began to plan the villages, *assessore*s began diplomatic initiatives to obtain formal charters for those sites that were not already recognized in *Lycaneon*'s charter. Eventually, the diplomatic initiatives succeeded; King Bela II re-issued the charters of both *Coeris* and *Lycaneon* in 1139 AD as Royal Charters, and now included many more sites within the Kingdom



Aerial view of Turris Bulcsunis, facing east from the Danube River and showing the locations of Hungarian and Austrian border castles, Pozsony, and *vis* sites

of Hungary than were included in the original charters. Because of this legal framework, the supporting settlements of Turris Bulcsunis actually belong to *Lycaneon* under Hungarian Law.

Although the initial settlements were small and scattered, *Coeris* and *Lycaneon* continued to settle additional *habitatores* in the new *colonia* over the course of the next few decades. By necessity, the villages focused on agriculture; magi designated the areas that could be farmed or turned to pasture, and those areas that must be left wilderness. The villages grew steadily over the ensuing decades, both from internal growth and from the influx of additional settlers.

In 1164 AD, *caementarii* finally completed work on the *conventum* proper, and magi occupied *sancta* at Turris Bulcsunis. *Domus Trememis* registered it with *Domus Merceris* at the *Tribunal Daciae* the following year. Natalya Trememis was the youngest of the founding magi, having just passed her *Provocatio* the previous year. Despite her youth, she was a driving force behind the growth of Turris Bulcsunis in the ensuing decades.

Following the appointment of Natalya as *Vexillaria Ferrum Frigidum* in 1208 AD, the *conventum* has gradually become the primary base for *Vexillum Ferrum Frigidum*.

Magi

Natalya Trememis leads *Vexillum Ferrum Frigidum* and Turris Bulcsunis. Like all members of *Frigidum*, she has Faerie Blood; her mother was a Polish *Rusalje*. Due to this heritage, Natalya is immune to injury from water, has *Puissant Aquam*, and *Water Lore*.

She is a *plumbumaria*, but not a true *Mercurialis*. Because of her many innate talents, Natalya never completely grasped the intricacies of Mercurian Magic. Her *parens* Lazlo had enough of a challenge just Opening the Arts for Natalya, in which he elected to preserve her innate talents.

Natalya is also one of the few magi Trememis picked to initiate into *Excubitores Clavis Septimani Solomonis*, a *Cultum Mysterium*. She has developed several powerful abilities with spirit magic, including a Familiar *daemon*, *Lasa Vegoia* (TMRE, 138).

Assessor Supernumerarius Separor Trememis is responsible for a wide array of relationships in the region, including the Hungarian Royal Court, the court of Duke Frederick II of Austria, and the court of Serbian King Radoslav. As such, he is rarely at Turris Bulcsunis.

Architecta Phoebe Trememis is gigantic woman whose black hair always seems to be escaping from its braids. Her Faerie Blood is from the *Jentilak*, a race of Basque giants. Phoebe has extraordinary *Stamina* (+6), and her *Jentilak* heritage also grants her a +1 bonus to *Brawl*. She is a *maga experta*, and is ready to begin training her first *discipulus*. She is seeking a *discipulus* with Faerie Blood.

Praefectus Auxiliorum Navanzato Trememis leads *Cohors Ferrum Frigidum*, an elite unit of *auxilia* trained to fight faeries (HoH:TL, 122). He became a *consiliarius* unexpectedly when his *parens* died in battle in 1216 AD. The young Italian magus struggled for a time with this unanticipated responsibility, but has developed into a highly capable leader, who is now ready to begin seeking a *discipulus*.

Navanzato has the blood of *gians*, Italian woodland faeries who are skilled weavers and diviners. His heritage grants Navanzato a +1 bonus to discerning patterns in events, which often gives him insight into the plans of opponents.

Plumbumaria Emerenzia Trememis is a young maga *Mercurialis*, less than a decade past her *Provocatio*. She is currently focused on improving her Arts in order to improve her ability to serve the *Domus*. Emerenzia has the blood of *korrigans*, small Breton faeries with the power to change shapes and predict the future. Although her *parens* Gabriela was unable to detect any talent with changing shapes, Emerenzia does have a talent for Premonitions, for which her Faerie Blood grants a +1 bonus.

Adiutor Artificiosus Guethenoc Merinitae occupies the *Sedile Opificis* at Turris Bulcsunis. She is an expert in Faerie Magic and an Initiate of the Folk Mysteries of *Domus Merinitae*, but otherwise is a generalist in the Hermetic Arts. Her goat Familiar, *Alo*, browses the hills around the *conventum*.

Guethenoc listens to the tales of as many Trememis as possible. She is always looking for items that were part of suitably legendary events to incorporate as *Story Charms*. To this end, she travels frequently to various *Conventa Domus* throughout Mythic Europe.

She is currently working with a pair of boots that were worn by Ysane Trememis during her victorious Mountain Run at the 1228 AD *Decennium*. The boots will make a fine "victory" charm that may be activated by anyone with *confidentia*.

Adiutor cum Investigationibus Oriabias Merinitae, *Sedile Arcadium* at Turris Bulcsunis, is an Arcadian magus who is researching ways to protect *vis* sites using *Animae Magic*. He believes that by creating suitable *Animae* guardians, magi may be able to effectively protect the wild places from mundane intrusion.

Oriabias also consults on matters where his extensive knowledge of Faerie Lore may be helpful. Occasionally, Oriabias assists Natalya through his knowledge of Arcadian Travel.

Habitatores

As noted, Turris Bulcsunis has several supporting villages, each of which also watches over one or more *vis* sites. The *conventum* itself houses very few *habitatores*, a minimal staff of *custodes* to care for the magi and a small *manipulus* of *stipatores*.

Procuratora Ciosa manages the *conventum* proper. She is the daughter-in-law of *Procuratora* Ghita

at Potestas. Her husband Ristoro was killed in a Venetian feud just after they were married. Ciosa moved to Turris Bulcsunis soon afterwards, serving as a *custos cubicularium* at first, and only recently promoted to *Procuratora*. Ciosa is charming but also very strict in the governance of the *conventum*. She speaks fluent German, Czech, and Magyar in addition to her native Italian and Hermetic Latin.

Optio Zsigmund leads the *stipatores* and the *iabagones*. A few families in each village are responsible for providing a trained warrior for the defense of the *conventum*. These warriors, called *iabagones* according to the common Magyar term, are equipped by the *conventum*, but otherwise live and work in the villages. Their primary duty is to guard and protect the *vis* sites cared for by each village, but they may also be called upon to defend the *conventum* itself if needed.

Rector Demény has overall responsibility for the villages and maintenance of the *vis* sites. Each village has a *vilicus*, or overseer, in charge of routine matters in the village. However, matters of justice or other significant decisions must be brought to *Rector* Demény in Nemesvölgy. Because of the way the Charter governing the lands was obtained, Demény is technically appointed by Lycaneon, although in actuality he answers to *Procuratora* Ciosa.

Unlike many *Conventa Domus*, Turris Bulcsunis has no pack of *white wolves* patrolling the surrounding area. However, Natalya has invited several *dědeki* to live in the outbuildings of the *conventum*. The *dědeki*, who can assume the forms of various small animals, usually are aware of visitors and interesting events in the area. They are generally friendly to the people who live at the *conventum* proper, as the *custodes* and *stipatores* leave little offerings for them each day. Strangers, however, are more likely to experience practical jokes or even nasty tricks, especially if they offend a *dědek* in some way.

Cohors Ferrum Frigidum

Cohors Ferrum Frigidum is an elite unit of *auxilia* trained to fight faeries (HoH:TL, 122). All *auxilia* in this *Cohors* have Faerie Blood, and are trained in Faerie Lore. Members of this unit often acquire Sympathy traits (RoP:F, 102) from their frequent encounters with faeries.

Characteristics: Int 1, Per 0, Str 1, Sta 1, Pre 0, Com 0, Dex 2, Qui 1

Size: 0 **Age:** 35

Virtues and Flaws: *Custos*, Faerie Blood; Ability Block: Literacy, Temperate

Personality: Brave 3, Loyal 3, Fae 2

Reputation: Veteran *Miles* 2 (*Domus Tremēris*)

Abilities: Athletics 3 (running), Awareness 3 (alertness), Bows 6 (crossbow), Brawl 5 (dodge), Chirurgy 2 (bind wounds), *Domus Tremēris* Lore 2 (*Doctrina*), Faerie Lore 4 (wards), Latin 3 (Hermetic usage), Magic Lore 2 (magi), Profession: Soldier 3 (tactics), Single Weapon 4 (Buckler)

Milites will have other Abilities gained from previous experience; the Abilities listed here are those common to all *milites* in *Cohors Ferrum Frigidum*.

Along with the equipment listed below, *auxilia* also carry a collection of various common and uncommon items that may function as wards; fennel, garlic, silver, etc. Members also tend to travel with freshly-baked bread or casks of beer for trade with faeries they encounter.

Combat:

Arbalista Agilis & *Clipeus Verditius*: Init -1, Atk +15, Def +14, Dam +8

Clava Verditia & *Clipeus Verditius*: Init +0, Atk +10, Def +13, Dam +9 (+16 vs. faeries)

Dagger & *Clipeus Verditius*: Init -1, Atk +9, Def +12, Dam +4

Soak: +8

Encumbrance (Load) 2 (5)

Equipment: Clothing, *Lorica Impenetrabilis*, *Clipeus Verditius*, *Arbalista Agilis*, *Clava Verditia*, *Pignus Faetum Prohibens*, *Sagittae Mortis Faetae*, quiver of bolts with heads of silver, iron, or fire-hardened ash, fine dagger

Graecia: Porta Orphaica

Porta Orphaica is an ancient *conventum* that guards the *Fores Eurydicis*, the legendary gates to the underworld used by Orpheus. Although magi *Tremeris* have named the gates after Orpheus's lost paramour, Eurydice, the *conventum* itself is named for Orpheus, who descended into the underworld in an attempt to bring his love back from death. Porta Orphaica has two major sites: *Turris Vigilis*, located on the precipice of a nearby peak, and the *conventum* proper, situated at the top of a narrow gorge where the Trigradska River plunges into the depths of the earth. Although a few buildings are situated in the middle of the gorge, most of the *conventum* lies within caves carved into the sides of the gorge, and extending down towards the *Fores Eurydicis*.

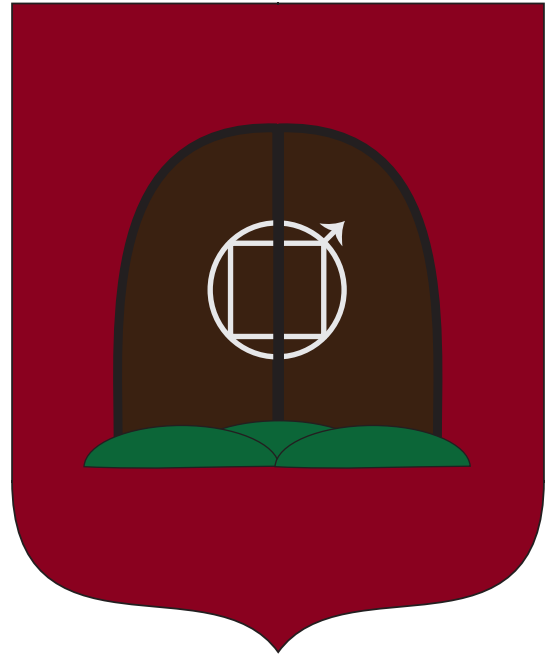
HISTORY

Porta Orphaica is the second-oldest *Conventum Domus*, founded in 772 AD with little more than a cluster of makeshift huts. The initial site was not at the current location, although occupation of the *Fores Eurydicis* was planned from the beginning. However, the inner Regio level was guarded by a powerful spirit, Hekate Propylaia, and magi *Tremeris* were not yet ready to confront the guardian. They claimed the location as a *vis* site, and built a temporary camp in a minor Magical Aura on a nearby hilltop.

Although magi *Tremeris* do not believe that the "Hekate" that inhabited the Regio was the legendary Greek goddess, they generally accept that there is some connection between the two entities. Whatever the nature of the entity, it did guard access to a powerful Magical Regio. According to a tradition of the Aita priesthood, the site guarded by Trivia (a Roman goddess equated with Hekate) was the entrance to the underworld. Some of the Dacian necromancers, led by Daizus, believed that to gain control over this site would lend them additional power over the spirits of the dead.

Although the spirit Hekate Propylaia was very powerful, the necromancers created a *katadesmos* with the spirit's name to enable them to use an ancient ritual. Casting the ritual in *communio magorum*, the necromancers bound the spirit to their service and bade it grant them passage into the underworld.

Daizus led several necromancers into the underworld, and discovered it to be different from their expectations. Two magi from the party went mad from the experience: one had to be slain by the others in self-defense, and Daizus himself spent too long in his explorations and lost his grip on reality. All who returned had suffered intense Warping from their journey, which manifested primarily in mental disturbance and related Flaws.



Tremer forbade further exploration until his followers were stronger, but determined to preserve this site of power for his *Domus*, and worked to have the *conventum* ratified by the *Tribunal Primum* (see **Chapter II, Historia**). Work on Coeris took priority during the early years, but Daizus and a few others made their *sancta* at Porta Orphaica.

The gorge originally had a minor second magnitude Magical Aura. Over the years, the continuing presence and activity of magical powers has increased the aura in the part of the *conventum* that overlooks the gorge to third magnitude. Most of the remainder of the caverns have little or no aura, but the *Caverna Trivia* hosts a second magnitude Magical Aura (see [below](#)).

For most of its history, Porta Orphaica and the Rodopi Mountains have been at least nominally a part of the Byzantine Empire or the Bulgarian Empire. From the beginning of the 13th century, however, the Rodopi Mountains were the stronghold of a Bulgarian splinter faction, ruled by Alexius Slav. Following the Bulgarian victory at Klokotnica in 1230 AD, the Rodopi Mountains once again became a nominal part of the Bulgarian Empire.

These changes in nominal control of the mountains region had little real effect on Porta Orphaica, other than the occasional need to establish cordial relations with a new ruler or court. During periods of Bulgarian control, primary responsibility for relations with the Bulgarian court falls to *Dacia*. Porta Orphaica retains overall responsibility for relations with the Byzantine court. Since the fall of Constantinople in 1204 AD, the Porta Orphaica has focused on relations with the Greek successor state in Nicea, while *Vexillum Romaniae* has assumed relations with the Latin Empire in Constantinople.

Sites

The most visible site at Porta Orphaica is separate from the cavern complex. *Turris Vigilis* is a tall tower and attached hall perched on the precipice of a tall hill to the south of the caverns. The site has a minor second magnitude Magical Aura, and was the site of the first camp at Porta Orphaica. The current buildings date from the eleventh century, when *Domus Tremēris* established the *Sedile Vigilans* to honor the sacrifices made by magi *Flambonis* during the Schism War. The tower contains a *sanctum* and associated facilities for the magus *Flambonis* who holds the *Sedile*. The attached hall, a long two story stone building that runs along the ridge away from the precipice, contains a few guest rooms, a meeting hall, and servants quarters. Most visitors to Porta Orphaica, including Redcaps, actually visit *Turris Vigilis*. Only *Tremēris* and their *custodes* are allowed within the cavern complex.

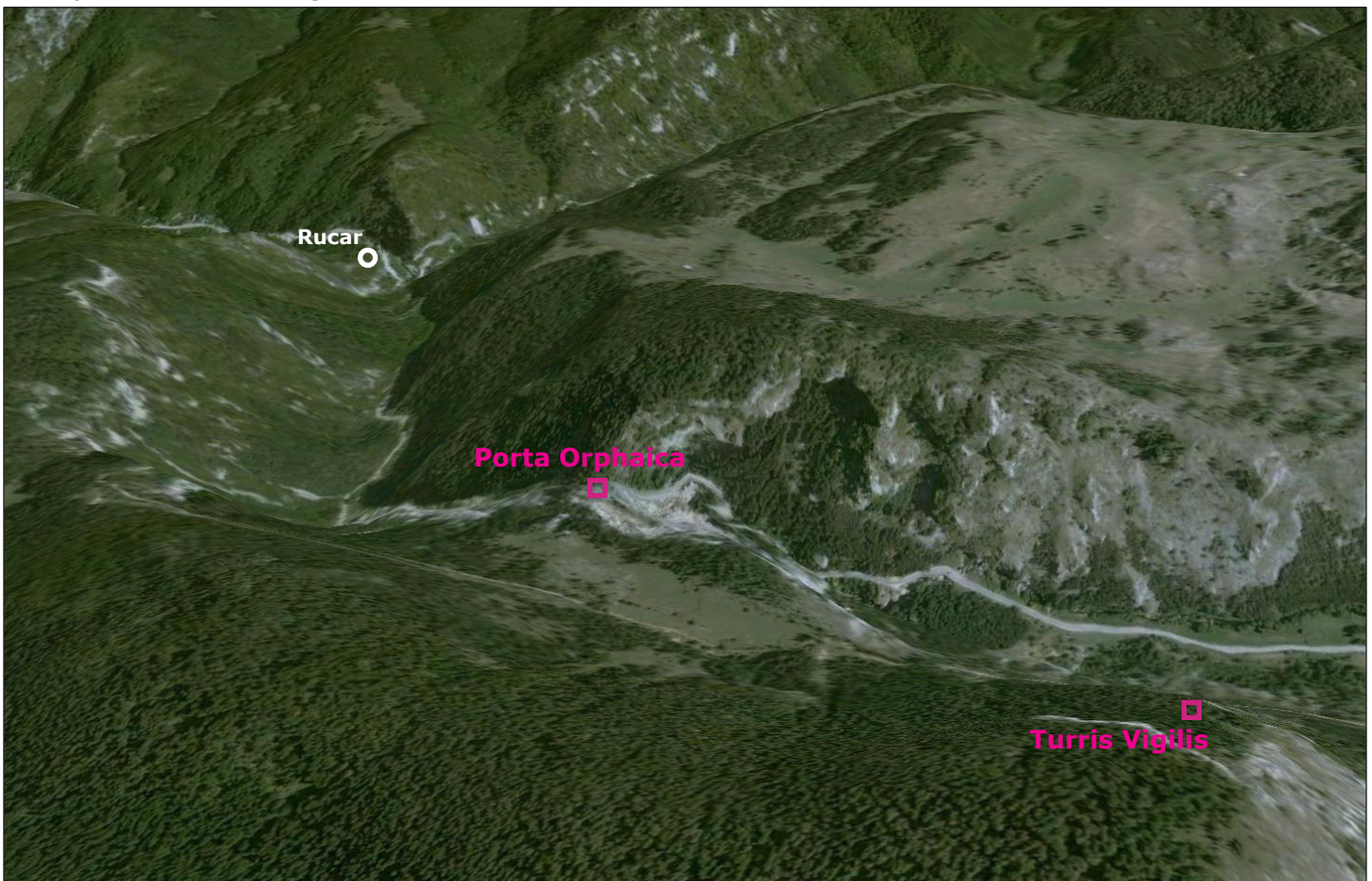
The gorge is lined with white poplar trees near the entrance to the caverns, which is guarded by a small keep built into the side of the cliff. Various caves to the north have windows or balconies that look out over the gorge, and theoretically one could enter the caves through one of these openings, but as those openings lead directly into the *sancta* of magi or the library, all are warded against intrusion.

The cavern complex may be divided into four general areas. At the top are the *sancta*, library, and related chambers that overlook the gorge. One large natural cave at this level is home to a huge colony of **magical bats**, whose droppings contain small quantities of *Vim vis*. This chamber is blocked off most of the time, and only entered when collecting the *vis*.

The entrance keep contains the armory and quarters for *stipitores* and *milites*. Behind the keep lie the servant quarters, and supporting facilities such as the kitchen and storerooms. Below that is the *Caverna Trivia* and the entrance to the Regio (see [below](#)).

Most of the chambers in the *conventum* are artificial or were expanded through excavation. Walls are typically finished as if they had been built of cut stone, and lined with tapestries. Ceilings have been magically sealed, leaving the caverns cool and dry. The floors are leveled and tiled; most corridors connecting chambers on different levels are stepped rather than sloping.

A few natural chambers have been left alone. The *Caverna Trivia* has been left in its natural state, covered with stalactites and stalagmites, with the exception of a small cleared area in the very center, where three branching caverns meet. Senior *architecti* occasionally visit this *Significatio* to enhance their study of Terram (Covenants, 101).



View of Porta Orphaica from the southwest, showing *Turris Vigilis*

Magi

Exarcha Archmaga Amphelisia *Tremeris* leads the *conventum* and the *Exarchium Graeciae*. Since the death of Graecina *Tremeris* in 1217 AD, Amphelisia is the oldest living maga *Tremeris*. She is also the *Praeses Plumbumarium*, and one of the most highly skilled Mentem magi in the Order.

Amphelisia leads the *Conciliatores* faction within the *Domus*, and was a key sponsor of Poena's challenge for the *Contus Primus*. Despite her support for Poena's compromise to unite the *Domus*, Amphelisia is a fervent *conciliator*. She firmly believes that the threat of mundane encroachment is the greatest threat facing the Order, and that unless the *Lex Hermei* is revised to permit magi more leeway in protecting their sources of magical power, the Order will eventually fragment and die.

Praefectus Auxiliorum Tryestram does not share her views. The Flemish magus is a leader of the *Bellacosi* faction, and has engaged Amphelisia in many spirited arguments over the years. Unfortunately for him, she remains his superior in *Certamen*, so direct confrontations have so far resulted in defeat for Tryestram. His disaffection has been somewhat mollified by Poena's effort to address the concerns of the *Bellacosi*, but he remains adamant that more needs to be done.

He is a vigilant *Praefectus*, however, and the small contingents of *auxilia* and *stipatores* guarding Porta Orphaica are among the most highly-trained and disciplined forces in Mythic Europe. He also leads *Vigilia Forum Eurydicis* (see below).

Plumbumarius Nigromanticorus Celestino *Tremeris* musters with *Vexillum Leticarius Profundus*, and has primary responsibility for the care of the funerary facilities. He is one of the few magi to have visited *Hades* in recent decades, and credits his experiences there with key insights into the nature of *umbræ* and the practice of necromantic magic.

He has not yet claimed his *sigillum* from his *parens* Austinus Doveris, but he is now preparing for the *Provocatio causa Sigilli*, which he intends to propose at the next *Decennium*.

Praecursor Mujis Teodor *Tremeris* is a young magus, not quite two decades from *Provocatio*. He devotes most of his time to improving his Arts, although he manages to fit in routine patrols of the surrounding region. He has made known his support of the *Bellacosi* faction, and follows Tryestram's lead in most matters.

Plumbumarius Tass *Tremeris* is also young, and like most young magi, is focused on learning spells and training. Following the advice of his *parens* Natalya, he has resisted taking sides in the debate between *Bellacosi* and *Conciliatores*.

Dracofer Leonidas *Tremeris* is not quite the youngest *signifer* to bear a *Draco*, (Roscius in *Germania* has that distinction), but he is intensely aware of his

inexperience. He has only recently matured enough to focus more on improving his abilities than attempting to hide his inexperience.

Architecta Maerwynn *Tremeris* is the youngest maga in a *conventum* filled with young magi. She only recently transferred to *Graecia* from *Hibernia*, and is still adjusting to the dramatic change in culture and language.

Adiutor Militaris Zhelyu *Flambonis* holds the *Sedile Vigilans* at Porta Orphaica. He follows *Scholae Apromaris* (the School of Apromar), although his long association with *Domus Tremeris* has led him to adopt aspects of *Scholae Ramii* (School of Ramius). Zhelyu's *sanctum* is *Turris Vigilis*.

Vigilia Forum Eurydicis

The Guard of the Gates of Eurydice is a *Vexillum Exarchi*, formed at the beginning of the Schism War to protect the *Fores Eurydicis*. Every *Exarchus* since that time has maintained the *vexillum*, which traditionally consists of all magi in the *Signum Graeciae* resident at Porta Orphaica, with the exception of the *Exarcha* and *Dracofer*. Currently, the *Vexillum* is led by Tryestram, assisted by Teodor, Tass, Maerwynn, and Zhelyu *Flambonis*.

Habitatores

Porta Orphaica does not maintain a large garrison, only enough *milites* to maintain a constant watch at *Turris Vigilis* and *Arx Orphaica* (the entrance keep). A small number of *stipatores* provide guards for the magi when they travel; any additional guards that may be needed are borrowed from other *Conventum Domus* in *Dacia*. Likewise, the number of servants is kept relatively small. Porta Orphaica tries to be as self-sufficient as possible, and the surrounding mountains are ill-suited to agriculture. Supporting *habitatores* live in the village of Rucar to the north. Vlach herdsmen roam the surrounding hills; mutton and lamb are staples of diet at Porta Orphaica.

Timber is a major source of mundane income for the *conventum*. *Habitatores* use magically enhanced axes and saws to fell trees and cut the logs into planks. Some of the best timber goes to *Navalis Euxinus* for construction of ships; the rest is sold in the region, or supplied to other *Conventa Domus* as needed.

The other major source of mundane income for Porta Orphaica is a series of lead mines to the east of the *conventum*, which due to magical extraction methods are far more productive than most medieval mines, and require fewer miners to operate. Much of the lead is sold in the region for lead roofing, but some is sent to other *Conventum Domus* for use in Leadworking. Ore from one of the mines sometimes contains small amounts of *argentum durum* (platinum), a strange kind of silver that cannot be melted by normal fire, and is mystically aligned with

Air. This metal is carefully separated from the other slag and saved for the magi to inspect. *Praecursores Mujis* especially value this strange metal, and often incorporate it into their Talismans. On rare occasions, the metal is even found to contain *vis*.

Procuratora Petya leads the *custodes* and *habitatores*. She is a direct descendent of Bojan *Tremēris*, and thus distantly related to the ancient Bulgarian royal family. Petya manages the *conventum* in a quiet whirlwind of attention. She is familiar with every aspect of supporting the magi, from the maids who clean the *sancta* to the miners who extract lead from the earth.

Praetorius Vulko lead the *milites* under the direction of *Praefectus* Tryestram. Unlike most *auxilia* officers, he prefers to wield a large double-bladed battleaxe rather than a sword, and he encourages his *milites* to do likewise.

Rector Georgi leads the *habitatores* in Rucar. He is an old man in failing health, and his daughter Venelina is the real leader in the village. Her husband Petar is the senior forester.

Umōrae Tremēris

Most *Tremēris* who demise pass into Final Twilight (see **Appendix B**). Those who do not, however, leave ghosts that can be summoned by those with a suitable Arcane Connection. *Vexillum Lecticarius Profundus* has the responsibility to find the body and personal possessions of deceased *Tremēris*, so that they cannot be summoned or otherwise disturbed by enemies of the magus or the *Domus*.

The following is a partial list of those demised magi who have left *umbrae* behind, and whose spirits have passed into *Hades*.

Mucapor *Tremēris* (764 AD)
Tremere (863 AD)
Cercistum *Tremēris* (1012 AD)
Trellius *Tremēris* (1126 AD)
Csepel *Tremēris* (1136 AD)
Uros *Tremēris* (1138 AD)
Hadrianus *Tremēris* (1187 AD)
Vespasianus *Tremēris* (1189 AD)
Zalmoxis *Tremēris* (1199 AD)
Vetericus *Tremēris* (1216 AD)
Dezser *Tremēris* (1217 AD)
Crotilo *Tremēris* (1218 AD)

As noted in the description of *Vexillum Lecticarius Profundus*, the body of Xerxes *Tremēris* has not been found, although it has been over a decade since he disappeared in the Caucasus. Finding some trace of his remains is the continuing focus of the *Lecticarii*.

Wolf Pack

The *white wolf* pack at Porta Orphaica is one of the oldest packs in the *Domus*. The Alpha male, Ziais, was a pup in the first litter sired by Tremere's Familiar, Arsizio. Having lived many centuries, Ziais is a powerful beast, now entering his Autumn season. He has never accepted any offer to bond with a magus as a Familiar, preferring to lead his pack in the wilds of the Rodopi Mountains. Ziais will not allow Familiars to run with his pack, but he does not show any hostility to them if they keep their distance.

Forēs Eurydicis & Hades

The Gates of Eurydice are three in number. The first gate is the entrance to the Regio, which has two levels. The outer level has a fifth magnitude Magical Aura, and the inner level a ninth magnitude Magical Aura. The second gate leads between the Regio levels, while the third gate leads from the second Regio level into the Realm of Magic.

The outer, or upper Regio level, is called the *Trivium* (a crossing of three roads). Its entrance is located at the intersection of three branches of a large cavern, *Caverna Trivia*, in Porta Orphaica. Although the three branches connect to other caves outside the Regio, space within the Regio is limited to the *Caverna Trivia*.

The *Trivium* contains the *Quiesium*, a repository of personal belongings of demised magi, and the *Pyraeum*, where the funeral pyres of demised magi are lit. Pyres are built of white poplar logs collected from the trees growing in the gorge outside the *conventum*, but are lit with magical fire that burns

hot enough to melt most metals. *Tremēris* burn the Talisman of the demised magus along with his body, in order to destroy any lingering Arcane Connection to his spirit. They burn the body of a Familiar after it dies in a similar fashion.

The *Sigillaeum* is located in the third branch, where the walls have a thousand niches for the *sigilla* of demised magi *Tremēris* (HoH:TL, 115). The second gate is located at the extreme end of this branch, where the waters of the River Lethe plunge past and down through a bottomless cleft in the rock. Through this cleft, one can reach the absolute darkness of the inner, or lower Regio level, called the *Specus Lethaeus*. The ashes of demised magi, their Talismans, and Familiars are poured through this chasm into the waters of the River Lethe.

The inner Regio level is the abode of the spirit Hekate Propylaia and her hell hound servants. Magi repeat the ritual binding Hekate Propylaia

FORēs Curydicis & Hades (continued)

each year, but also maintain powerful wards at the entrance to her domain as an added measure of security.

Although some magi might be deranged enough to try to establish a *sanctum* in the powerful ninth magnitude aura, the darkness of the *Specus Lethaeus* would be a severe hindrance to lab work. The absolute darkness of this level cannot be pierced by any light, magical or otherwise. Even the most powerful light spell devised by an *adiutor Flambonis* was unable to function in the *Specus Lethaeus*.

Due to the darkness, no magus has ever seen the *Specus Lethaeus*, although using other means such as *Eyes of the Bat*, they do have some idea of its extent. The waters of the River Lethe flow through the center of an immense cavern, descending over a series of seven falls, until the river flows out of the cavern through the third gate.

The third gate leads to a Magic Realm that magi *Tremēris* call *Hades*. *Hades* is akin to a hybrid **boundary** and **vestige** (RoP:M, 21-22), having elements of both, but with unique attributes of its own. Like a boundary, *Hades* has a boundary rating of five, which is aligned to the Form of Mentem. *Hades* is a vast domain, bordered on the west by a great ocean, and circled by five rivers: Lethe, Kokytos, Phlegethon, Acheron, and Styx. Each of the rivers is a boundary in itself, linking to other magical realms. Crossing any of the rivers is difficult, requiring clever application of great magical power. Lethe is strongly aligned to Mentem, Kokytos with Imaginem, Phlegethon with Ignem, Acheron with Corpus, and Styx with Vim.

Hades contains shades of the quiet dead, who gather in the realm in preference to disturbing the living. All manner of ghosts may be encountered here, although *spectra* are the most common. *Manes* are rare, as their extreme emotional state usually causes them to walk the earth above.

Ghosts in *Hades* are similar in many ways to entities encountered in a vestige. They seem to be solid to each other, but outside entities are able to pass through them slowly as if through water. Each ghost is connected to the world of the living

in the same manner as a vestige, and all ghosts of magical origin appear to be connected directly or indirectly to *Hades*.

Hades itself comprises three different areas, or sub-realms. The westernmost region, bordering the great ocean, is the Elysian Fields (not to be confused with the Faerie Realm that some call Elysium). Ghosts that have led heroic or exceptionally honorable lives dwell in the Elysian Fields. Some include coastal islands in the western ocean in the Elysian Fields, as they also are inhabited by "noble" dead, although it is not clear that the islands are not separate boundaries in their own right.

To the east of the Elysian Fields, in the center of *Hades*, lie the Asphodel Meadows, a vast expanse covered by asphodel flowers, which are eaten by the dead. This region is inhabited by dead who were neither particularly honorable nor evil in their lives. It is a gray, dreary place of unending monotony.

The easternmost region of *Hades* is Tartarus, the abyss of eternal punishment. Dead spirits who lived evil lives spend eternity in Tartarus, enduring suffering generated by their great guilt. It is not an Infernal place, despite its appearance. In fact, magi *Tremēris* believe that all experiences in *Hades* are projections of one's own mind, a kind of post-mortem dream world where the spirits of the dead exist in unchanging shared projections of the afterlife. Magi who have ventured into *Hades* (at least those who have done so and returned to tell of it) are unanimous in stressing the extreme mental hazards of experiencing *Hades*, and warn that only the strongest wills can hope to enter it while living and retain their sanity.

On rare occasions, a magus *Tremēris* will venture into *Hades* to seek a particular ghost, either in preparation for summoning the ghost, or to seek information from the ghost. However, due to the dangers of such a journey, it is only attempted in circumstances of dire need or great ambition bordering on hubris. Access to *Hades* is controlled by the *Exarcha Graeciae*, who has authority from the *Prima* to permit or deny requests to venture into *Specus Lethaeus* and the underworld beyond.

Roma: Potestas

Potestas occupies a cluster of sites on the southern slopes of Monte Vettore, a few miles north of the fortress of Arquata del Tronto, along the ancient *Via Salaria*. Located at the juncture of four regions: Lazio, Umbria, Marche, and Abruzzo, Arquata del Tronto guards a strategic position in central Italy. It allows ready access to both the Adriatic Coast and to Rome, allowing relatively easy travel both east and west.

HISTORY

During his exploration of the Appenine Mountains in the 8th century, Myron *Tremēris Mujis* heard tales of a prophetess, the Appenine Sibyl, who was said to be able to grant long and happy life to those who remained in her realm for a year and a day. Although Myron discovered the legend to be a mask of a powerful faerie, he also discovered a place of great power nearby at Monte Vettore.

A faint Magical aura was detectible at the surface, on a steep cliff face nearly a thousand paces above the foothills. However, Myron also sensed a much more powerful aura deep inside the mountain.

In 820 AD, when Tremere decided to establish a *conventum* in Roma, Myron's discovery was the obvious choice for a site, which the magi named Potestas (power) in reference to the powerful Magcal aura inside the mountain. Initial excavations at were complete by 821 AD, and magi began establishing *sancta* soon after. Since space in the caves was limited, the *conventum* built a supporting settlement in the foothills below the mountain.

Potestas was abandoned following the *Disiunctum*, as magi retreated into more established *conventa* in Dacia. A few *habitatores* remained, as they had built a thriving agricultural settlement and did not wish to leave it. The settlement managed on its own for nearly a century, until two magi re-occupied the caves in 959 AD. The magi spent a brief period restoring the old *sancta* and expanding into newly excavated caverns. They discovered the *Caverna Interrumpens* during this time, although they left it in its original state at that time.

The magi left again during the Schism War, and once again *consortes* and *custodes* maintained the *conventum* for several generations in their absence. Magi continued to visit occasionally to gather *vis*. The settlement grew slowly but steadily during this time, settling several small farming hamlets in the surrounding area.

In 1086 AD several magi *Tremēris* re-occupied the caverns, and began a dedicated program of construction and development. With aid from Dacia, they expanded the cave complex upward into an area of reduced aura, which has become the *Antra*



Custodium. They cleared the *Caverna Interrumpens* and cut out the middle from the enormous stalagmite column in the center of the cavern. In 1088 AD Gaea Elementia led a ritual to conjure the *Cataracta* from the side of the mountain.

Although most of the major excavation was complete by the time Pherenikos *Tremēris* arrived in 1178 AD, he has continued to refine the caves over the years. He also constructed the *Apex* and expanded and refined the *Aeria*. Visitors may notice the precision of angles and level surfaces cut into the living rock, which are evidence of Pherenikos's meticulous work.

Sizes

Like most *conventa* in Roma, Potestas owns a trading house in Venice; *L'Azienda di Farfalla* (House of the Butterfly). Potestas also operates a merchant shipping concern in Ostia. These trading ventures enable Potestas to supply the *Domus* with Venetian glassware, Vesuvian ash, Tuscan marble, and other resources from the across the Mediterranean region.

At Potestas proper, the *Conventum Imum* ("bottom-most") is home for most *habitatores*. Butchers, sausage makers, and smokers produce and export a variety of pork products to the surrounding region. Three satellite hamlets tend large herds of swine that forage in the adjacent woodlands. Small fields and gardens provide food for the hamlets. The *Conventum* proper trades with villages to the south for grain and vegetables.

Potestas also manages a large inn at Trisungo east of Arquata del Tronto on the *Via Salaria*. The inn provides a small but steady income of silver; the pancetta, prosciutto, and salami dishes served in the



View of Potestas area, showing Arquata del Tronto and Trisungo along the *Via Salaria*

inn are noteworthy and make this a popular stopping place for travelers in the region.

The *Conventum Imum* is not walled, but several guards patrol at night, and the *Atrium* is continuously guarded. The *Atrium* is a stout warehouse-like building constructed of massive stone blocks that were excavated from the mountain caves. A large *circulus varicans* links the *Atrium* to the *Aeria*.

The *Aeria* (Eyrie) is a covered ledge, cut back into the rock face and lined with a stone parapet. Two large *circuli varicans*, linked to matching *circuli* at the *Antra Sancta* above and *Conventum Imum* below, take up most of the ledge. The placement of the *Aeria* midway between the two residence sites allows the use of less powerful effects that will not cause Warping. Although the *Aeria* is not continuously guarded, a small cave at the back contains a bed, chest, and table, along with a stone fireplace that vents through a chimney crevice above the ledge.

The *Cataracta* is an enormous waterfall that emerges from the cliff face and tumbles over five hundred paces to the base of the mountain, before flowing past the *Conventum Imum* into the valley. The course of the waterfall takes it over the entrance to the *Antra Sancta*. A magically formed rock ledge, just above the cave entrance, spreads the water out into an even curtain as it flows past the entrance, concealing the existence of the cave from mundane observation. The entrance is guarded by a *statio* (guard post) that contains two large *circuli varicans* linked to *circuli* at the *Aeria* and *Apex*.

Antra Sancta (*Sanctum Caves*) pierce the mountain far above the *Conventum Imum*. The caves afford a powerful sixth magnitude Magic Aura in most areas, although some areas, known as the *Antra Custodium*, have only a minor second magnitude aura and are used primarily for servant quarters and storage. Eight *sancta* caves exist, although only six are currently in use. The two remaining *sancta* serve as *hospitia*.

In the *Caverna Interumpens*, near the center of the *Antra Sancta*, the stump of the central stalagmite now serves as a large table, with magical light emanating from a *circulus lucifer* inlaid into the blunted stalactite overhead. Wood-lined cavities in the walls of the *Caverna* serve as book cabinets, each with its own reading stand under a smaller *circulus lucifer*. A *Foris Aversa* protects the chamber and its contents from fire, mold, and vermin.

The *Antra Sancta* display a degree of luxury not seen in most *Conventa Domus*. Most public floor surfaces in the *Antra Sancta* are tiled in Tuscan marble, and some walls bear intricate bas relief patterns in the stone. Other walls are lined with expensive silk tapestries. Furniture is generally of exceptional quality, and the preserving effect of cool, magically dry caves without vermin prolongs the useful life of decorations. Even the *Antra Custodia* display the wealth available to Potestas from its trading ventures, and the storerooms have generous quantities of fine wines and Levantine spices.

Far above the riches of the *Antra Sancta*, a sheltered watch post at the *Apex* looks out over the surrounding countryside, enabling *auxilia* on watch

to spot approaching travelers or armies. The *Apex* can also observe *Lacum Sibillae* on the reverse side of the mountain. The watchmen are equipped with *personae aquilarum* to allow them to see great detail at a distance, and *tintinnabula monitionis* link the *Apex* to the *statio* in the *Antra Sancta*. A small *circulus varicans* also links to the *statio* in the *Antra Sancta*.

Inward from the *Antra Sancta*, toward the center of Monte Vettore, lies *Cor Montis* ("heart of the mountain"). This breathtaking cavern is filled with thousands of tiny stalactites and stalagmites, and hosts an eighth magnitude Magical aura. Each stalactite and stalagmite is a potential source of *Creo vis*. Although magi over-collected when the cavern was first discovered, they have learned over the centuries that collection of seven pawns each year is the maximum the cavern will support in a sustained manner. More could be collected in an emergency, but future collections would be reduced greatly as a result. *Legi Vis Magica* allows magi to collect the *vis* without physically damaging the stone growths.

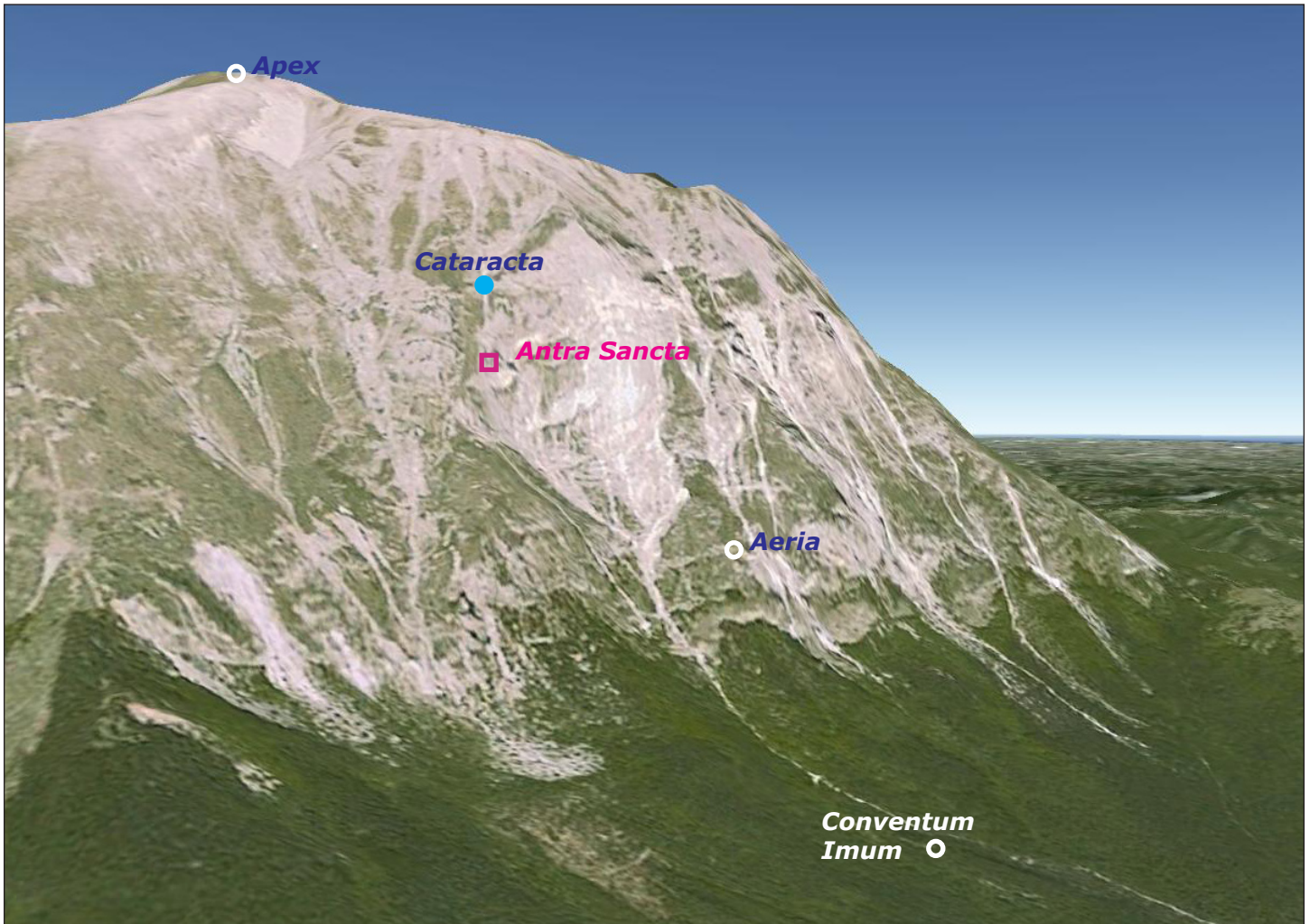
Potestas also collects *Muto vis*, from an unusual source. The ancient Plutarch wrote of balls "of dirt, influenced by water, heat, and lightning." These balls of dirt, known as *tufera*, are formed when lightning

touches the ground and heats water and minerals in the earth. For some reason, the forests of Umbria are a rich source of *tufera*.

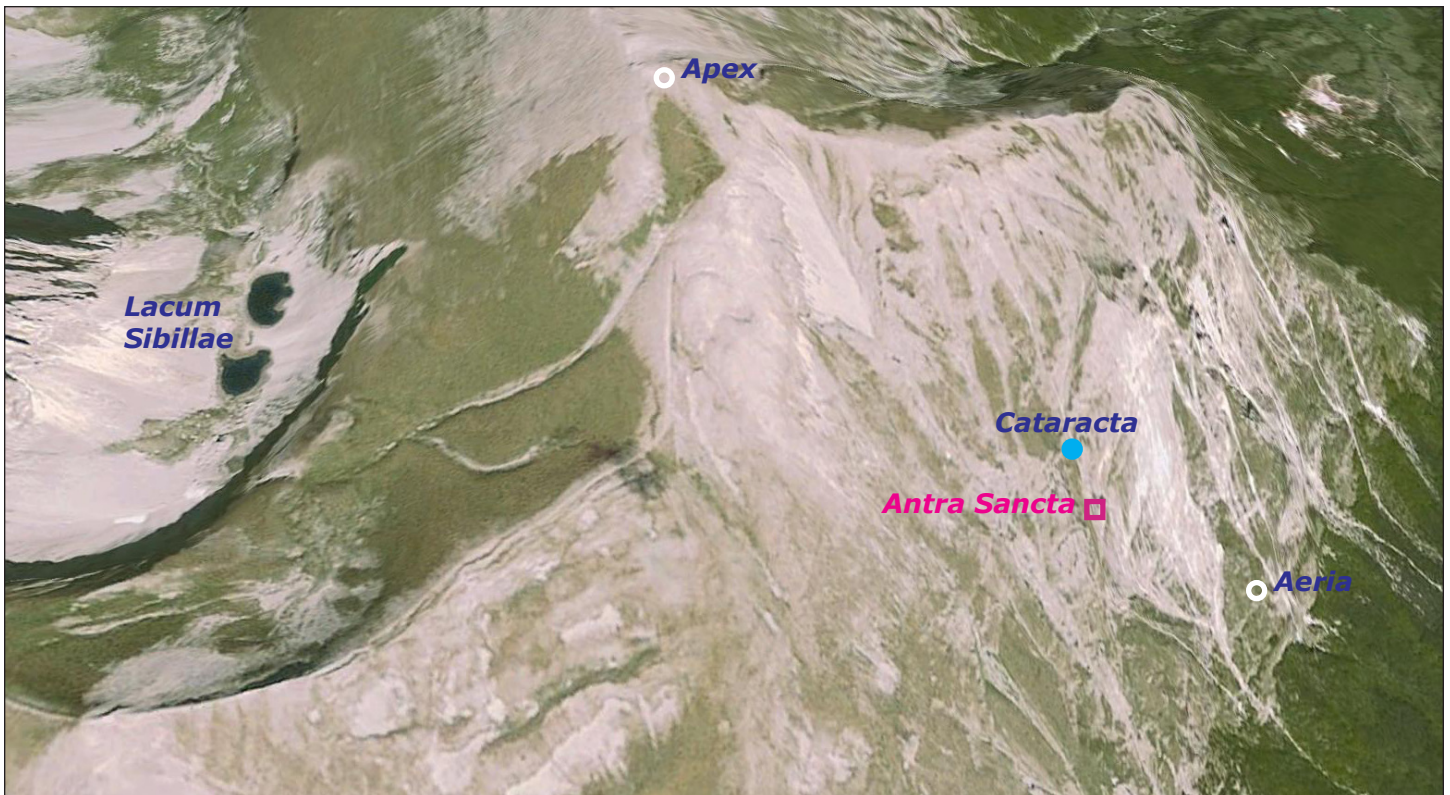
Tufera can be very difficult to find, however, as there are no visible signs of their growth under the ground. Potestas has discovered that properly trained *consortes*, who are fortunate enough to possess both Magic Sensitivity and Dowsing, are able to reliably find *tufera*. Such talented individuals, known as *tuferatii*, are recruited and trained to locate *tufera* throughout the Umbrian forests. They are paid handsomely for each find.

Another major resource are the catacombs beneath Orvieto, a town three to four day's travel to the west. The volcanic rock beneath the city is honeycombed with ancient catacombs, tunnels, quarries, and wells, many dating back to an Etruscan settlement in the 9th century B.C. The catacombs serve as a source for *contextus umbrarum* as well as occasional troves of *vis*. Potestas maintains a trading house in the city that purchases wines from the region, and serves as a covert base from which to explore the catacombs.

Lacum Sibillae, located in a high valley behind the *Apex*, is another ancient site of power. The Sybil, a powerful cognizant faerie, makes her home in a cave in nearby Monte Sibilla. However, she visits *Lacum*



Southern view of Monte Vettore, showing *Conventum* Potestas sites



Aerial view showing *Lacum Sibillae*, *Apex*, and entrance to *Antra Sancta* under the *Cataracta*

Sibillae from time to time to perform divinations and to renew her power. The *Lacum* is a potent Faerie Regio. The water within the Regio is imbued with the power of the Sybil. Magi from Potestas siphon off this power in the form of *Vim vis* each year, both to use the *vis* and to weaken the Sybil.

Although Potestas tries to maintain amiable relations with the Sybil, her potential for attracting the attention of the Church to the area is a concern to the *Domus*. By keeping her weakened, she poses less of a threat. For her part, the Sybil realizes that the magi siphon off her power, but since she is helpless to prevent it, she accepts it with a façade of graciousness. She is patient.

Magi

Exarchus Archmagus Pherenikos leads the *Exarchium Romae*. Potestas and *Signum Romae* have few magi, and thus Pherenikos is able to spend much of his time dealing with *Domus* politics and research. Pherenikos has recently begun training his second *discipula*, Nezetta, whose education takes up most of his remaining time. He still finds a few hours in each week to carve in the living rock of the mountain, however.

Dracofer Alexander is responsible for relations with Harco and Valnastium, and frequently maintains his sanctum in Venice, relocating to Potestas occasionally for lab work.

Quaesitor Cervidus is responsible for relations with Magvillus. He is rarely seen at Potestas, since his

duties as both *Quaesitor* and *disputatius* for *Domus Tremēris* consume most of his time. Cervidus is renowned for both his skill as a duelist and his ability as a mediator. He is also a historian of the Order, and has authored a fine (L4, Q10) *summa*, *Historia Ordinis Hermei*, and several *tractatus* focusing on historical Certamen contests. Cervidus is of the *Medica* lineage. His *discipulus*, Licinianus, will likely pass his *Provocatio* and begin service as a *medicum* in 1233 AD.

Assessor Tizrano is responsible for relations with and intelligence on the Church, as well as managing the extensive trading interests of the *Domus* in *Roma*. He also spends much of his time away from Potestas, although he still maintains his *sanctum* there. Tizrano manages his own personal *curatio*, as well as two *praetextum curationes* for the *Domus*. These include a web of trading agents and contacts in both Genoa and Venice, as well as a smaller set of clerical *actores* (agents) in Rome.

Narczyz is the junior magus *Tremēris*, who arrived from *Dacia* in 1218 AD after his *parens* Umno retired as *Primus*. His primary responsibilities are collecting *vis* and studying to improve his capability as a *plumbumarius*. He is preparing himself to further explore the Orvieto underground, as well as other ancient sites.

Adiutrix Artificiosa Egeziaca *Verditii* holds the *Sedile Fabrum* at Potestas. A talented jeweler, she is also an astrologer of the Confraternity *Evanderae*. Coeris sponsors the *Sedile Fabrum* through an annual *vis* stipend.

Habitatores

Potestas employs large numbers of mundanes at its widely separated locations. Most of them do not reside at Potestas or *L'Azienda di Farfalla*, so they do not really qualify as *habitatores*. Indeed, most crews of trading vessels, warehouse guards, clerks, and laborers do not even realize that their ultimate masters are magi.

Some senior employees are considered *consortes* or *custodes*, but true *habitatores* reside at *Azienda di Farfalla* or Potestas proper. Potestas does not maintain a large force of *auxilia*. A small *cohors* maintains the watches at the *Apex* and *Aeria*, guards the *Atrium*, and patrols the *Conventum Imum* at night.

Potestas follows the *Ratio Coeris*; a common pool of *stipatores* guard the *Antra Sancta* and accompany magi on journeys away from the *conventum*. One *manipulus* guards *L'Azienda di Farfalla*; this duty rotates each season. *Praefectus Castrorum* Rinieri commands the *stipatores* and *milites*.

Curatora Zuanna manages the *custodes cubicularia*, who maintain the *Antra Sancta*, cook meals, and tend to the needs of the magi. They live, along with the *stipatores*, in the *Antra Custodia*. Apart from these dedicated servants, however, the majority of *habitatores* rarely encounter the magi. As a result, most *habitatores* never adjust to the effects of The Gift.

Procuratora Ghita governs the *Conventum Imum*. She is the great grand-daughter of Mercurio Tremēris, whose family descendents are prominent *consortes* for Potestas. Her cousin Marchionne runs *L'Azienda di Farfalla*. His brother Anfrione manages the many Venetian factors who work for Potestas in ports around the Mediterranean.

Their cousin Cataldo works as a clerk at the school of medicine at Salerno, where Potestas has developed an ongoing relationship with the Faculty of Medicine. Agents of the *conventum* select promising candidates from central Italy, and Potestas sponsors their studies at Salerno.

Some of these candidates, primarily women, are then recruited as *consortes* for the *Domus*, and serve as physicians at *conventa* across Mythic Europe. Cataldo observes the candidates, and recruits those he judges to be most amenable to life at a *conventum*. *Exarchus* Pherenikos or *Quaesitor* Cervidus reviews Cataldo's nominees before they are formally accepted into the service of the *Domus*. They specifically observe reactions to The Gift, overt use of magic, and look for evidence of physical courage.

Factor Classisicus Ciano manages the *Classis Adriatica*, a collection of nefs and light merchant galleys that carry the commerce of the *Domus* throughout the Mediterranean region. Most of the vessels are nominally owned by *L'Azienda di Farfalla*, but some operate out of Ostia instead.

As these ships are also called upon occasionally to carry magi or agents of the *Domus*, Ciano is also familiar with many magi from other *Tribunalia* as well as various *Caduceatores* who travel on his ships from time to time.

Wolf Pack

Like many *Conventa Domus*, Potestas has a pack of *white wolves*. For the most part, the pack stays to the forest on the north side of the mountain, where there are few inhabitants. They occasionally come up to *Lacum Sibillae* in the summer and autumn, and sometimes will come around to the eastern slopes during a hard winter, when game is difficult to find. The magi will sometimes direct the *habitatores* to leave an old pig or two in the forest during these times.

Praetextum Curationis Romae

Assessor Tizrano Tremēris has spent the past three decades developing a single well-placed *actor* (agent). Over the course of more than thirty years, he has used two different *Praetexta Curationium* to develop an *actor* within the papal Curia.

Under the guise of "Orabuono," a wealthy but pious Italian merchant, Tizrano befriended Galgano, a young Doctor of Canon Law who in 1199 AD had recently graduated from the University of Bologna and had begun to work in the Curia. In addition to enchanting the usual *Exemplar Praetextus* and acquiring the proper clothing and accoutrements, Tizrano purchased a house, a storefront, and two warehouses in Rome. He also hired a factor, staff, and three guards.

"Orabuono" developed connections in the Roman community by spending money freely, and then leveraged that influence to help out his friend Galgano. Galgano was a talented young lawyer, and with the social contacts he acquired through his merchant friend, he gradually rose in prominence.

Meanwhile, Tizrano introduced the second *Praetextum*: "Bassanio," an emissary from a Latin bishop in Constantinople. With the help of a fellow *assessor* in *Graecia*, he established his *bona fides* with Galgano. Tizrano, again assisted by his fellow *assessores*, recruited Anatina, a recently orphaned young maiden from Dalmatia. With the help of some judicious suggestions and the removal of some undesirable memories, she would become an unwitting ally.

He then arranged for "Orabuono" to introduce Galgano to the young ingénue. Encouraged by a few well-placed emotional spells, Galgano became quite smitten by Anatina. However, he needed assistance in arranging the proper approval from her guardian, who happened to be a friend of "Bassanio."

"Bassanio" was able to assist Galgano in obtaining the guardian's approval to marry the girl, and eventually became godfather to their children. Anatina unfortunately died while giving birth to their second child, but "Bassanio" remained in contact with Galgano.

He "travels" to Rome from time to time, bringing news from Constantinople and asking his friend Galgano to keep him informed of any information regarding Papal relations with Hungary, Serbia, Bulgaria, or the Latin Empire. Although "Orabuono" has never asked for any information or favors, his assistance to Galgano over the years helped to increase Galgano's usefulness to "Bassanio."

The "Orabuono" identity was put to good use, however, in the service of Potestas. The merchant business eventually became a legitimate extension of Potestas, after Orabuono "died" and left the business to his "nephew" Canaffo, a *consors* directly employed by Potestas.

Actor: Galgano, Doctor of Canon Law, papal Curia

Resistance: 6

Major Social Status 3

Extraordinary Skill 1

Temporal Influence 1

Underlings 1

Bond +2 (Godfather to children)

As a prominent administrator within the papal Curia, Galgano is well-placed to know about Papal policy and communications before the outside world. "Bassanio" can ask Galgano for information about specific issues; if Galgano already knows the desired information, Tizrano can use *Intellego Mentem* spells to find out without even asking.

Aquitania: Ordino

Ordino, a massive wind-swept fortress in the eastern Pyrenees, is a *conventum* in decline. Although *Arx Ordinonis* is nearly unassailable, with only one mundane route of approach, its very seclusion has limited its prospects for growth. The *conventum* controls only a single village at the foot of the mountain, which severely limits the population that can be supported by local agriculture.

The surrounding area is held by the Bishop of Urgell, a venerable Catalan prelate. Although relations between the *conventum* and the Diocese are not particularly strained, the Diocese draws enough from the area that there is very little surplus of food available for purchase.

Ordino has facilities for a much larger garrison, both magi and *auxilia*, but large portions of the *conventum* are essentially blocked off and disused. Most of the library, which at one time was renowned for its collection of texts on Magic Lore and the history of the Order, has been moved to Valles Turie or dispersed among other *Conventa Domus*.

Ordino still has one of the most powerful Magical Auras in the Order, at eighth magnitude, and claims several valuable *vis* sites in the region. Apart from its mystical resources, however, Ordino lacks much in the way of attraction.

HISTORY

Magi *Tremēris* from *Dacia* first settled Ordino in 819 AD. They selected the site based on its powerful Magical Aura and its location between *Gallia* and *Hispania*. The initial settlement was a small cavern excavated from the limestone at the peak of the mountain the locals call Casamanya. Magi prepared the peak for the Ritual *Gignimus Moenia pro Convento*, and conjured *Arx Ordinonis*, a citadel of black marble on the peak of the mountain.

Following the *Disiunctum*, Ordino served as a refuge for magi *Tremēris* in the west. It was a center of *Tremēris* activity throughout the tenth century, when the *Domus* had largely withdrawn from the Order at large. During the Schism War, Ordino was one of two bases for *Tremēris* forces, although it was never directly attacked.

Following the Schism War, Ordino subsided into isolation again. During the *Dissipatio*, it was nearly abandoned at one point, with only a single maga *Tremēris* remaining. It gradually regained its strength during the first half of the 12th century, however, as new magi arrived from *Dacia* to begin its renovation. With support from *Dacia*, the *conventum* began to revive, eventually growing enough to found a *capitulum* in southern *Hispania*, at Valles Turie. However, its growth was highly dependent on support from *Dacia* and *Roma*.



In 1188 AD, *Exarchus* Timon decided to move the center of the *Exarchium* south to the new location at Valles Turie, and stripped Ordino of most of its magi and resources over the next decade. By the turn of the 13th century, Ordino was clearly in Winter.

Magi

Plumbumaria Nigromanticorum Thalestris *Tremēris*, is *Tribuna Aquitaniae*. Thalestris is the only resident *Tremēris* who musters with *Gallia*; the remaining *Tremēris* are either *vexillarii*, or, in the case of Izarns, on extended duty in *Hispania*. Thalestris is well aware that she is a figurehead in *Aquitania* for the *Exarchus*, and that he would move more magi out of Ordino if he could. She is doing what she can to preserve the *conventum*, but lacks the resources or magi to do much.

The religious turmoil in *Aquitania* is growing more tense, and Cathars are beginning to retreat into the Pyrenees. Thalestris is concerned that further military confrontation could affect Ordino, as several Cathar fortresses lie just north of the *conventum*.

Quaesitora Ilyana *Tremēris* is *Heres Exarchi Galliae*. Her duties with *Vexillum Speculorum Fractorum* frequently take her away from Ordino for long periods of time. Ilyana is an *architecta*, and during those times she is at Ordino, she does what she can to restore the old stonework.

Kangar *Tremēris* Mujis is an experienced magus who serves as *Praecursor* in *Vexillum Speculorum Fractorum*. He travels frequently. Even when not performing duties for the *Vexillum*, he spends much of his available time communing with the mountains in the region.

Architectus Izarns *Tremēris*, currently serves as *hoplites* to a *Guernici Quaesitor* in *Hispania*, and is

rarely present at Ordino. After he has completed his duties as *hoplites*, he expects to transfer to Valles Turie. Although he recognizes the historical significance of Ordino and regrets its decline, he supports the move to Valles Turie as sensible given the *propositum* of the *Exarchium*.

Adiutor Militaris Tamerighi *Flambonis* holds *Sedile Bellatoris* at Ordino. Although he musters with *Gallia*, *Exarchus Timon* has left him at Ordino to avoid perceptions of favoritism towards magi *Flambonis* in *Hispania*. Tamerighi primarily follows the School of Boreas, but has expanded his talent with *Ignem* to include aspects of the School of the Founder. He has served as an *Adiutor* long enough to have a thorough understanding of *Doctrina*.

Plumbumaria Mercurialis Zeitia *Tremeris*, *filia Stratios*, is *Vexillaria Llecticarius Profundus*. Her duties as *Vexillaria* occupy much of her time; she devotes what time remains to studying the Arts using the few texts remaining in the library. She has written her *parens* and *Prima Poena* regarding the situation at Ordino, and has requested support to improve the situation.

Habitatores

Ordino has very few *habitatores*, mainly *custodes cubicularia* and several *custodes scutata*. Villagers from the foot of the mountain deliver food periodically while the weather is clear, but during the winter months, none make the long trek up the mountain. During the winter, the *conventum* relies upon magically preserved food stored in specially enchanted rooms.

Procurator Maginrad has charge of the *conventum* and also manages the *custodes cubicularia*. Before

entering the service of *Domus Tremeris*, he was a Cistercian monk. He broke his vows and left the order following the seige of Béziers in 1209 AD. Although he believed the theology of the Cathars was in error, he viewed the slaughter at Béziers to be a great sin perpetrated by the head of his Order.

Assessora Richelda *Tremeris*, who had journeyed to Béziers to observe events on behalf of *Exarchus Timon*, encountered Maginrad. Impressed with his rational mind and ethical independence, she persuaded him to accompany her on her travels. She explained the concept of the Order of Hermes to him, emphasizing the limitations on interfering in mundane political affairs. If the Church had such clear rules, could not the tragedy of Beziers have been averted?

Maginrad listened, and warmed to the idea of serving this mysterious Order of Hermes in some capacity. He settled at Ordino and soon proved his competence, rising quickly to manage the entire *conventum* on behalf of the magi. He runs Ordino as he would a monastery, with clear, simple rules and an unwavering expectation of hard work from every member of the *conventum*.

Wolf Pack

The pack of [white wolves](#) at Ordino is one of the few parts of the *conventum* that is flourishing. There are actually three packs, with a total of nearly thirty wolves ranging over the eastern Pyrenees. They have driven out the other predators in the region, including the other wolves. Catalano shepherds in the area know to leave a lamb or older sheep behind when they take their flocks into the folds, as an offering to *els llops blancs* (the white wolves).



View of Ordino from the southwest

Britannia: Spinanigrans

Spinanigrans has been described previously as Blackthorn in *Heirs to Merlin* (HtM, 118-120). Unfortunately, some of that description is inappropriate for a *Conventum Domus Tremēris*. Spinanigrans is located in a labyrinthine cave complex in the south of Wales, and had been the traditional seat of *Tribunal Britanniae* since the mid-eleventh century. Recent political movements in *Britannia*, however, have reduced its overt influence, and the *Tribunal* seat has recently moved back to Cad Gadu in the north of Wales.

As described in HtM (118), there are three overall areas of the *conventum*: the *hospitium*, or guest area; the *publicum*, or common area for magi *Tremēris* and the residences of the *habitatores*; and the *sancta* of the magi and their *custodes*. Each *sanctum* occupies two to five connected caves.

The Magical aura at Spinanigrans varies in strength. The original caverns have the strongest aura — as high as seventh magnitude in one *sanctum* cave near the center of the old complex. Caves which have been excavated since the founding have weaker auras. The most recently excavated spaces have auras as weak as one or two magnitudes, and some areas of the *hospitium* have no measurable aura at all.

The *sancta* of the magi thus occupy the oldest caves, although even there, the complex has been expanded out, up, and down to give the magi more space. The *publicum* has expanded down more than out; most of the *publicum* lies at a lower elevation than the *sancta*.

The *hospitium*, in contrast, starts at the entrance to the *conventum*, but then immediately ascends above the original caves into the spacious *Conciliabulum Tribunalis* and associated guest residences. Visiting *Tremēris* are also housed in the *hospitium*, as those are the only guest quarters available at Spinanigrans. The *hospitium* is not included in the area protected by the *Aegis of the Hearth*. A separate, weaker *Aegis* ritual was cast over the *hospitium* during *Tribunal* years. Since the recent transfer of the *Tribunal* seat, however, the *hospitium* has remained largely vacant.

HISTORY

Founded in 818 AD (HtM, 12), Spinanigrans is an old and venerable *conventum* in the late Autumn of its life. Spinanigrans has gained a reputation as a strange and quirky place, even within *Domus Tremēris*. Following the *Disiunctum*, the *conventum* was isolated from regular contact with other *Tremēris*, and gradually developed unique and bizarre customs. The continuing warfare with Rosalba in *Britannia* also set it apart from the remainder of the *Domus*, who were not inclined to further pursue the conflict.



Following the *Pravitas Tylali*, in which magi *Tremēris* from Spinanigrans and Ordino were implicated, the *Domus* adopted a more centralized policy, and began transferring magi from the west to muster in *Dacia*; magi from *Dacia* were sent to muster in distant *conventa* to reduce the degree of isolation and independence in the outlying *Tribunalia*. This effort at centralization was interrupted by the Schism War. Following the terrible losses of that calamity, Spinanigrans was for a time reduced to a single maga, the *architecta* Jolanta, who focused her attention on training *discipuli*.

Jolanta and her first *filius*, Trebellius, began to expand the *conventum*, excavating most of the *hospitium*. *Praefectus* Dannicus *Tremēris*, *filius* Felicián, joined Spinanigrans following the demise of his *parens* in 1066 AD. He began the tradition of recruiting Welsh archers into the service of *Domus Tremēris*.

Trebellius left to join *Conventum Nemus Saxatilis* shortly after it was founded, but Flumen *Tremēris*, *filius* Vitaris, arrived from *Dacia* in 1090 AD. In 1128 AD, Flumen was promoted to *Exarchus Britanniae*. He expanded the policy of political domination in *Britannia* that has come to define Spinanigrans in the minds of most magi.

For over a century the magi of Spinanigrans bribed, blackmailed, and bullied the other magi of *Britannia*. Following Flumen's demise in 1187 AD (HtM, 120), Tryestram *Tremēris*, *filius* Hadrianus, became *Exarchus*. *Praefectus* Tryestram was not as politically oriented as Flumen had been, and emphasized military training and recruitment over *Tribunal* politics.

This inattention allowed an opposition, led by Julia *Jerbitonis*, to maneuver *Britannia* onto an independent path following the meeting of 1201 AD (HtM, 134). Flumen's *filia* Goliard served as *Tribuna* during that fateful meeting, and was impressed by the

uncharacteristic unity displayed by the British magi. She proposed to the *Domus* leaders that *Britannia* could best achieve its *propositum* by tacitly supporting the opposition leadership and goading the British magi into a robust alliance. *Primus Umno* agreed, and promoted Goliard to *Exarcha Britanniae* in 1202 AD.

Goliard has begun a subtle campaign to “train” the opposing magi. By seizing minor issues and drafting self-serving proposals, she is goading the magi of the *Tribunal* into adopting political positions that support communal benefits and encourage regular attendance at *Tribunal*.

Magi

Plumbumaria Goliard *Tremeris* is described in Htm (120).

Artificex Mercurio *Tremeris* is the senior magus at Spinanigrans. He specializes in the enchantment of *Dossuaria* and *Amulenta*. He is skilled in the arts of Intellego, Rego, Imaginem, and Mentem. Mercurio is preparing his challenge for Archmagus status.

Theodolus *Tremeris* is *Dracofer Britanniae*. Like many *signiferes*, he emphasizes Muto, Rego, Imaginem, and Mentem.

Disputatius Zan *Tremeris* musters with *Vexillum Lecticarius Profundus*, and is frequently absent from Spinanigrans in pursuit of various political errands, either on behalf of the *Vexillum* or the *Exarcha*.

Architectus Martinus *Tremeris* oversees the maintenance and excavation of the caverns and mines. He is a master of Rego and Terram, and is training his first *discipula*, Joyse.

Hugues *Tremeris, filius* Stentorius, is *Assessor* for *Britannia*. He spends much of his time travelling to various courts and estates around Britain, maintain-

ing relations with various noble factions and spying on others. Hugues is a younger magus, and has a reputation as a ladies’ man. He specializes in Creo, Rego, Corpus, and Mentem.

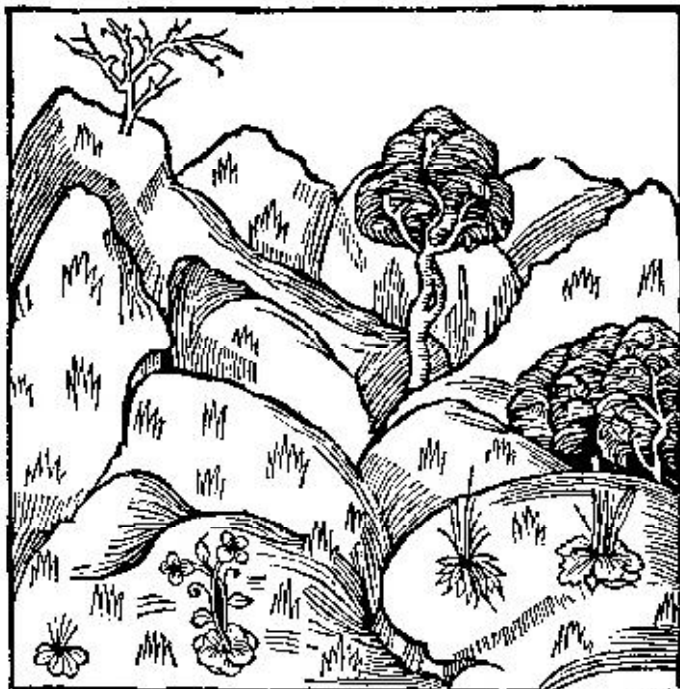
Gavril *Tremeris, filius* Tryestram, is *Praefectus Auxiliorum* for Spinanigrans. He focuses on training Welsh archers for service at *Conventa Domus*. *Custodes* are usually able to recruit two or three archers per year. Gavril and his *optiones* train the recruits in *Doctrina* and accustom them to serving with Hermetic magi before transferring them to various *Conventa Domus*. Welsh archers from Spinanigrans can be found from *Hibernia* to *Dacia* and *Syria*.

Habitatores

Spinanigrans *habitatores* are not universally Warped; only those who have resided for long periods in the *sancta* caves suffer from the high auras there. Those who do endure Warping, however, become sensitized to light and are unable to tolerate bright light (brighter than a cloudy day) without suffering extreme pain in their eyes and burns on their pale skin. Due to this Warping effect, however, they are able to see clearly in very low light (although not in absolute blackness). Most of the *publicum* is dimly lit as a result. Warped *habitatores* rarely venture into the *hospitium*.

Wolf Pack

Spinanigrans hosts a large pack of *white wolves*, that roam the surrounding Welsh mountains. Few travelers can approach the *conventum* without being tracked by the wolves, though even fewer are aware of being tracked. Spinanigrans relies upon the wolves to warn them of approaching enemies, as they send out few patrols, and have no watchtowers.



Caledonia: Vigilia Aquilonia

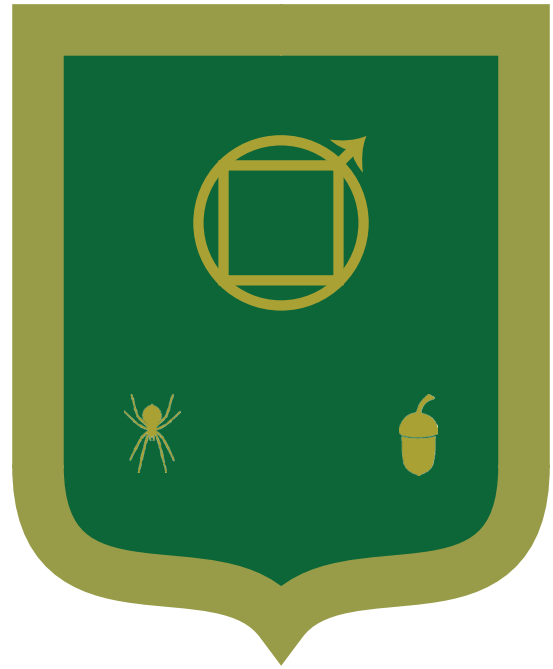
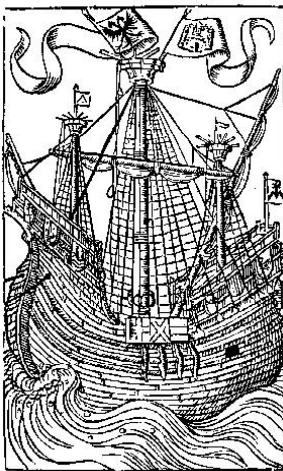
Vigilia Aquilonia (the Northern Watch) is a small walled village on the isle of Arran off the southwest coast of Scotland. Originally founded by Saphrax *Tremeris* in 890 AD to watch for another attack by the Gaelic sorcerer *Damhan-Allaigh*, Vigilia Aquilonia has since become a major source of *vis* for *Domus Tremeris*. The Isle of Arran is rich in ancient magical sites, many of which surround the *conventum* on the west coast of the island. Faerie sites are also prevalent on the island and on the Kintyre Peninsula to the west.

The *conventum* was without magi for a time after the Schism War; its *vis* sources were tended by Spinanigrans until it was re-occupied by Hadrianus *Tremeris* in the mid-eleventh century. Since that time, Vigilia Aquilonia has served as a base of operations for the *Vexillum Balanus Deflagratio*. *Equi diomedei* graze the nearby pastures, along with sheep, goats, and small Scottish cattle.

Magi

Tribunus Caledoniae Corona Vallaris Tremeris leads the *conventum*, as well as a large band of *Gallóglagh auxilia* and a company of Welsh archers. Named by his parens in honor of his bravery in battle during his apprenticeship, Corona Vallaris is *Praeses Praefectorum*, the senior *Praefectus Auxiliorum*, and among the oldest living *Tremeris*. He is a deadly warrior in addition to his tremendous magical ability, and is one of the few magi *Tremeris* to forego the protection of *Aversum Contra Ferrum* in favor of a suit of enchanted mail and a *claidheamh mòr* (greatsword). He typically fights without a helmet, and wears his long white hair in a warrior's braid.

Fornax *Tremeris*, eldest *filia* of *Exarcha* Goliard, transferred from Spinanigrans in 1228 AD. She is rarely at the *conventum*, spending most of her time exploring ancient highland sites. She seeks to bind the ghosts of ancient Pictish and Gaelic warriors.



Fornax especially wants to find and bind the spirits of the elder giants of the north, but has yet to find any suitable remains.

Hygwald Veritas *Tremeris* also transferred to Vigilia Aquilonia in 1228 AD. Previously a member of the piratical Waddensee *conventum* in *Germania*, Hygwald left before the burgeoning dissension between Oculus Septentrionalis and Waddensee erupted into open conflict. Hygwald commands a fleet of four long ships. With the recent emphasis on exploring Iceland, Hygwald ranges the northern seas searching for a way to land on the distant island. So far, powerful storms have prevented any landfall.

Urdaspal *Tremeris Mujis*, who passed his *Provocatio* in 1221 AD, is the youngest member of the *conventum*, and of the *vexillum*. He spends most of his time studying, but accompanies Hygwald on occasional sorties against the fleets of Norwegian King Haakon. These sorties seek to probe the powers of *Ordo Odinis*.

So far, they have seen no evidence that any Norse wizard of significant power accompanies the Norwegian ships. However, Urdaspal believes the powerful storms around Iceland are the work of a powerful wind wizard; possibly even a group of them.

Habitatores

Procurator Comnhall MhacTimon, a descendent of Archmagus Timon *Tremeris*, manages the *conventum* and the five small villages that support it. *Domus Tremeris* sponsored his education at the University of Paris, and Comnhall has started a small school to educate promising lads and lasses from the area.

Praetorius Maghor Killip commands the large force of *auxilia* at *Vigilia Aquilonia*, under the direction of *Praefectus* Corona Vallaris. Three types of

Gallóglaiḡh

Characteristics: Int 0, Per +1, Str +2, Sta +1, Pre 0, Com 0, Dex +1, Qui +1

Size: 0

Age: 25

Virtues and Flaws: Warrior, Puissant Great Weapon, Reckless, Ability Block: Literacy

Personality: Reckless +3, Loyal +2

Reputation: Warrior 2 (local)

Abilities: Animal Handling 1 (dogs), Athletics 3 (running), Awareness 3 (searching), Bargain 1 (food), Brawl 4 (dagger), Carouse 2 (drinking songs), Charm 1 (being witty), *Domus Tremēris* Lore 1 (*Doctrina*), English 2 (slang), Folk Ken 2 (*habitatores*), Gaelic 5 (slang), Latin 1 (commands), Leadership 1 (intimidation), Order of Hermes Lore 1 (magi), Profession: soldier 3 (tactics), Great Weapon 5+2 (claymore), Stealth 2 (hiding), Thrown Weapon 5 (javelin), *Vigilia Aquilonia* Lore 2 (defenses)

Combat:

Ensis Novacula: Init +1, Atk +15, Def +9, Dam +13

Javelin: Init -1, Atk +9, Def +5, Dam +7

Dagger: Init -1, Atk +8, Def +4, Dam +5

Soak: +15 **Load:** Encumbrance 2 (6)

Equipment: Clothing, *Catafracta Verditia*, *Ensis Novacula* (claymore), dagger

Ceitherne

Characteristics: Int 0, Per +1, Str +1, Sta +1, Pre 0, Com 0, Dex +2, Qui +1

Size: 0

Age: 22

Virtues and Flaws: Puissant Thrown Weapon, Ability Block: Literacy

Personality: Brave +2, Proud +2

Reputation: None

Abilities: Animal Handling 3 (dogs), Athletics 3 (running), Awareness 3 (searching), Bargain 1 (food), Brawl 5 (scuffling), Carouse 2 (drinking songs), Charm 2 (seduction), Chirurgy 2 (bind wounds), *Domus Tremēris* Lore 1 (*Doctrina*), Folk Ken 2 (women), Gaelic 5 (slang), Guile 2 (fast talk), Latin 1 (commands), Order of Hermes Lore 1 (*Caledonia*), Profession: Soldier 2 (tactics), Stealth 3 (sneaking), Thrown Weapon 5 (javelin), *Vigilia Aquilonia* Lore 1 (defenses)

Combat:

Javelin & Buckler: Init +1, Atk +10, Def +6, Dam +6

Dagger: Init +1, Atk +9, Def +6, Dam +4

Soak: +4 **Encumbrance** (Load) 2 (5)

Equipment: Clothing, partial leather scale armor, buckler, javelins x5, dagger

auxilia at *Vigilia Aquilonia* are Welsh archers, Norse *gallóglaiḡh* warriors, and local *ceitherne*. Archers and *gallóglaiḡh* man the longships of the *Vexillum*. *Ceitherne* are herdsmen who double as light infantry. They are only used in defense of the *conventum*, and to protect *vis* sites, and do not muster with *Vexillum Balanus Deflagratio*.

Optio Ghelere leads the small band of stipatores at *Vigilia Aquilonia*. An Italian from the Po valley, he moved to *Vigilia Aquilonia* along with his promotion to *Optio*. He dislikes the dreary cold and wet climate of the Isles, and is looking for any chance to transfer out of the *conventum*.

Wolf Pack

Unlike many *Conventa Domus*, *Vigilia Aquilonia* does not have a pack of *white wolves*, only Fornax's Familiar Catia. Since Fornax spends most of her time on the mainland, she leaves Catia there to roam the hills of Cinn Tire.

Equi Diomedei

While the *Diomedean Horses* are not actually descended from the man-eating horses of Diomedes, they do have a robust strain of Faerie blood in them, and tolerate The Gift. The stallions of the breed have a vicious temper (HoH:TL, 122), which prompted *Tremēris* to name them after the legendary man-eating horses of antiquity. They are relatively small, like the Welsh ponies from which they are descended, but they can carry a lightly armored rider, and are sturdy, enduring mounts.

Master of the Stable Nygell Vayne has invigorated the breed by bringing in stallions of other breeds: Hobs from Ireland, Andalusians from Spain, and Tarpans from Hungary. The resulting colts are slightly larger and shaggier, but less likely to express the Faerie blood of the lineage. Nygell has requested magi *Tremēris* to acquire Faerie or Magical horses for the breeding program. Ruprecht de Solange *Tremēris* visited with his Familiar Faure, a magical warhorse, a few years ago. The colts from that breeding are promising, as they show no sign of disturbance from The Gift.

Gallia: Nemus Saxatilis

Nemus Saxatilis (Stone Grove) is a minor *Conventum Domus*, primarily responsible for maintenance and collection of *vis* in *Gallia*. It is located on an isolated headland jutting into the Atlantic Ocean off the coast of Brittany. The *conventum* is surrounded by a twelve-foot-tall earth embankment and an eight-foot-deep ditch. There are no gates in or out; paired *circuli varicans* allow travel into or out of the *conventum*. Ramps allow access to the top of the embankment from the interior.

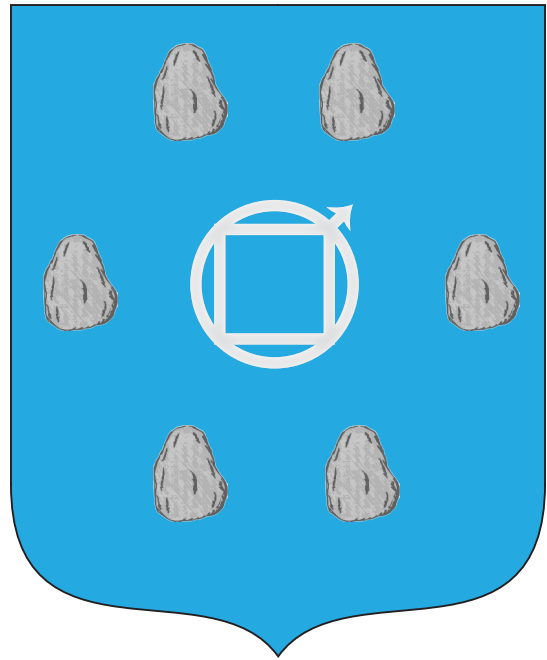
Inside the embankment, various buildings built of brick and stone cluster around a central field. Many of the current buildings at Nemus Saxatilis, including several *sancta*, were built of brick by teams of *caementarii* and *laterarii* from Navalis Euxinus in *Dacia*. Other buildings, especially the oldest structures, are built of field stone.

Most *vis* sources claimed by *Domus Tremeris* in *Gallia* are *seisin* (*The Lion and the Lily*, 19), but a few are *luctationes*. So far, *Domus Tremeris* has managed to retain the secrets of harvesting a few unique *vis* sites that lie at a distance from the *conventum*. Most *vis* sites claimed by Nemus Saxatilis are surrounded by thick thorny hedges, earthen embankments, or similar barriers to discourage mundane despoilment.

History

Architectus Trebellius *Tremeris* founded the *conventum* in 1074 AD. He remained the sole magus for three decades, until *Plumbumarius* Tiberius *Tremeris* joined in 1104 AD. Nemus Saxatilis has remained a small *conventum* throughout its history, rarely hosting more than two or three magi.

Since the beginning of the century, however, four junior magi have been transferred to Nemus Saxatilis, doubling its size. The *conventum* has grown somewhat to adapt to the increase in magi, but lacks the resources to add more *habitatores*. *Tribuna* Eliza has tasked the younger magi with finding appropriate ways to fund an expansion of the *conventum*.



Magi

Tribuna Galliae Archmaga Eliza *Tremeris* is the formal leader of the *conventum*. She musters with *Vexillum Speculorum Fractorum* as an investigator specializing in the interrogation of ghosts. She is one of the foremost authorities on ghosts of all varieties in the Order of Hermes, and has authored several insightful *tractati* on the nature of spirits of Mentem.

Medicum Richomer *Tremeris* musters with *Vexillum Ferrum Frigidum*. Like all *Vexillarii Ferrum Frigidum*, he has Faerie Blood, in his case the blood of the Sidhe.

Architectus Jehan *Tremeris* is the de facto leader of the junior magi, since he has been at Nemus Saxatilis the longest. He is focusing on ways to assist the *habitatores* with fishing and whaling.

Assessora Emelye Anglicus *Tremeris* musters with *Vexillum Llecticarius Profundus*. She is the primary interface with mundanes in the area, but her vexillary duties often require her to travel far from the *conventum*.



Field of standing stones near Nemus Saxatilis

Plumbumaria Prelum Tremēris is studying and training to become a more effective maga. She has an idea about using *spectra* to farm land, allowing the *conventum* to grow more food without needing more habitatores. She lacks the ability or time to fully pursue her idea so far.

Disputatia Etheria Tremēris is the youngest maga at Nemus Saxatilis, barely one decade past her *Provocatio*. She focuses almost entirely on studying her Arts, but also does much of the *vis* collecting for the *conventum*. As such, she travels throughout the *Tribunal*, and often visits other *conventa* to familiarize herself with the other magi in *Gallia*.

Ἡabitatores

Procurator Houarvian manages the *conventum* for the magi. His most pressing challenge continues to be providing mundane resources for the magi. The *conventum* lacks mundane wealth, and supports itself mostly by fishing and whaling.

Balaenator Rivoare is the senior whaler. Whaling in the heaving Atlantic Ocean is deadly serious business. Rivoare has led more than one hundred successful whaling hunts in his life, assisted by his uncanny ability to find whales in the open sea (a variant of the Dowsing Ability). His talent has provided food and oil for Nemus Saxatilis for several decades, and the magi are worried that as he ages, the *conventum* will need to wean itself from reliance on his superb whaling ability.

New Material Bonuses from Whale Products

Whale bone
+2 ocean-related things
+2 dreaming

Whale oil
+2 Ignem

Praefectus Castrorum Guilhabert commands the *milites*. Nemus Saxatilis relies mostly on isolation for defense, but maintains a *manipulus* of longbowmen for defense. The first archers came originally from *Spinanigrans*, but their descendants have adapted well to the local Celtic culture. The archers continue to get their bows from the skilled craftsmen at *Spinanigrans*, however.

Magi at Nemus Saxatilis follow the *Ratio Ordinonis*, and each magus has a personal *custos scutatum*, who answers directly to the magus. Most of these *custodes* were originally *stipatores* at other *Conventa Domus*, and have the common training and equipment expected of a *stipator*.

Custos Kristenn leads the small staff of *custodes cubicularia*, cooks, and other staff that serve the magi. She is the daughter of a Neriad, and has fine webbing between her fingers and toes. She likes to swim in the ocean surf in the darkness of the early morning, and is unaffected by the cold of the sea.

Hibernia: Cursus Alcis

Cursus Alcis (Elk Run) is a minor *Conventum Domus*, situated in the Kingdom of Thomond in western *Hibernia*. It is dedicated to support of *Vexillum Balanus Deflagratio*.

The *conventum* is located in an immense region of karst called the Burren, on the west coast of Ireland south of Galway castle. Most of the Burren has areas of minor Magical auras, with a few areas having more pronounced Magical auras. Cursus Alcis occupies a large area of arable land with a stronger aura in the northwest portion of the Burren, about three miles inland from the Bay of Galway.

The *conventum* consists of several stone and brick buildings within an oval palisade and earth embankment. Sancta occupy the center of the settlement, with residences and supporting buildings along the wall.

History

Anasztáz and Pjerin Tremēris founded Cursus Alcis in 1139 AD, as a base for exploration of western *Hibernia* and to establish a *Domus* presence in the *Tribunal Hiberniae*. Wishing to avoid mundane entanglements as much as possible, they decided to locate the new *conventum* in the Burren. Since the area lacks drinking water and thus is barely habitable, they sought the help of Architectus Anaxagoras, at Spinanigrans. Anaxagoras searched the area and found a suitable place with an underground stream that could be tapped with a well.

The first structures were simple huts built of field stone and thatch, but after a few years *Primus* Murchides decided to bolster the new *conventum*, sending Kostandini and Denes Tremēris, along with a number of experienced *custodes cubicularia* and *stipatores* from *Dacia*, and a small team of *caementarii* and *laterarii*. Gradually, the *conventum* expanded and incorporated better facilities.

Magi

Vexillarius Archmagus Umno Tremēris leads *Vexillum Balanus Deflagratio* and Cursus Alcis, and represents the *Domus* as *Tribunus Hiberniae*. The former *Primus Tremēris*, Umno stepped down in order to “retire” to the leadership of *Vexillum Balanus Deflagratio*. He has encouraged magi to be more aggressive in scouting Norse territory, and to report any sign of Norse wizards.

Architecta Maghor Tremēris is *Heres Exarchi Britanniae*, and thus visits Spinanigrans regularly to consult with *Exarcha* Goliard. Although Archmagus Umno is *Tribunus*, Maghor is more familiar with the



other *conventa* and magi in *Hibernia*, and often advises Umno on *Tribunal* issues.

Signifer Kájin accompanies Vexillarius Umno most of the time, especially while traveling. Kájin is a young but experienced *signifer* whom Umno personally selected to serve as his *signifer* in the *vexillum*.

Praecursor Andreu is the youngest magus at Cursus Alcis, but is now more than three decades past his *Provocatio*, and close to recognition as a magus *expertus*. He is focused on scouting the northern Shetland and Orkney islands, and thus spends much of his time accompanying magi from *Vigilia Aquilonia* on scouting missions.

Habitatores

The first *habitatores* were brought from *Vigilia Aquilonia*, but they recruited more locally from Irish tribes that had lost their lands to Normans in the east. As a result, many *habitatores* at Cursus Alcis exhibit strong anti-Norman and slightly xenophobic sentiments.

Habitatores tend to small gardens and a few fields of grain, but the staples of life are the flocks of sheep and goats, and herds of small Irish cattle that can graze on the scattered tufts of green grass that grow between the cracks in the karst rock.

Apart from a few *stipatores*, Cursus Alcis has few *milites*. Herdsmen can muster as *ceithernes* if needed, but few mundane raiders penetrate far into the Burren.

Procurator Dukker runs the *conventum* in the absence of the magi, which is frequent. He hails from *Dacia*, although he has now resided in *Hibernia* for more than ten years and now speaks fluent Gaelic.

Curator Caoimhe leads the *custodes cubicularia* and associated *habitatores*. She is a lively red-headed woman with a sharp tongue and keen wit. Although many men have wooed her, she has rejected them all, and seems intent on becoming an old spinster.

Praetorius Seanán leads the *stipatores*, and when necessary, the *ceithernes* as well. He has a higher rank than is strictly necessary for the number of milites he commands, but *Vexillarius* Umno insists that he should be a *praetorius*.

Equi Diomedei

In support of *Vexillum Balanus Deflagratio*, *Curus* Alcia keeps a stable of *Equi Diomedei*. Although not intended as a breeding herd like that at *Vigilia Aquilonia*, some of the horses have interbred with local herds, and therefore some are locally-born *Equi Diomedei*.

Hispania: Valles Turie

Valles Turie lies in a secluded, shallow valley a day's hard ride inland from the Muslim city of Valencia, in *Hispania*. The *conventum* is built around an ancient grove of white oak trees, which enjoy a third magnitude Magical aura. The major structure at Valles Turie is an enormous three-story shell keep that surrounds the grove proper. *Sancta* face inward toward the grove, with residences and storerooms on the upper floors.

Scattered out-buildings such as barns and various craft buildings surround the central keep. The *conventum* is supported primarily through agriculture; it has vineyards and citrus orchards, as well as fields of staple crops and flocks of sheep and goats.

History

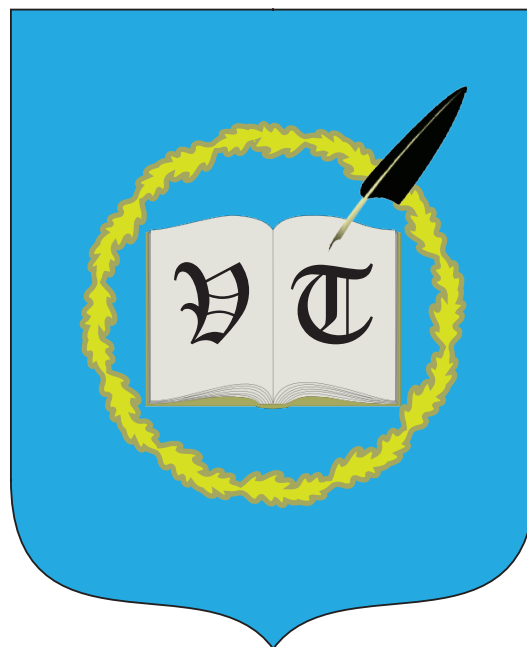
Valles Turie is one of the youngest *Conventa Domus*. Ekaterina and Martiena Tremēris founded a *capitulum* of Ordino in 1168 AD. It remained a relatively small outpost until 1188 AD, when *Exarchus* Timon decided to move the major *Tremēris* presence in *Gallia* from *Aquitania* to *Hispania*. With the full resources of *Gallia* supporting the move, *Valles Turie* soon expanded into nearly its current form. The shell-like keep was completed by 1195 AD, and seven *sancta* were established by 1197 AD.

Since that time the *Tremēris* presence in *Hispania* has decreased and increased again several times. In 1232 AD it has the most junior population of any *Conventum Domus*; five of the six resident magi are *experti* or young magi. Nevertheless, *Exarchus* Timon is optimistic for the future, as the young age of the resident magi could support a long and sustained period of growth for *Domus Tremēris* in *Hispania*.

Magi

Exarchus Archmagus Timon *Tremēris* is originally from Britain, of mixed Scottish and English descent. He was trained by Anaxagoras *Tremēris* at *Vigilia Aquilonia*. He spent time in *Dacia* following his *Provocatio*, then moved to *Gallia* in 1167 AD. He quickly made a name for himself in diplomatic missions in *Hispania*, and soon afterwards he became *Tribunus Hispaniae*.

In 1188 AD, *Primus* Pilumnus appointed him as *Exarchus Galliae*, when he was less than seventy years past his *Provocatio*. Timon immediately announced the move to Valles Turie, shifting the focus of *Gallia* south into *Hispania*. Timon is generally supportive of the Christian *Reconquista*, although he also supports the *Domus* policy of rapprochement between Christian and Muslim magi. He believes that magi do not need to become involved in the *Reconquista*; it will succeed eventually without their interference.



Archmagus Timon is also *Praeses Architectorum*, the senior *architectus* of the *Domus*. He favors large, magically aided construction projects, especially roads and bridges. As a result, the approaches to Valles Turie boast some of the finest roads in *Hispania*.

Dracofera Aventina is the *de facto* leader of the *conventum*. Valles Turie currently lacks an experienced *consors* who can act as an autocrat. As a result, Aventina only travels when she needs to accompany the *Exarchus* on a major diplomatic mission. Her current highest priority is to recruit and train several *consortes* to take over the day to day governance of the *conventum*.

Assessora Richelda has the lion's share of the work in *Hispania*. She travels nearly constantly throughout the region, managing curaciones and gathering intelligence on the actions of other magi. Her job would be so much simpler if she could simply scry on them....

Disputatia Gabriela helps *Assessora* Richelda block the activities of various troublesome magi. She has a reputation as a nettlesome woman who frequently obstructs magi for no apparent reason. Her deeds are all the more offensive to many Iberian magi because of her gender.

In fact, Richelda prompts most of those *Certamen* challenges. Richelda nearly always acts in disguise, so there is little if any connection between Richelda's spying and Gabriela's challenges. If any of the more violently inclined magi finally do connect what has been happening, there are likely to be more than a few declarations of Wizard's War. Gabriela will likely move back to *Dacia*, and Richelda may also re-locate.

Plumbumaria Nigromanticora Euria *Tremēris* is a young maga who spends most of her time studying

the Arts and improving her repertoire of spells. She is preparing herself for a survey of ancient battlefields in *Hispania*, particularly the site of the Roman defeat at Castulo in the south.

Praefectus Tayyar is the youngest magus at Valles Turie. Tayyar is a Kypchak Turk, and an apostate Muslim. Trained at Navalix Euxinus, Tayyar moved to *Gallia* immediately following his *Provocatio* in 1224 AD. His predecessor Vetericus died in battle with a large force of Christian raiders in 1216 AD. Prior to his death, he had recruited and trained one of the largest *auxilia* forces in *Domus Tremeris*.

Auxilia at Valles Turie are primarily *jinetes ballestas*. Vetericus armed Iberian light cavalry with *arballistae agiles* in place of the traditional javelins. Although the *conventum* does not field heavy cavalry, the deadly crossbow bolts of the *jinetes* are more than a match for any force of knights. Tayyar is quite familiar with the hit and run tactics of the *jinites*. He has learned Spanish and is adapting quickly to the hilly terrain and Iberian style of warfare.

Adiutrix Gailana *Verditii* holds the *Sedile Fabrum* at Valles Turie. She is a talented researcher as well as an enchanter, and focuses her efforts on the unusual craft of horticulture. Gailana is researching methods of enchanting living plants. She has made

some promising breakthroughs with *aulaga*, or common gorse shrubs. Gorse is hardy and grows even in rocky soil, and gorse plants can live up to thirty years.

Gailana has not yet managed to grow a strain of magical plants that will pass on the magical effects to their seedlings. However, she has discovered how to prepare living plants for enchantment, and has enchanted all three types of enchantments: *infusum*, *minutum*, and *gravidatum*. Several experimental varieties; *Ulex Custodiens*, *Ulex Corripiens*, and *Ulex Igniferum*, are planted around the edges of the *conventum*. See **Chapter VII, Volumen Arcanum** for more details.

ἩΑΒΙΤΑΤΟΡΕΣ

Valles Turie hosts a large population of *habitatores*. Farmers, shepherds, cultivators of orchards and vineyards, *auxilia*, and supporting crafters occupy nearly a dozen surrounding hamlets and settlements. The total adult population, including *consortes* and *custodes*, is nearly nine hundred. Most are Muslims, although the majority of *auxilia* are Mozarabs (Christians dwelling in Muslim-held territory).

Jinete Ballesta

Characteristics: Int 0, Per +1, Str +1, Sta +1, Pre 0, Com 0, Dex +2, Qui +1

Size: 0 **Age:** 25

Virtues and Flaws: Warrior, Puissant Ride, Proud (minor), Ability Block: Literacy

Personality: Brave +2, Proud +2

Reputation: Jinete 2 (local)

Abilities: Animal Handling 3 (horses), Athletics 3 (running), Awareness 3 (searching), Bargain 1 (food), Bows 5 (crossbow), Brawl 4 (dagger), Carouse 2 (drinking songs), Charm 1 (being witty), *Domus Tremeris* Lore 1 (*Doctrina*), Folk Ken 2 (habitatores), Guile 1 (fast talk), Latin 1 (commands), Leadership 1 (intimidation), Order of Hermes Lore 1 (magi), Profession: soldier 3 (tactics), Ride 4+2 (in battle), Single Weapon 5 (longsword), Spanish 5 (slang), Stealth 2 (hiding), Valles Turie Lore 2 (defenses)

Combat:

Arbalista Agilis: Init -1, Atk +13, Def +8, Dam +9

Long sword: Init +1, Atk +12, Def +9, Dam +7

Dagger: Init -2, Atk +6, Def +5, Dam +3

Soak: +7 **Load:** Encumbrance 2 (3)

Equipment: *Arbalista Agilis*, three quivers of bolts, long sword, buckler, dagger, partial lamellar armor (plates laced to each other, between a leather backing and cloth covering), two coursers, one pack horse, saddle & tack

Custos Praesidii

Characteristics: Int 0, Per +1, Str +2, Sta +1, Pre 0, Com 0, Dex +1, Qui +1

Size: 0 **Age:** 25

Virtues and Flaws: Warrior, Cautious with Artillery Weapons, Proud (minor), Ability Block: Literacy

Personality: Brave +2, Proud +2

Reputation: Womanizer 2 (local)

Abilities: Animal Handling 1 (dogs), Artillery Weapons 5 (*cheiromballistae*), Athletics 3 (running), Awareness 3 (searching), Brawl 5 (scuffling), Carouse 2 (drinking songs), Charm 2 (seduction), Chirurgy 2 (bind wounds), *Domus Tremeris* Lore 1 (*Doctrina*), Folk Ken 2 (women), Guile 2 (fast talk), Great Weapon 5 (glaive), Latin 1 (commands), Leadership 1 (intimidation), Order of Hermes Lore 1 (magi), Profession: Soldier 3 (tactics), Stealth 2 (riding), Spanish 5 (slang), *Valles Turie* Lore 2 (defenses)

Combat:

Cheiromballista: Init -2, Atk +13, Def n/a, Dam +10

Glaive: Init +3, Atk +11, Def +7, Dam +10

Dagger: Init 0, Atk +8, Def +5, Dam +5

Dodge: Init 0, Atk /a, Def +5, Dam /a

Soak: +5 **Encumbrance (Load)** 1 (6)

Equipment: Clothing, partial metal scale armor (coat of plates between a leather backing and cloth covering), glaive, dagger

Custos Rahul leads the *custodes cubicularia*, who manage most of the domestic needs of the magi. Several overseers lead the various agricultural workers and craftsmen. All overseers report directly to *Dracofera Aventina*.

Valles Turie follows the *Ratio Ordinonis*; magi have personal *custodes scutati*, who are individually managed by the magi.

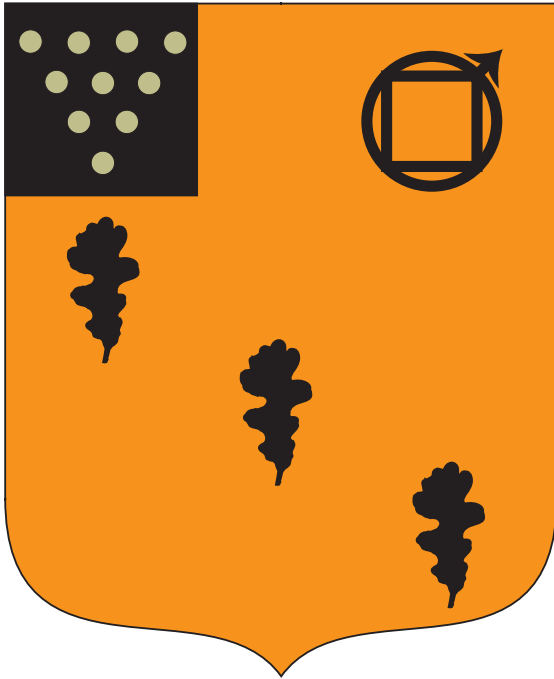
Praefectus Castrorum Jaume leads the *Praesidium Turrie*, who man *cheiromballistae* and guard the *conventum* gates.

Three *praetorii* command the three *turmae* of cavalry. The *jinetes* of each *turma* bear a distinctive symbol on their surcoats.

Praetorius Reyes commands the *Al-Buq* (trumpet) *Turma*; Aroex commands the *Tres Estrellas* (three stars) *Turma*; and *Praetorius* Licerio leads the *Spina Ruber* (red thorn) *Turma*. All three *turmae* remain at reduced muster due to the casualties of 1216 AD, although Tayyar has resumed recruiting to restore the strength of the *auxilia*.

Wolf Pack

Valles Turie does not yet have a full pack of *white wolves*, but Aventina's Familiar Dexion has taken over a pack of local reddish-brown Iberian wolves that range through the nearby hills. The *habitator*-es have not yet reconciled to the idea that wolves should be tolerated and allowed to cull the herds and flocks. Most of the wolves in the pack are not intelligent enough to live by an agreement anyway, so conflict is routine. Dexion is growing more restless as several of his pack have been hurt, and one young female was killed recently. He is considering teaching a lesson to the village that killed her, by stealing one of their young girls to raise in the wilds as a member of the pack.



Germania: Capitulum Pohlesee

Pohlesee sits atop an artificial bluff on the island of Sandwerder in the Pohlesee, a beautiful lake in the Margravate of Brandenburg. The southeast point of Sandwerder Island lies very close to the main shore, and is connected by a narrow artificial causeway with a drawbridge. The bridge is guarded by a bar-bican gate.

The island is about nine hundred paces long and between three and four hundred paces wide, in a 'lazy L' shape. The *capitulum* itself occupies the middle of the island towards the north end, where an artificial bluff was raised and compacted with Rego Terram magics: five paces high, 150 paces wide, and 300 paces long.

The remainder of the island is predominantly wild forest, with the exception of a narrow elevated road running from the causeway in the southeast to the *capitulum*. This road gradually increases in elevation from only a pace above the surrounding land to a full five paces as it reaches the *capitulum* bluff. The bluff is bounded by a rock-faced earthen wall on all sides, with a single stone gate-tower at the southeast corner where the road joins with the bluff. No other towers or impressive structures are visible; all of the *capitulum* buildings are one or two-story structures.

There are currently seven *sancta* at Pohlesee, each of which is a dedicated building. All buildings incorporate wooden construction, although foundations and lower walls of fieldstone are typical for the *sancta*.

HISTORY

Pohlesee was founded by Valens *Tremeris* in 1179 AD as a *capitulum* of Fengheld. At that time, *Domus* policy in *Germania* called for magi *Tremeris* to be dispersed among as many *conventa* as possible, to build inter-*Domus* relations. There had been no *Conventum Domus* in *Germania* previously, although Fengheld had been a center for *Tremeris* activity in *Germania*.

Valens sought support from Coeris for the establishment of a *Conventum Domus* in *Germania*. At the 1178 AD *Decenium*, *Primus* Pilumnus approved the project, and allocated resources from both *Dacia* and *Germania* towards its establishment.

Valens and his *filius* Summanus Zev were joined by Kostandini *Tremeris* and Frania Popavich *Tremeris* in founding the *conventum*, which was legally an extension of Fengheld. Valens had already selected the location, on Sandwerder Island near the shore of the Pohlesee, the beautiful lake from which the *capitulum* takes its name.

Kostandini returned to *Dacia* after the initial construction and development was finished, and Frania Popavich left to join her sister at Leczyca in Poland a few years later. With the Final Twilight of Valens *Tremeris* in 1218 AD, Pohlesee was reduced to a single magus *Tremeris*, Summanus Zev, and two *adiutores* of *Domus Verditii*.

During the 1228 AD *Decenium*, *Prima* Poena assigned Summanus Zev as *supernumerarius*. Following private discussions with the *Prima*, *Exarchus* Stentorius also shifted several magi from *conventa multigenusa* in *Germania* to build up Pohlesee. Although the magi are relatively junior, Stentorius believes that over time a strong *Conventum Domus* will be the result.

The residents are technically members of Fengheld *conventum*. However, because *Domus Tremeris* provided the resources to found the *capitulum*, Pohlesee owes no debt to Fengheld. This allows the *capitulum* an atypical degree of independence from the *conventum*.

Magi

Supernumerarius Artifex Summanus Zev *Tremeris* leads Pohlesee. He is an heretical Jew and the first member of the *Kabbalica subcollegium*. Summanus is training his first *discipulus*, Niuzilo. As he has spent most of his career producing special enchantments for his sodales, Summanus Zev does not have a large repertoire of *Doctrina* spells. However, his ability with Craft Amulets and Figurine Magic is very well-developed.

Dracofer Germaniae Roscius Tremeris is the youngest *dracofer* in the *Domus*, only a few years past his *Provocatio*. *Exarchus* Stentorius has directed him to spend all of his available time learning the standard

spells of a *dracofer*, along with the necessary Arts. He has also exempted Roscius from any *conventum* duties for the next several years.

Architecta Gwenaelle Tremēris is an auburn-haired maga with a lilting Welsh accent and a talent with sculpting. She is a creative and artistic architecta who enjoys shaping stone or metal into interesting shapes or geometric designs. She has seen examples of arabesque patterns and has begun magically engraving simple patterns into the face of the rock boundary wall.

Plumbumarius Sicerō Tremēris is the twin brother of Gwenaelle, with the same auburn hair and green eyes as his sister. Although the pair were split up during apprenticeship, while Gwenaelle trained at Triamore and Sicerō trained at *Spinanigrans*, Sicerō transferred to *Germania* following his *Provocatio*. The two instinctively pair together as a *gemellum*, and *Exarchus* Stentorius rarely breaks them up during training, preferring to strengthen their innate bond.

Adiutor Elpidius *Verditii*, of the Confraternity of Balento (HoH:MC, 121), holds *Sedile Caelatoris* (Seat of the Carver) at Pohlesee. He specializes in producing fire-producing wands carved from ash or pine.

Adiutor Almalric *Verditii*, is a clockwork artisan, who fashions intricate mechanical devices from brass and bronze. He holds *Sedile Machinatoris* (Seat of the Engineer) at Pohlesee.

Caduceator Luitger *Merceris* is a *Latrunclator* (pawnbroker) of *societas Venafronis* (HoH:TL, 88). He travels throughout *Germania*, trading *vis* with *conventa* and *peregrinatores*.

Ἡabitatores

Pohlesee is currently under-populated with regards to *habitatores*. The recent transfers have doubled the number of magi to support, and as a result the *habitatores* are over-worked.

Stentorius has requested help from his fellow *Exarches*, and Goliard has transferred a few *stipatores* from *Britannia* and *Caledonia* to Pohlesse, along with a *manipulus* of Welsh archers. Piroška has transferred a few young Vlach foresters from Coeris, and Timon has transferred some *custodes cubicularia* from Ordino and Nemus Saxatilis.

Procurator Vojtisek is doing the best he can to manage the rapid expansion of the *capitulum*. Although he appreciates the transfers of *custodes* and foresters, managing *habitatores* with various languages and cultural backgrounds gives him a constant supply of headaches to deal with.

Praetorius Merobaudes leads the *auxilia* and *stipatores*. His Latin is passable, so he is able to communicate reasonably well with the various *stipatores*. However, the Welsh archers are nearly impossible to understand, and he relies upon Gwenaelle and Sicerō to give them orders.

The “native” *auxilia* at Pohlesee are the *Lupinores*, a special *manipulus* equipped with *Lupina*. *Lupinores* can range stealthily over wide expanses of wilderness in wolf form, yet still fight as men if needed.

Wolf Pack

Pohlesee has a small pack of four *white wolves* that make their lair near the island and hunt through the surrounding wilderness. They often accompany the *Lupinores* in their scouting, and a silent rapport has developed between the wolves and some of the *Lupinores*. Sicerō has noticed these developing bonds, and is observing the wolves to learn if this might be achieved at other *Conventa Domus*. He is also considering one of the wolves, a young male, as a possible Familiar.

Chapter VII:

Volumen Arcanum

Quod conspici potest, iaculantur potest; quod iaculāri potest, delentur potest

("What can be seen, can be targeted; what can be targeted, can be destroyed")

Dannicus Tremēris
Ob Adiutores

Magi *Tremēris* have developed many *cantiones* (spells) and *incantamenta* (enchancements) to meet the specific requirements of *Doctrina*. Some are variations on more commonly known Hermetic effects; others are unique to *Domus Tremēris*, and may be unknown outside of the *Domus*.

Except where specifically noted otherwise, lab texts for all of these effects are available in any *Conventa Domus*, either permanently or on loan as requested. Most effect names are given in Latin; the English translation is provided in the description.

Spells are listed alphabetically by *Astum* (Technique) and *Formam* (Form). Enchantments, however, are listed by alphabetically by the name of the item, within each category of enchantment (*infusa*, invested devices; *minuta*, lesser enchantments; *gravidata*, charged items; etc.). Items with multiple enchantments list each effect separately under the item.

Many of the most powerful spells are no longer learned by individual magi, but are employed by means of *tabulas sortitionis* (casting tablets: Covenants, 89-90). Spells such as *Spectral Quinreme*, *Arming the Legion of the Dead*, and *Call the Fallen Eagles from the Mist* (HoH:TL, 140-141), for example, are rarely learned. Several other examples are listed in this chapter. *Conventa Domus* have collections of *tabulas sortitionis* for many powerful effects, and some magi have personal copies.

Cantiones

CREO Animal

Lupus Magicus

Evocans Cr(Re)An 30
R: Touch D: Diam T: Ind

Magic Wolf creates a wolf (size -1) that will obey the caster's commands. The caster must concentrate to issue a command, but need not maintain that concentration after the command is issued. The

caster must be touching the wolf to issue such a command.

Pilumnus *Tremēris* created this spell as an alternative for magi who lacked sufficiently developed Arts for more powerful conjurations.

(Base 15, +1 Touch, +1 Diam, +1 Rego requisite)

Nubes Vesparum

Evocans Cr(Re)An 45
R: Sight D: Diam T: Group

Cloud of Wasps conjures an enormous swarm of thousands of wasps that will obey the direction of the caster. The caster must concentrate to issue new directions to the swarm. The swarm is large enough to engulf an area approximately thirty paces in diameter and ten paces high.

Anyone attacked by the swarm takes +5 damage each round they remain in the swarm, and must make a Stamina stress roll against pain with an Ease Factor of 9+ each round in order to do anything but scream in pain and attempt to escape the swarm.

Annaeus Quintilius invented this spell in the mid-12th century. It now accepted in *Doctrina*, and all *Conventa Domus* have a copy of the lab text. Due to its high Art requirements, however, only a few senior magi *Tremēris* have learned it.

(Base 5, +3 Sight, +1 Diam, +2 Group, +1 size, +1 Rego requisite)

Progenies Scyllae

Evocans Cr(Re)An 45
R: Voice D: Diam T: Ind

Progeny of Scylla conjures an immense sea monster, similar to a giant squid with six tentacles, but with a ravenous head at the end of each tentacle. The creature is Size +10, large enough to crush any medieval ship in its tentacles. But like its namesake, it prefers to pluck sailors off of a ship one by one and feed on them. Fortunately, this spell enables the caster to control the beast as well as conjure it.

This spell has not yet been accepted into *Doctrina*. It is a recent development by Annaeus Quintilius *Tremēris Mujis*, who is the foremost Animal expert in *Domus Tremēris*. He next plans to develop a *tabulam sortitionis* for use by *nauarches*, which he believes will make it a suitable addition to *Doctrina*.

(Base 10, +3 size, +2 Voice, +1 Diam, +1 Rego requisite)

Velites Venenati*Evocans* Cr(Re)An 45

R: Sight D: Sun T: Group

Venemous Velites is the standard spell from HoH:TL (139), but with the correct magnitude adjustment for a Group Target.

(Base 5, +3 Sight, +2 Sun, +2 Group, +1 Rego requisite)

Intellego Animal

Videre Sicut Alii Vident*Sentiens* In(Re)An 40

R: Arc D: Sun T: Ind

To See As Others See is the standard spell from HoH:TL (139), but with the correct magnitude. It normally causes Warping to the beast controlled.

This effect was originally designed to be used with the leader of a kettle of griffin vultures, but may be used with many varieties of beast.

(Base 5, +4 Arcane Connection, +2 Sun, +1 Rego effect)

Rego Animal

Accire Bestiam Remotam*Evocans* ReAn 60

R: Arc D: Mom T: Ind

Ritual

Summon the Distant Beast summons to the caster's location a beast that can be seen or to which the caster has an Arcane Connection. The beast must obey a single command given by the caster as the spell is cast, after which the beast is free to act according to instinct.

Magi Tremēris who make use of this effect habitually collect Arcane Connections to dangerous or otherwise useful beasts. *Katadesmoi* or *kolossoi* may sometimes be used if the beast recognizes its name. This effect usually causes Warping to the beast summoned. It must penetrate Magic Resistance if applicable; this spell is typically cast through *Communio Magorum*.

(Base 35, +4 Arcane Connection, +1 additional Rego effect)

Mulis Oboediens*Imperans* ReAn 35

R: Voice D: Sun T: Ind

The Obedient Mule makes the target animal obedient to your commands for the duration of the spell. The animal must be capable of perceiving the commands, either vocal or gestural. This effect normally causes Warping to the target beast.

(Base 15, +2 Voice, +2 Sun)

New Spell Mastery Ability:
Ritual Mastery

Ritual Mastery (*Peritia Cantionis Ritualis*) reduces the *vis* required for a ritual spell, by one pawn per level of Mastery Ability, to a minimum *vis* requirement equal to one-half the normal amount. This reduction is not cumulative with the reduction available from Mercurian Magic, but does allow a non-Mercurian magus to participate with magi *Mercurialis* with a reduction in *vis* cost.

Maga Placida *Bonisagi* researched this breakthrough in the late 12th century. As Placida remarks in a notation, "Why spend four pawns of precious *vis* to heal a single minor wound, when with sufficient mastery of *Orbis Salutaris Galenis* the same amount of *vis* could heal all of the wounds of an entire group?"

Sarcina Commoda*Sustinens* ReAn 40

R: Arc D: Mom T: Ind

The Convenient Pack summons a pack or satchel to which the caster possesses an Arcane Connection, along with its contents. Casting requisites appropriate to the contents of the pack may be needed.

This effect is powerful enough to cause Warping; inanimate objects sometimes manifest Warping in odd ways. Repeated use on one satchel over a period of several decades, for example, turned the leather translucent.

(Base 20, +4 Arcane)

Silentium Facio Canem Latrans*Imperans* ReAn 30

R: Sight D: Diam T: Part

Silence the Barking Dog makes the target animal physically incapable of vocalizing for the duration of the spell. This effect normally causes Warping to the target beast.

(Base 5, +3 Sight, +1 Diam, +1 Part)

CREO Aquam

Erigere Cataracta E Cautē*Moderans* CrAq 30

R: Touch D: Mom T: Ind

Ritual

Bring Forth the Waterfall from the Cliff causes an enormous geyser to spring forth from the earth at the point touched. Gaea Elementia developed this ritual in the eleventh century to create the *Cataracta* at Potestas. The original lab text remains at Ordino; no copies have been made.

(Base 10, +1 Touch, +3 Size)

Intellego Aquam

Sentio Fluctuandus Distans Undarum

Sentiens InAq 35

R: Per D: Conc T: Part

Sense the Distant Movement of the Waves enables the caster to sense the movement of water and the presence of vessels, large beasts, etc. in the surrounding water, within a radius of about 1,000 paces. This effect detects objects or creatures down to ten paces below the surface; deeper things are not within the province of this spell.

(Base 3, +1 Conc, +1 Part, +5 size)

Visus Neriadis

Sentiens InAq 10

R: Per D: Conc T: Vision

Vision of the Neriad enables the caster to clearly see through water as if it were air. This is especially useful when searching the bottom of the sea for wrecks.

(Base 1, +1 Conc, +4 Vision)

Muto Aquam

Spuma Napthae

Tutandum ReAq 30

R: Sight D: Diam T: Part

Foam of Oil changes the froth on the surface of waves into a highly flammable liquid similar to Greek Fire. The oil will typically coat the bow and sides of vessels that pass through the affected area.

(Base 3, +3 Sight, +1 Diam, +1 Part, +2 size)

Rego Aquam

Aversum Contra Aquam

Tutandum ReAq 30

R: Touch D: Sun T: Ind

Ward Against Aquam protects the target from Magical creatures of Aquam (such as the physical attack of a water elemental) of up to Might 30.

(Base effect)

Aversum Magnior Contra Aquam

Tutandum ReAq 40

R: Touch D: Sun T: Ind

Greater Ward Against Aquam protects the target from Magical creatures of Aquam (such as the physical attack of a water elemental) of up to Might 40.

(Base effect)

Aversum Minior Contra Aquam

Tutandum ReAq 20

R: Touch D: Sun T: Ind

Lesser Ward Against Aquam protects the target from Magical creatures of Aquam (such as the physical attack of a water elemental) of up to Might 20. (Base effect)

Aversum Pro Nave

Tutandum ReAq 35

R: Touch D: Sun T: Special

Ward For The Ship protects the target vessel from the effects of mundane water; waves, ice, etc. (Base 5, +1 Touch, +2 Sun, +3 Special Target equivalent to Structure)

Globus Glaciei

Moderans ReAq 20

R: Sight D: Mom T: Ind

Sphere of Ice changes water to ice in a sphere surrounding a target. Even sea water can be changed in this manner, although a rime of salt covers the surface of the ice, and increases the natural rate of melting. The sphere floats, and will ascend slowly if formed underwater. The ice melts normally.

Joudain Tremēris invented this spell as an effective attack and defense against underwater creatures. (Base 3, +3 Sight, +2 size to affect large sea creatures)

Merum Potens

Augens ReAq 5

R: Touch D: Mom T: Part

Strong Wine removes some of the water from a container of wine or ale, making it far more intoxicating. The water removed is evaporated into the air and condensed on the outside of the container. Tremēris use this effect to subtly increase the effects of beverages on the drinkers, who quickly become drunk two or three times faster than expected.

(Base 3, +1 Touch, +1 Part)

Creo Auram

Aer Recens

Sustinens CrAu 10

R: Touch D: Moon T: Ind

Fresh Air creates a breeze of fresh air, similar to *Chamber of Spring Breezes*, but with longer duration. This spell may be cast spontaneously, and thus is rarely learned except by magi *Mercurialis*. Since many of the oldest *Conventum Domus* have caves or other underground chambers, this effect is commonly used to ensure they are supplied with fresh air.

(Base 1, +1 Touch, +3 Moon, +1 unnatural)

Flabra Incommoda

Vulnerans CrAu 30

R: Voice D: Diam T: Group

Troublesome Blasts of Wind conjures a group of magical winds of gale force, similar to *Charge of the*

Angry Winds (ArM5, 129). This spell is more difficult to resist, however, as the winds blow at random intervals in different directions, making it nearly impossible for an affected individual to maintain their balance. Add +3 to the difficulty of appropriate stress rolls.

(Base 3, +2 Voice, +1 Diameter, +2 Group, +1 unnatural, +1 changing effect)

Imple Lintea

Sustinens CrAu 15

R: Touch D: Sun T: Ind

Fill the Sails! conjures a magical wind sufficient to propel a ship through the water in the desired direction.

(Base 2, +1 Touch, +2 Sun, +1 slightly unnatural, +1 moving effect)

Mille Fulmenia

Vulnerans CrAu 50

R: Sight D: Spec T: Group

The Thousand Lightnings generates a thousand lightning bolts, which strike down from the sky at a group of suitable targets within sight of the caster. This is typically useful only with a very large group of targets such as an army or buildings in a city. Each strike inflicts +30 damage, and may set flammable structures ablaze.

No active thunderstorm is needed, as the lightning is very unnatural (although not totally divorced from reality); so long as a single storm cloud is visible overhead, the spell will work.

(Base 5, +3 Sight, +2 very unnatural, +2 Group, +2 size)

Ventus Opportunus

Sustinens CrAu 10

R: Voice D: Diam T: Ind

Handy Wind conjures a magical wind, blowing in the direction specified by the caster for the duration of the spell. Some *Tremēris* like to use this spell as the basis for *Talons of the Winds* (ArM5, 127), as it is simple and does not require concentration.

(Base 2, +2 Voice, +1 Diam, +1 unnatural)

Rego Auram

Aversum Contra Auram

Tutandum ReAu 30

R: Touch D: Sun T: Ind

Ward Against Auram protects the target from Magical creatures of Auram (such as the physical attack of an air elemental) of up to Might 30.

(Base effect)

New Spell Mastery Ability: Personal Mastery

Personal Mastery (*Peritia Cantionis Privatus*) enables a magus to cast the mastered Formulaic spell at Personal Range, assuming that the normal Range of the spell is Touch/Eye or greater.

Maga Silana *Flambonis* researched this ability in the mid-eleventh century so that she could target herself with various standard spells without having to suppress her *Parma Magica*.

Aversum Magnior Contra Auram

Tutandum ReAu 40

R: Touch D: Sun T: Ind

Greater Ward Against Auram protects the target from Magical creatures of Auram (such as the physical attack of an air elemental) of up to Might 40.

(Base effect)

Aversum Minior Contra Auram

Tutandum ReAu 20

R: Touch D: Sun T: Ind

Lesser Ward Against Auram protects the target from Magical creatures of Auram (such as the physical attack of an air elemental) of up to Might 20.

(Base effect)

Aversum Contra Fulmenibus

Tutandum ReAu 20

R: Touch D: Sun T: Ind

Ward Against Lightnings protects the person touched against lightning strikes; magical lightning must exceed the casting total for this warding spell to inflict damage.

(Base 10, +1 Touch, +2 Sun)

Magister Fulmenium

Vulnerans ReAu 45

R: Sight D: Conc T: Group

Master of the Lightnings gathers winds and clouds into a large thunderstorm from which the caster can call down lightning strikes on any appropriate target within sight. The storm gathers at a normal speed, but is under the caster's control - this spell can also be used to control a pre-existing thunderstorm.

Since a storm may take up to several hours to form naturally, the caster may need to make Concentration rolls to gather a sufficient storm. Concentration rolls are not needed to make the lightning attacks, as that is the intended function of the spell.

(Base 5, +3 Sight, +1 Conc, +2 Group, +2 size)

Creo Corpus

Amoveo Manus Orcus

Sustendum CrCo 25

R: Touch D: Sun T: Ind

Brush Off the Hand of Death grants a +15 bonus to Recovery Rolls to the target. *Medica* often cast this on combatants before they go into battle. The effects of this spell will often be enough to keep critically wounded soldiers alive until they reach aid. This is a Potent spell, requiring a piece of amber (+3 Corpus) for casting.

Praefecti sometimes learn this spell, but more often will carry a *Sucinum Salubris*, enchanted by a *Medicum* for the same purpose.

(Base 10, +1 Touch, +2 Sun)

Ligo Plagas Auxiliorum Audacium

Sustendum CrCo 25

R: Voice D: Sun T: Group

Bind the Wounds of the Valiant Auxilia binds all of the wounds currently inflicted on members of the indicated group, as per Bind Wound.

(Base 3, +2 Voice, +2 Sun, +2 Group)

Orbis Salutaris Galenis

Sustendum CrCo 40

R: Touch D: Mom T: Circle

Ritual

The Healing Circle of Galen heals all wounds of everyone inside the circle drawn at the time of casting. Senior *Medica* learn this spell as the most efficient way to instantly heal large numbers of casualties.

(Base 35, +1 Touch)

Intellego Corpus

Acies Medici

Sentiens InCo 35

R: Per D: Conc T: Vision

Sight of the Physician grants the caster the ability to see all of the physical attributes of anyone they see, including medical defects, state of the humours, concoctions, vital and sensitive faculties, etc. The various attributes are seen as colored auras: sanguine humor is red, cholera is orange, melancholy is black, Phlegm is green. The proportions of the colors in the various parts of the body will indicate the medical state of the person to a trained physician.

The strength of the vital faculty is indicated through the relative brightness or darkness of the aura seen. The health of the sensitive faculty is more subtle and requires concentration to detect, as the expulsion of the various wastes from the sensitive organs. The combination of physical observations with the auras allows the physician to quickly see the total complexion of the person.

This spell must penetrate Magic Resistance. It is also a Potent spell, requiring a piece of amber (+3 Corpus) for casting.

(Base 10, +1 Conc, +4 Vision)

Halitus Pestis

Sentiens InCo 20

R: Per D: Conc T: Smell

Whiff of the Plague grants the caster the ability to smell the presence of disease. Different diseases are sensed as different odors. Unfamiliar diseases smell different, but are not yet recognizable to the caster. This effect must penetrate Magic Resistance.

(Base 5, +1 Conc, +2 Smell)

Odorandum Vestigia Corporis

Sentiens InCo 30

R: Touch D: Sun T: Smell

Scenting Out the Traces of the Body imparts the ability to detect trace amounts of Corpus material using the sense of smell. This spell is often used on animal spies, to allow them to track a person or to find Arcane Connections.

(Base 5, +1 Touch, +2 Sun, +2 Smell)

Sensus Speculatoris

Sentiens InCo(An,He) 35

R: Per D: Sun T: Hearing

Scout's Sense functions in a similar manner to Hunter's Sense (ArM5, 118), but with the addition of Corpus and Mentem, this spell can also detect human shape and primary motivation.

(Base 5, +2 Sun, +3 Hearing, +1 shape and motivation)

Visum Cohaerendi

Sentiens InCo 15

R: Arc D: Mom T: Ind

Vision of the Cohaerendum gives the caster a brief image of the *cohaerendum* for an object he is touching. A *cohaerendum* is the entity that is most connected, in the Arcane sense, to a given object. It could be the crafter of the object, or the person who has owned the object the longest, or who has used the object most frequently (ArM5, 84 for Arcane Connections).

This is a generally known Hermetic effect, which *Tremēris* use to determine the active link for a *contextum entitatis*. This effect must penetrate Magic Resistance; and can count as scrying if the *cohaerendum* is a member of the Order.

(Base 2, +4 Arcane Connection, +1 intricate effect)

Muto Corpus

Aures Cervae

Augens MuCo 10

R: Touch D: Sun T: Ind

Ears of the Hind sharpens the hearing of the person touched, giving her a +3 bonus to Perception rolls related to hearing.

(Base 2, +1 Touch, +2 Sun, +1 added to reflect bonus)

Distendo Viscera

Sustinens MuCo 15

R: Touch D: Conc T: Part

Stretch the Flesh makes the flesh (skin, muscle, organs, even cartilage, but not bone) of the part of the body affected loose and unnaturally stretchable. This allows a surgeon to more easily remove foreign objects (such as arrowheads) with less damage to the surrounding flesh.

This effect can also be used to more easily insert a foreign object into a part of the body, again with minimal damage to the surrounding flesh.

(Base 4, +1 Touch, +1 Conc, +1 Part)

Excido Vincula

Augens MuCo 10

R: Per D: Conc T: Part

Slip the Shackles allows the caster to make a portion of his body very flexible, so that a hand, foot, or even head may be slowly withdrawn from a restraint. This can work with shackles, rope bindings, etc.

The caster must concentrate for at least two rounds, during which time the bones, cartilage, ligaments and muscles become unnaturally flexible. After two rounds of concentration, the part of the body affected is changed sufficiently to escape from nearly any method of restraint.

After the caster stops concentrating, the part of the body affected gradually regains its normal form and properties. This process takes as long as the caster spent concentrating (i.e. at least 2 rounds). Although the caster need not concentrate during this time, the part of his body that has been altered may not be useable in the normal fashion until it has fully regained its form. The caster may need to use this spell separately on different portions of his body to completely escape all restraints.

(Base 4, +1 Conc, +1 Part)

Forma Arboris

Augens MuCo(He) 30

R: Per D: Conc T: Ind

Form of a Tree transforms the caster, with his clothing and accoutrements, into a tree of the caster's choice. Casting requisites for clothing and belongings are necessary, although not for a Talisman.

(Base 25, +1 Conc)

Concentration Shapechanging

The shape-changing spells favored by magi *Tremēris* do not require the cloak or cape that is used by the standard Hermetic lab text. That method, a legacy of *Domus Merceris* (HoH:TL, 97), is convenient for sustained duration effects, as it allows the recipient of the effect to cancel the effect as they please, and may also be used for mundanes.

However, magi *Tremēris* prefer the ability to transform all of their clothing and accoutrements (with appropriate casting requisites). Using a Concentration duration effect, perhaps with the help of *Maintaining the Demanding Spell* or a *Sustine Cantionem* effect from the caster's Talisman, gives the same control to a magus, without the added baggage of a specific cloak or cape (or collection of such objects). However, these spells are Personal Range effects, and thus may not be effective for use with *consortes* and *custodes*.

Forma Corvusi

Augens MuCo(An) 25

R: Per D: Conc T: Ind

Form of a Raven transforms the caster, with his clothing and accoutrements, into a large raven. Casting requisites for clothing and belongings are necessary, although not for a Talisman.

(Base 20, +1 Conc)

Forma Delphinis

Augens MuCo(An) 25

R: Per D: Conc T: Ind

Form of a Dolphin transforms the caster, with his clothing and accoutrements, into a dolphin. Casting requisites for clothing and belongings are necessary, although not for a Talisman.

(Base 20, +1 Conc)

Forma Falconis

Augens MuCo(An) 25

R: Per D: Conc T: Ind

Form of a Falcon transforms the caster, with his clothing and accoutrements, into a large Gyrfalcon. Casting requisites for clothing and belongings are necessary, although not for a Talisman.

(Base 20, +1 Conc)

Forma Lupi

Augens MuCo(An) 15

R: Per D: Conc T: Ind

Form of a Wolf transforms the caster, with his clothing and accoutrements, into a wolf. Casting requisites for clothing and belongings are necessary, although not for a Talisman.

(Base 10, +1 Conc)

Forma Lutrae*Augens* MuCo(An) 25

R: Per D: Conc T: Ind

Form of an Otter transforms the caster, with his clothing and accoutrements, into an otter. Casting requisites for clothing and belongings are necessary, although not for a Talisman.

(Base 20, +1 Conc)

Forma Muris*Augens* MuCo(An) 15

R: Per D: Conc T: Ind

Form of a Rat transforms the caster, with his clothing and accoutrements, into a large rat. Casting requisites for clothing and belongings are necessary, although not for a Talisman.

(Base 10, +1 Conc)

Forma Strigis*Augens* MuCo(An) 25

R: Per D: Conc T: Ind

Form of an Owl transforms the caster, with her clothing and accoutrements, into a large raven. Casting requisites for clothing and belongings are necessary, although not for a Talisman.

(Base 20, +1 Conc)

Forma Venti*Augens* MuCo(Au) 35

R: Per D: Conc T: Ind

Form of a Wind transforms the caster, with his clothing and accoutrements, into a wind or breeze, which blows as gently or forcefully as the caster desires, up to a gale. Casting requisites for clothing and belongings are necessary, although not for a Talisman.

(Base 30, +1 Conc)

Forma Vespertilionis*Augens* MuCo(An) 25

R: Per D: Conc T: Ind

Form of a Bat transforms the caster, with his clothing and accoutrements, into a large bat. Casting requisites for clothing and belongings are necessary, although not for a Talisman.

(Base 20, +1 Conc)

Lentor Quercus Nodosae*Augens* MuCo 40

R: Touch D: Sun T: Ind

Toughness of the Gnarled Oak makes the target's flesh as tough and unyielding as an oak tree, granting a +5 Soak bonus. The target also suffers a -3 penalty to all actions involving sensitive touch.

(Base 25, +1 Touch, +2 Sun)

Nasus Lupi*Augens* MuCo 10

R: Touch D: Sun T: Ind

Nose of the Wolf sharpens the sense of smell of the person touched, giving him a +3 bonus to Perception rolls related to smell.

(Base 2, +1 Touch, +2 Sun, +1 added to reflect bonus)

Torpor*Sustinens* MuCo 25

R: Touch D: Sun T: Part

Numbness deadens the sensation of the targeted body part, preventing the target from feeling any sensations (including pain, heat, cold, etc.) in that part of the body. *Tremēris Medica* use this spell to ease the pain of casualties while they operate, or sometimes to ease their pain while they die.

(Base 5, +1 Touch, +2 Sun, +1 Part)

Perdo Corpus

Crura Distortum Latronum Praedatio*Vulnerans* PeCo 25

R: Voice D: Mom T: Group

Contorted Legs of the Marauding Brigands cripples a leg on each person in the target Group, leaving it useless. The crippled limbs heal as Light Wounds.

This spell allows the caster to effectively disable a group of soldiers (or other potential adversaries) without killing or severely harming them, and thus avoid any lasting impact on the military balance of power in the local area.

(Base 5, +2 Voice, +2 Group)

Deleo Faex Corporis*Tutandem* PeCo 10

R: Touch D: Mom T: Room

Obliterate Refuse of the Body destroys all stray bits of Corpus material in a room. Hairs, dead skin, blood, spit, etc. are all completely destroyed. Corpus material that is still part of a living entity is unaffected. If the magus wishes to preserve any Corpus material, he should ward it or remove it before casting this spell.

Magi *Tremēris* frequently cast this effect as a security measure to prevent potential Arcane Connections from being gathered from their living quarters, labs, or other places they visit frequently. Many magi do not bother to learn this spell, as it is reasonably easy to cast ceremonially, even spontaneously. Magi *Mercurialis*, however, sometimes learn this effect as a formulaic spell, and a lab text is thus available.

Similar effects with Target Group may be used outdoors, although an Intellego Corpus effect may be necessary to successfully target some material. This effect is also generally useful, possibly with an Aquam casting requisite, for emptying chamber pots.

(Base 3, +1 Touch, +2 Room)

Frangito*Vulnerans* PeCo 35

R: Voice D: Mom T: Part

Break That! fractures the bone or bones in the part of the body targeted by the caster. The fractured bones cannot heal normally. It is possible to break a person's neck using this spell, although such a break is not necessarily fatal.

(Base 20, +2 Voice, +1 Part)

Rego Corpus

Abstine*Imperans* ReCo 20

R: Voice D: Diam T: Ind

Hold! holds the target motionless. If the target is not well-balanced, they are likely to fall over. The

body isn't "frozen," so limbs will contract and relax into a position as naturally as possible given the situation, but the target will be unable to consciously move himself.

(Base 5, +2 Voice, +1 Diam)

Abstinete*Imperans* ReCo 30

R: Voice D: Mom T: Group

Hold! holds a group of targets motionless, as with *Abstine*.

(Base 5, +2 Voice, +1 Diam, +2 Group)

Aversum Contra Corpus*Tutandem* ReCo 15

R: Touch D: Sun T: Ind

Ward Against Corpus protects the target from objects made of Corpus material. However, the effect

Rituals of the Aita Cult

Few rituals of the original Aita cult were ever adapted to Hermetic theory. Most had been lost or altered during the progression of worship from Aita to Pluto to Mercury Psychopompos (HoH:TL, 112).

Two of the ancient rituals have endured, however, and are known to *plumbumarii nigromanticorum*. The first has been adapted to Hermetic theory, although not fully integrated.

Malleus Charunis*Vulnerans* PeCo 50

R: Arc D: Mom T: Part

Ritual

Hammer of Charun is the ultimate Hermetic death spell, able to kill at any distance given an appropriate Arcane Connection. The target's heart bursts in his chest. *Charun* is a winged Etruscan death *daemon* and tormentor of those who fall under his power. His hammer is the means by which he dispatches his victims.

The ritual requires the sacrifice of a symbolic representation of the target before a vulture (which may also be a symbolic representation), by smashing it with a sacred hammer. The hammer is sanctified to *Charun* by leaving it in cold running water from sunrise to sundown, without letting it be touched by the light of day before it is used.

(Unique Ritual)

The second ritual has never been adapted to Hermetic theory; due both to the inherent difficulty involved, and to the unease with which most magi *Tremēris* regard it. This ritual is learned and cast in a manner similar to the rituals of Fenicil (HoH:TL, 76). Like Fenicil's rituals, there is a text describing the ritual that provides the student with experience in the relevant Ability (*summa* Level 2, Q15). This

text is locked away in a carefully warded chest in the depths of the *Hypogeum Armae* at Coeris.

Unlike many of Fenicil's rituals, this ritual has never been cast in the history of the *Domus*, not even during the darkest days of the Schism War.

Evocans Charontes*Evocans* ReVi Ease Factor: 32

R: Spec D: Spec T: Spec

Non-Hermetic Ritual

Summoning the Charontes evokes one or more of the entities known to the ancient Etruscans as the *Charontes*. Their name is related to the *daemon Charun*, tormenter of the Etruscan dead, but the *charontes* themselves are actually dark faeries (this fact is not known to *Domus Tremēris*, although it probably wouldn't surprise them).

Successfully casting the ritual will summon a single *charons*. For every five points by which the Casting Total exceeds the Ease Factor, an additional *charons* is summoned. This aspect of the ritual is also unknown to *Domus Tremēris*, although the possibility of more than one entity responding to the summons is alluded to in the ritual's description.

The ritual grants no control over the summoned entities. In Etruscan myth, the appearance of *charontes* results in one or more victims being dragged away to suffer torment and madness at the hands of the *charontes* in the underworld. This could be a *regio Faetis*, or quite possibly the *charontes* have been corrupted by the Infernal, and now drag their victims away to Hell itself.

It is said that no-one ever spent more time mastering this ritual than the insane *Prima* Kore. Since that time, magi have been increasingly reluctant to study it in any depth.

does not protect the target against being struck by another person.

(Base 4, +1 Touch, +2 Sun)

Aversum Contra Humanum

Tutandem ReCo 40

R: Touch D: Sun T: Room

Ward Against Humans prevents passage by humans or human-like creatures into the warded room. This effect must penetrate Magic Resistance, and does not affect the caster. This does not protect against non-Corpus objects thrown by humans into the room.

(Base 15, +1 Touch, +2 Sun, +2 Room)

Circulum Aversum Contra Humanum

Tutandem ReCo 30

R: Touch D: Ring T: Circle

Warding Circle Against Humans prevents humans or human-like creatures from crossing the circle. This effect must penetrate Magic Resistance. Humans or human-like beings are prevented from disturbing the circle, but may throw or shoot non-Corpus missiles into the circle.

(Base 15, +1 Touch, +2 Ring)

Cirrus Proditionis

Augens Re(Pe)Co 35

R: Sight D: Mom T: Part

The Lock of Betrayal plucks a small tuft of hair from the target, cleanly separating it from its roots, and transports it instantly to the caster's hand. The target may not be more than 50 paces from the caster. This spell is handy for acquiring Arcane Connections from unsuspecting targets, and is a common spell among *Medica*.

(Base 15, +3 Sight, +1 Part)

Dentium Magica

Sustinens ReCo 15

R: Touch D: Mom T: Part

Magic Dentist removes a pained or broken tooth effortlessly and completely, although not entirely without pain.

(Base 5, +1 Touch, +1 Part)

Dos Myrmidonium

Augens ReCo 30

R: Touch D: Sun T: Ind

Quality of the Myrmidons allows the target to act as if she is unwounded and unfatigued, per *Endurance of the Berserkers*. *Praefectores Auxiliorum* learn this variant in order to return wounded or exhausted *auxilia* to the battle. Care should be taken to also bind each target's wounds so they do not worsen.

(Base 10, +1 Touch, +1 Diam, +2 Group)

Duritia Myrmidonis

Augens ReCo 15

R: Per D: Diam T: Ind

Endurance of the Myrmidon allows the caster to act as if she is unwounded and unfatigued, per *Endurance of the Berserkers*. Magi *Trememis* prefer this spell, as it avoids the need to maintain concentration and allows them to continue fighting more effectively.

(Base 10, +1 Diam)

Exsuctum Vigorem Adversarii Munifici

Sustinens ReCo 30

R: Voice D: Mom T: Ind

Sucking the Vigor of the Generous Opponent transfers bodily energy from the target to the caster. The target must be at a lower Fatigue level than the caster. In effect, the caster exchanges Fatigue levels with the target. The target is allowed a Stamina roll of 12+ to resist. If the caster loses a Fatigue level in casting this spell, the loss comes after the transfer from the target.

(Base 15, +2 Voice, +1 potency)

Indefatigatio Lupinum

Augens ReCo 20

R: Per D: Sun T: Ind

Indefatigability of the Wolves allows the caster to avoid Fatigue penalties for the duration of the effect. Fatigue levels incurred during this effect should be tracked, as all will take effect immediately after the effect ceases. Each Fatigue level incurred beyond Unconsciousness inflicts a Light Wound after the effect ends.

(Base 10, +2 Sun)

Ligo Viscera

Sustinens ReCo 25

R: Touch D: Moon T: Part

Bind Flesh holds the edges of a wound together, helping to ensure cleaner healing and reducing the amount of scarring. Unlike the *Creo* effect *Bind Wound*, this effect does not prevent natural healing, as it simply holds the pieces of flesh together in a natural way.

On the other hand, this effect does not seal the wound, nor stop bleeding, nor does it allow the person affected to undertake strenuous activity without the risk of worsening the wound. This is a Potent spell, requiring a piece of amber (+3 Corpus) to cast.

(Base 4, +1 Touch, +3 Moon, +1 Part)

Intue Me!

Imperans ReCo 15

R: Sight D: Mom T: Ind

Look at Me! impels the target individual to look the caster in the eyes. The target does not have to be facing the caster for this spell to work; he or she will

turn their head at least to face the caster. This establishes eye contact long enough for a subsequent spell to be cast at Eye range, even in situations where eye contact would be unlikely, such as combat.

Magi *Tremēris* use this effect as a practical complement to various *Mentem* spells with Eye range. Most *Tremēris* are capable of casting this effect with quiet speech and no gestures, even without mastery of the spell. *Peritia iactandum celer* (fast casting mastery) is common, however, and several *tractatus* on mastery of this spell are available in *Bibliothecae Domus*.

(Base 4, +3 Sight)

Note: this effect is not the same as the *Mentem* effect of similar name listed in *Art and Acadame* (32); it is an example of independent parallel development.

Magicus Volitans

Movens ReCo 25

R: Per D: Sun T: Ind

Magicus Volitans imbues the caster with the power to fly quickly through the air in any direction. To perform maneuvers more complex than gross body movement (such as in-air acrobatics or using the motion of flight to aid in combat) the caster must make a Per + Finesse roll against an appropriate Ease Factor.

This spell enables precise control, so hovering, upside-down positioning, etc. are all possible with appropriate Finesse rolls. Taking extra time to perform maneuvers carefully will reduce Finesse Ease Factors. Ordinary movement is possible while the spell is in effect; the caster may lower himself to the ground and walk, sit down, etc. as desired. Brief concentration is required to resume flight.

(Base 15, +2 Sun)

Misericordia Chirurgi Inane

Sustinens ReCo 35

R: Touch D: Mom T: Part

Mercy of the Unsubstantial Surgeon enables the caster to intervene magically for a patient with an Incapacitating or Fatal Wound, preventing it from worsening and saving the patient's life.

(Base 25, +1 Touch, +1 Part)

Passus Brevis

Movens ReCo 20

R: Per D: Mom T: Ind

Short Stride transports the caster to any location within 500 paces that can be seen or to which the caster has an Arcane Connection. Since a greater effect can be achieved using *Viginti Mille Passus*, this effect has limited but significant applicability. As a lower-magnitude effect, it is useful within potent and inimical auras, especially for less experienced magi.

Passus Brevis is also potentially useful for striding into or out of a hostile *Aegis*, since the caster's penetration will be higher with this effect compared

to *Viginti Mille Passus* or *The Leap of Homecoming*. Casting requisites appropriate to clothing and equipment are necessary.

(Base 20)

Passus pro Sodale

Movens ReCo 25

R: Touch D: Mom T: Ind

Stride for the Comrade transports the target to any location within 500 paces that can be seen or to which the caster has a Arcane Connection. Casting requisites appropriate to clothing and equipment are necessary. This is the most powerful general transport spell that can be cast on another individual without Warping. *Praefecti* master this spell for multi-casting to quickly re-deploy a small group of auxilia and/or adiutores using this effect.

(Base 20, +1 Touch)

Pono Os Fractum

Sustinens Re(Cr)Co 35

R: Touch D: Moon T: Spec

Set the Fractured Bone cleanly and effortlessly (for the caster) sets a broken bone, no matter how badly fractured. All of the pieces of bone slowly move back to their appropriate places, over the course of a Diameter duration, during which time the caster must concentrate on the effect.

The *Creo* requisite does not heal the bones, but merely ensures that the effect places the bone pieces into the natural state for that part of the body. The duration of the spell ensures that the pieces remain long enough for the pieces of bone to fuse again naturally, even if the injury is not fully healed. This is a Potent spell, requiring a piece of amber (+3 Corpus) to cast.

(Base 5, +1 Touch, +3 Moon, +2 Special Target equivalent to Group, no addition for *Creo* requisite)

Pugnis Gigantis

Vulnerans ReCo 20

R: Touch D: Mom T: Ind

Fist of the Giant hurls the target violently away from the caster, up to 15-20 paces away. If the target encounters any solid objects (such as a wall) before reaching that distance, the target takes damage appropriate to the nature of the object.

Relatively flat objects may only stun the target (loss of Fatigue) while more pointed objects may inflict grave wounds. If the target encounters no obstruction in his flight, he should make a Dexterity + Athletics roll of 15+ or land sprawling on whatever surface is encountered. Magi *Tremēris*, whose Rego and Corpus Arts are typically well-developed, find this spell an effective method of intimidation, as well as a useful means of self-defense.

(Base 15, +1 Touch)

Resilio

Movens ReCo 15

R: Per D: Mom T: Ind

Bounce instantly moves the caster up to fifty paces in any direction desired, including straight up. Some *Tremēris* are fond of mastering this spell for Fast-casting, using it as a defensive measure. Others simply cast it as a spontaneous effect. This effect is most useful when combined with *Magicus Volitans* (or even *Rise of the Feathery Body*).
(Base 15)

Scalpellum Chirurgi Inane

Sustinens ReCo 25

R: Touch D: Mom T: Part

Scalpel of the Unsubstantial Surgeon enables the caster to magically perform a surgical intervention, without inflicting a resulting wound. This effect enables any surgical procedure that would ordinarily inflict a Medium Wound or less.
(Base 15, +1 Touch, +1 Part)

Viginti Mille Passus

Movens ReCo 30

R: Per D: Mom T: Ind

Twenty Mile Stride is a Potent variant of the standard Hermetic spell *Seven League Stride* (ArM5, 135), requiring a piece of amber (+3 Corpus) for casting. This is the standard version in the *Domus*, taught to all *discipuli*. Casting requisites appropriate to clothing and equipment are necessary. Terram is highly advised so that one's piece of amber isn't left behind.
(Base 30)

Perdo Herdam

Frange Malum, Tonde Remos

Vulnerans PeHe 30

R: Sight D: Mom T: Group

Snap the Mast, Shear the Oars, as the name implies, snaps the mast or masts on a target ship, and/or shears off all of the oars. Preventing movement of an opposing ship is frequently more useful than outright destruction.
(Base 4, +3 Sight, +2 Group, +1 size)

Rego Herdam

Lignarius Invisibilis

Moderans ReHe 30

R: Voice D: Mom T: Group

The Invisible Carpenter turns an entire tree into suitable planks, dowels, pins, boards, etc. as the caster directs, and places them into the correct positions for the structure that is being built, as if a carpenter had sawn, adzed, smoothed, and positioned

them himself. The materials assemble in the manner directed by the caster, with intricate integral joints that require no nails but are stronger than typical nail construction. A *Finesse* roll of 12+ is required by the caster. Multiple castings will be needed for most construction.

(Base 5, +2 Voice, +2 Group, +1 size)

Impediens Navem

Moderans ReHe 30

R: Sight D: Conc T: Struct

Impeding the Ship hinders the movement of the target ship in a single direction. Through skillful application of this effect, the caster can influence the movement of an opposing ship, or may even be able to capsize it in some circumstances.
(Base 3, +3 Sight, +1 Conc, +3 Structure)

Obserato Foris

Moderans ReHe 15

R: Touch D: Sun T: Ind

Bar the Door causes the target door of wooden construction to be unmovable by ordinary means. No mundane means short of the physical destruction of the door can move it.
(Base 3, +1 Touch, +2 Sun, +1 potency)

Remi Invisibilis Remigum Indefesorum

Movens ReHe 25

R: Touch D: Conc T: Struct

Invisible Oars of the Tireless Rowers propels a ship of wood through the water at the pace of a fast galley. Although spells such as *Push of the Gentle Wave* are useful for small boats, magi *Tremēris* have found directly controlling the movement of a ship to be far more effective. This effect is most useful when paired with *Maintaining the Demanding Spell* or a similar effect.

(Base 3, +1 Touch, +1 Conc, +3 Structure, +1 potency to overcome resistance of water)

Creo Ignem

Contactus Incendiarii

Vulnerans CrIg 20

R: Touch D: Mom T: Ind

Touch of the Incendiary creates a blazing fire that does +20 damage to the individual touched by the flames. The caster is not harmed by the flames unless he foolishly leaves his hand in contact with the individual he touches.

This spell is an outgrowth of *Doctrina*, and the adoption of *Via Intractabilis* by a few magi *Flambonis*. The lab text is available in several *Conventa Domus*, and a few *architecti elementia* have included this effect in their grimoires.

(Base 15, +1 Touch)

Perdo Ignem

Laena Umbrarum

Decipiens PeIg 10

R: Touch D: Sun T: Ind

Cloak of Shadows hides the target in deep shadows, granting a +3 circumstances bonus to Stealth, and a +3 circumstances Defense bonus. The shadows gradually extend as the target moves, then gradually recede.

(Base 2, +1 Touch, +2 Sun, +1 intricacy)

Rego Ignem

Accire Animum Igneum Tûzvész

Evocans ReIg 50

R: Arc D: Sun T: Ind

Summon the Spirit of Fire Tûzvész summons Tûzvész, a powerful elemental spirit of fire, to the location of the caster. This effect must penetrate Might 30. The elemental spirit is under the control of the caster, and will act as the caster directs.

Due to the unique nature of this spell, no physical Arcane Connection is required; the name of the spirit suffices. Tûzvész is contained inside a specially constructed ward in Mount Nisyros in the Aegean. The place of containment can be reached via an Arcane Connection stored in the *Hypogeum Anuli* at Coeris. This spell is the only way of releasing the spirit from

its prison short of breaking the ward itself. At the end of the duration, Tûzvész returns to its volcanic prison.

This effect hasn't been learned since it was first developed by Gaea Elementia Tremēris, but may be cast from a *tabulam sortitionis*, which is also stored in the *Hypogeum Anuli*. Tûzvész is described in more detail in **Chapter VIII, Bestiarum**.

(Base 15, +4 Arcane, +2 Sun, +1 additional Rego effect)

Aversum Contra Ignem

Tutandum ReIg 30

R: Touch D: Sun T: Ind

Ward Against Ignem protects the target from Magical creatures of Ignem (such as the physical attack of a fire elemental) of up to Might 30.

(Base effect)

Aversum Magnior Contra Ignem

Tutandum ReIg 40

R: Touch D: Sun T: Ind

Greater Ward Against Ignem protects the target from Magical creatures of Ignem (such as the physical attack of a fire elemental) of up to Might 40.

(Base effect)

Aversum Minior Contra Ignem

Tutandum ReIg 20

R: Touch D: Sun T: Ind

Lesser Ward Against Ignem protects the target from Magical creatures of Ignem (such as the physical attack of a fire elemental) of up to Might 20.

(Base effect)

Arcens Animum Igneum

Tutandum ReIg 35

R: Touch D: Ring T: Circle

Prison of the Elemental Spirit of Fire contains an elemental spirit of fire of Might 30 or less within the circle inscribed; it is intended to be inscribed around the circumference of a small volcanic caldera. This spell is specially designed to work in conjunction with *Accire Elementum Igneum Tûzvész*.

(Base effect, +1 intricacy)

Creo Imaginem

Colloquium con Sodalibus Distans

Communicans Cr(In)Im 30

R: Arc D: Conc T: Ind

Discourse with the Distant Comrade creates words in the caster's voice at a location linked to an Arcane Connection, and allows the caster to hear what is said at that location. Although this spell is intended for communication, it is capable of being used for *speculandum* as well.

The Arcane Connection used for this spell is typically linked to a *rem nuntiam* in the possession of the

Comfort & Effectiveness

Magi Tremēris value fitness and endurance in adversity. They also realize that a trivial effect can ensure that one is never too hot or too cold, and nearly as trivial to keep the rain off. Both results are justified not by a simple desire for comfort, but because countering the effects of the weather can improve the effectiveness of soldiers.

The following are common minor effects. Magi *Mercurialis* often have enchantments with these effects; others cast spontaneous effects twice each day (after renewing the *Parma*, for example) in unfavorable weather.

Ward Against Rain, ReAu 10 (ArM5, 128)

Comfort of a Spring Day, Cr(Pe)Ig 5

R: Per D: Sun T: Ind

Maintains the temperature experienced by the caster as if it were a pleasant spring day. (Base 2, +2 Sun, +1 Perdo combination)

Note that such effects are either masked or not used when the magus wishes to avoid detection by Intellego Vim or similar abilities.

intended recipient. This is a Potent spell, requiring a piece of Cinnabar (+4 language) for casting.

(Base 1, +1 intelligible speech, +2 speech at caster's direction, +4 Arcane Connection, +1 Conc, +1 Intellego requisite)

Exemplum

Communicans CrIm 10

R: Touch D: Conc T: Group

Model (or Portrait) creates an illusory image of an area known to the caster. The quality of the rendition is subject to a Finesse roll, and the accuracy of the image is subject to the caster's knowledge and memory of the area. The size of the image may be quite large, enough to fill a large room. Thus, the area depicted may also be large in area without reducing the scale of the image to miniscule proportions.

(Base 1, +1 Touch, +1 Conc, +2 Group, +1 size)

Illic

Decipiens CrIm 20

R: Arc D: Conc T: Ind

Over There creates an illusory sound, as desired by the caster, at any point within sight or to which the caster has an Arcane Connection. The sound can be very loud due to the size boost, but clear speech is not possible with this effect.

(Base 1, +4 Arcane, +1 Conc, +1 size, +1 changing at caster's direction)

Index Limitis

Communicans Cr(Mu)Im 30

R: Sight D: Sun T: Group

Boundary Marker creates an illusory image of a distinctive landmark, such as an unusual rock formation or oddly-shaped tree. The illusion can incorporate multiple elements, and can be quite large.

Due to the Muto requisite, the visual illusion is very convincing, even altering the species emitted naturally from surrounding objects to merge into the illusion. The illusion is merely visual, however, lacking even appropriate sounds to accompany the visual image. This is a Potent spell, requiring an opal (+2 images) for casting.

(Base 1, +3 Sight, +2 Sun, +2 Group, +2 size, no addition for Muto requisite)

Index Proelii

Communicans CrIm(Ig) 25

R: Sight D: Sun T: Ind

Battle Marker creates a clearly unnatural image as large as 100 individuals. The appearance is as the caster desires, ranging from tall glowing columns to floating scintillating spheres. The images can change colors, move, etc., as desired to create a signal marker that is clearly visible over great distances. This is a Potent spell, requiring an opal (+2 images) for casting.

(Base 1, +3 Sight, +2 Sun, +2 size, +1 changing image, no addition for Ignem requisite)

Tempesta Fallax

Decipiens Cr(Mu)Im 40

R: Sight D: Conc T: Group

Illusory Storm creates an illusory storm front on the horizon. The storm builds as slowly or as quickly as the caster desires, complete with black clouds, flashing lightning, rolling thunder, and torrential rainfall. The air around it even has the tang of the air just before a storm hits.

This illusion is truly massive, and is clearly false to those who are beneath or within it. However, to those whom the storm has not yet reached, it seems very real. The Muto requisite adapts the species of actual weather conditions into the illusion. The "storm" moves as the caster directs.

This spell is sometimes used to mask movement under the area of the storm. Denes Tremēris used this to great effect along the coasts of *Hibernia*, *Caledonia*, and *Britannia*, and it has been adopted into *Doctrina* primarily by *signiferes* who work with *Nauarchusi*.

(Base 3 (sight, sound, smell), +3 Sight, +1 Conc, +2 Group, +3 size)

Vox Cornicinis

Communicans CrIm 20

R: Sight D: Conc T: Ind

Call of the Bugler creates a large image anywhere within sight of the caster (usually high in the sky so that it may be seen clearly over a large area), accompanied by a loud blaring call of the *cornu* (a tuba-like instrument of the Roman Legions). The size and loudness of this signal are equivalent to 100 individuals, which will be clearly distinguishable even at a great distance.

A Finesse roll governs the appearance of the image and sound of the bugle call. *Doctrina* specifies several standard images and accompanying *cornu* calls that can be signaled in this manner.

(Base 2, +3 Sight, +1 flexibility, +2 size)

Intellego Imaginem

Acciens Imago Remota

Sentiens InIm 30

R: Arc D: Conc T: Group

Doctrina prefers *Summoning the Remote Image* over the standard Hermetic effect *Summoning the Distant Image*. The latter spell is fine if the object of one's interest happens to be indoors, in a room of standard size or smaller. However, if the object is outdoors, or if the room is a large hall, the standard spell does not function.

This effect is much more versatile. With target Group and size +1, it can enable sight and hearing

of an image as large as a group of 100 individuals would create. This allows for outdoor scrying as well as large halls (or at least, portions of them). (Base 2, +4 Arc, +1 Conc, +2 Group, +1 size)

Exhibiens Imago Remota

Decipiens In(Cr)Im 45

R: Arc D: Conc T: Group

Displaying the Remote Image is a more complex variant of *Acciens Imago Remota*, which both summons the image associated with an Arcane Connection, and displays that image for others to see. It requires a reflective surface of some kind to display the image. Traditionally, a large, shallow basin of polished brass is filled with water. To avoid having to carry around a large shiny brass bowl, most *signiferes* use *Pelvis Haruspis* to conjure a temporary bowl.

(Base 2, +4 Arc, +1 Conc, +2 Group, +1 size, +1 Creo requisite, +1 creating an image with motion and clear sounds, +1 intricate imagery)

Muto Imaginem

Iussum Fallax

Decipiens MuIm 20

R: Sight D: Conc T: Ind

False Command changes the appearance, voice, and words of the target, to speak and gesture as the caster directs. The name refers to the original purpose of this spell, which was to issue a command to flee at a key moment during a battle. Such a directive, usually appearing to come from a trusted leader, is often enough to cause a band of fighters with fading morale to break and run.

The caster must speak the language in question well enough to issue such a command. If the caster is not fluent, a competitive Communication plus (Language) roll against the Intelligence plus Folk Ken of the audience may be required to create a convincing command.

Denes Tremēris invented this spell while in *Hibernia*. He developed such a reputation for using it effectively that he was asked to provide the lab text for the use of all *signiferes* at the 1198 AD Decennium. (Base 2, +3 Sight, +1 Conc, +2 intricacy)

Locus Fallax

Decipiens Mu(Cr)Im 50

R: Voice D: Sun T: Group

Illusory Location changes the species over a large area to look, sound, and smell as the caster desires. The area affected is equivalent to 10,000 people, or a roughly Boundary-sized area.

The Creo requisite allows the caster to insert illusory components into the scene as he wishes. Although

the duration is Sun, the caster can concentrate to direct specific elements to appear as he wishes. If the caster stops concentrating, those elements will stop responding to his direction, but will remain components of the overall illusion.

Elements that are merely transformed rather than created (i.e. objects that exist in reality, but are merely made to look, sound, and smell different) do not require concentration; the illusion adapts appropriately.

(Base 3, +2 Voice, +2 Sun, +2 Group, +3 size, +2 intricacy)

Nebula Silentii

Moderans Mu(Pe)Im 35

R: Sight D: Conc T: Ind

Fog of Silence changes the species over a vast area so that objects appear shrouded in fog. In addition, all auditory species are destroyed so that no sound emanates from the fogged area. The area affected is equivalent to 10,000 people, or a roughly Boundary-sized area.

(Base 1, +3 Sight, +1 Conc, +4 size, +1 intricacy, +1 additional Perdo effect)

Occultatio Coronae

Decipiens Mu(In)Im 30

R: Voice D: Sun T: Group

Concealment of the Cordon changes the images of up to ten individuals to blend in with their surroundings. This effect modifies sight, sound, and smell, and the images adjust as those affected move about. The Intellego requisite allows those affected to see, hear, and smell each other normally. The targeted group must remain within Voice range of each other, or the spell ends. *Signiferes* use this effect to conceal ambushers.

(Base 3, +2 Voice, +2 Sun, +2 Group, +1 Intellego requisite)

Perdo Imaginem

Navigium Invisibilis

Decipiens Pe(Re)Im 40

R: Touch D: Sun T: Special

Invisible Vessel makes the target ship invisible to all observers who are not aboard the target ship. Species emitted by the target ship and those aboard are destroyed after they leave the target vessel.

This spell is most effective at a distance, as the hollow in the water caused by the ship is not concealed by this effect.

(Base 4, +1 Touch, +2 Sun, +3 Special Target equivalent to Structure, +1 changing image, +1 Rego requisite for intricate control over effect)

Velamen Invisibilitatis Vera*Decipiens* Pe(Re)Im 20

R: Touch D: Sun T: Ind

This effect is not really new. *Veil of True Invisibility* simply addresses a problem in the core rules regarding the function of invisibility in a world of *species*.

Merely destroying *species*, as with *Veil of Invisibility* (ArM5, 146), isn't enough to make a target invisible. There are many other things surrounding that target, all emitting *species*. Iconic *species* don't travel through solid objects, which is why one cannot see through a wall.

From the point of view of an observer, a target that isn't emitting *species* isn't invisible if it is still blocking the *species* that are emitting from the environment behind it. Such a target is merely a blank spot, an abhorrent vacuum of image, also blocking ambient light (and thus creating a shadow).

Thus, to obtain true invisibility (*Invisibilitas Vera*), one must also ensure that the *species* striking the target are not blocked, but continue on as if the target were not there. That is the purpose for the Rego requisite included in this spell.

(Base 4, +1 Touch, +2 Sun, +1 changing image, no addition for Rego requisite, as it is part of what makes the intended effect work)

Velamen Invisibilitatis ac Silentium*Decipiens* Pe(Re)Im 20

R: Per D: Sun T: Ind

Veil of Invisibility and Silence is a superior Personal Range version of the previous effect, which destroys sound and smell *species*, as well as visual ones.

(Base 5, +1 Touch, +2 Sun, +1 changing image, no addition for Rego requisite)

Rego Imaginem

Fornix Secreti*Decipiens* Re(Pe)Im 25

R: Touch D: Ring T: Circle

Vault of Privacy prevents visual or auditory *species* from passing out of the defined circle of effect. Such *species* that touch the boundary while passing from the inside are destroyed. *Species* entering the boundary from outside are unaffected.

To an outside observer, this effect appears as a dull gray hemisphere. To those inside the circle, their surroundings appear as normal, both inside and outside of the circle.

(Base 5, +1 Touch, +2 Ring, +1 Perdo effect)

Streptus Distans*Decipiens* ReIm 15

R: Touch D: Conc T: Ind

Distant Rustling shifts any sounds made by the target up to one hundred paces from their point of origin. Although this may not be quite as stealthy as

complete silence, it is more convenient for magi who specialize in Rego, and also allows misdirection.

(Base 5, +1 Touch, +1 Concentration)

Creo Mentem

Confirno Memoriam Somnii Fugacis*Augens* CrMe 35

R: Arc D: Sun T: Ind

Strengthen the Memory of the Fleeting Dream strengthens a specified sequence of memories in the mind of the target, causing them to be clearly recollected for the duration of the effect. This spell was created to strengthen the memories of dreams, but affects any desired memory.

(Base 5, +4 Arcane, +2 Sun)

Dictata Silentii Irruptionis*Communicatio* CrMe 35

R: Sight D: Conc T: Ind

Dictation of the Unbroken Silence allows the caster to speak directly to the target's mind, for as long as she maintains concentration. Note that this spell does not allow the target to reply.

(Base 3, +3 Sight, +1 Conc)

Fides*Sustinens* CrMe 30

R: Voice D: Sun T: Group

Trust creates a strong feeling of trust toward the caster. The targets are strongly inclined to trust the caster, as if they had known him for many years. This is generally sufficient to counteract the effects of The Gift, although suspicious activity on the part of the caster may reverse the effects of this spell. Each target is allowed a Natural Resistance roll of Intelligence 6+ if the target observes suspicious actions by the caster.

(Base 4, +2 Voice, +2 Sun, +2 Group)

Fides Certa*Imperans* CrMe 20

R: Voice D: Mom T: Group

Ritual

Certain Loyalty imbues those within the target Group with an intense desire to uphold an oath that is taken during the ritual ceremony. The specifics of the oath may vary, but when magi *Tremēris* use this spell, they typically use an oath of loyalty to *Domus Tremēris*, granting a Personality Trait of Loyal +3 to the members of the target Group.

Although the effects of this spell may fade over time, or be modified by subsequent emotions, the initial feeling of intense commitment to the oath taken sets a firm baseline of behavior for those affected.

(Base 4, +2 Voice, +2 Group)

Influencing Dreams

Some magi *Tremēris* are capable of influencing dreams (HoH:TL, 125). However, *Domus Tremēris* does not possess the secrets of Dream Magic (*The Mysteries, Revised Edition*, TMRE, 102). Specifically, no magus *Tremēris* currently has access to the Dream Duration or Target.

The primary method by which magi *Tremēris* influence dreams is not by affecting the dreams themselves, but by implanting or modifying the subject's memories of dreams (note *False Prophecy*, HoH:TL, 140). For example, a subject might have had a dream about running from a threat. By modifying the memory of that dream, so that the threat appears as the magus wants it to appear, the subject will remember the dream as the magus wants it to be remembered, rather than how it actually occurred.

The duration of such a modified or created memory is temporary, but once the subject awakens, and clearly remembers the dream, they will also have a waking memory of remembering the dream as it was changed. From that point, the waking memory is a permanent memory, and is also likely to include the subject's thoughts about what that dream might have meant. Because those thoughts are the subject's own thoughts, they also are permanent, and inherently credible to the subject.

Because subtler changes to memories are easier to make and will result in more credible waking memories, it is useful for the subject to have a dream that is similar in broad outline or theme to that which the magus wishes the subject to have.

To induce a particular kind of dream, without specifying the content, is also a relatively simple effect. A maga implants a very strong suggestion in the mind of the subject that he is worried about something, and should dream about that subject.

The specific events within the dream are not under the control of the maga, but after a period of sleep, the maga can enter the mind of the subject and try to find a suitable sequence of dream events to use. It is even possible that the subject has dreamed in a way that is immediately useable. In this case, the maga may wish to simply strengthen the memory of that dream via a *Creo Mentem* effect such as *Confirmo Memoriam Somnii Fugacis*, so that the subject will be sure to remember the dream upon waking.

If the subject has had many dreams, it may also be useful to eliminate memories of dreams that are undesirable. By using these kinds of indirect techniques, magi *Tremēris* can influence people through memories of their dreams, without needing to mystically enter those dreams.

Magi *Tremēris* are vaguely aware that some non-Hermetic wizards are capable of affecting dreams in some way. They once encountered a *magus paganus* who interfered somehow with their dream machinations. However, they are not aware of the details. The response from the *Domus* in that circumstance was simply to find the *magus paganus* involved and eliminate him directly. The source of interference, so far as *Domus Tremēris* is aware, died with the *magus paganus*.

Nuntius Silens

Communicando

CrMe 25

R: Arc D: Conc T: Ind

Silent Message sends a deliberate sequence of words to a specified recipient that the caster can clearly sense, or to whom she has an Arcane Connection (often a *contextum silentem*).

The caster may also "hear" a reply if the recipient speaks, either out loud or silently in their mind. The conversation may continue as long as the caster maintains Concentration. No Concentration checks are necessary to speak mentally while maintaining this spell, although other activities or interruptions may require checks, as normal.

(Base 3, +4 Arcane, +1 Conc, +1 Intellego requisite)

Intellego Mentem

Auditus Mentes

Sentiens

InMe 25

R: Per D: Sun T: Hearing

Hearing Minds enables the caster to hear the presence of minds around him. With concentration, he can focus on the "sound" of one such mind.

Minds sound different in different states of consciousness: awake, asleep, dead, etc. The sound of a mind is louder if it is more active; a mind that is sleeping and not dreaming may be so quiet as to be nearly silent to this spell.

(Base 4, +2 Sun, +3 Hearing)

Discerno Proposita Inimici

Sentiens

InMe 35

R: Per D: Conc T: Hear

Discern the Intentions of the Enemy enables the caster to hear the surface thoughts of others. This spell was originally developed to provide a devastat-

ing edge in combat, but is easily adapted to a variety of other purposes. Use of a companion effect such as *Maintaining the Demanding Spell* is advised for use in combat.

(Base 15, +1 Conc, +3 Hearing)

Carmo Propositum Ex Inimico Distans

Sentiens InMe 35

R: Sight D: Conc T: Ind

Pluck the Scheme from the Distant Enemy enables the caster to detect the surface thoughts of a single individual at Sight Range. Although more limited than the previous effect, this spell may be used at greater distance.

(Base 15, +3 Sight, +1 Conc)

Patefactio Secreta Pectoris

Sentiens InMe 30

R: Per D: Conc T: Hearing

Revelation of the Secrets of the Heart enables the caster to hear the emotions of those around him. Different emotions have different sounds, with the relative loudness indicating strength of feeling. The caster can concentrate to distinguish the emotions in a specific target.

(Base 10, +1 Conc, +3 Hearing)

Scrutandus Mens Distans

Sentiens InMe 50

R: Arc D: Conc T: Ind

Examining the Distant Mind enables the caster to thoroughly examine the thoughts, memories, personality, motivations, and any other information from the Target's mind. The caster must be able to clearly sense the Target (through sight or touch, for example) or must possess an Arcane Connection to the Target.

(Base 25, +4 Arcane, +1 Conc)

Videre Sicut Spectrum Vident

Sentiens InMe 40

R: Arc D: Conc T: Ind

To See as the Specter Sees enables the caster to observe the surroundings of a *spectrum* (or *manis* or *umbra*) as the *spectrum* senses the world. The caster must possess an Arcane Connection (or *kata-desmos* or *kolossos*) for the *spectrum*. This spell does not grant control of the *spectrum* in any way.

Because *spectra* (or *manes* or *umbrae*) may sense the world in odd ways, driven by the particular circumstances of their death and continuing existence as a spirit, observations by means of this spell may require interpretation. The more the caster knows about the *spectrum* and its background (especially the nature of its death and the *retinacula* binding it to the world), the more comprehensible the observations will be. Because *spectra* are attuned to the supernatural, the caster may also be able to sense aspects of the surroundings that a human or animal might miss.

(Base 15, +4 Arcane, +1 Conc)

Visus Umbrosus

Sentiens InMe 25

R: Per D: Conc T: Vision

Shadow Vision enables the caster to see shades: the spirits of the dead. This spell will also readily detect an animated shadow, such as that manifested through *Libera Umbram Dormiens*, below, but will not reveal the true form of the shadow.

(Base 4, +1 Conc, +4 Vision)

Muto Mentem

Affectus Mutabilis

Imperans MuMe 20

R: Voice D: Sun T: Ind

Changeable Emotion allows the caster to completely change the target's emotions, causing the target to feel any emotion or combination of emotions that the caster desires.

(Base 4, +2 Voice, +2 Sun)

Donum Linguarum

Communicans Mu(Cr,In)Me 40

R: Voice D: Conc T: Group

Gift of Tongues changes the thoughts of the target Group so that they hear the caster as if he were speaking in their native language, as well as allowing the caster to understand what they say in response. This spell combines three Mentem effects: one to create the caster's thoughts in their minds, one to make them "hear" it in their own language, and one to allow the caster to understand the speech of the targets (as with *Thoughts Within Babble*).

Note that members of the target Group do not all have to speak the same language; the spell will create thoughts in each mind and cause them to "hear" it in their own language, whichever language that should be. Each person affected will think the caster is speaking in his language.

The caster can converse casually without making Concentration checks, although more intense conversation, or extended discussions, may require the caster to check for Concentration.

(Base 5, +2 Voice, +1 Conc, +2 Group, +1 Creo req, +1 Intellego req)

Libera Umbram Dormiens

Augens Mu(Re)Me 45

R: Spec D: Conc T: Ind

Free the Slumbering Shadow places a portion of the caster's consciousness into his shadow and gives it a limited degree of volition and freedom.

The shadow is under the caster's control and can move about freely, sliding along appropriate surfaces in a similar manner as a shadow might move in response to changing light conditions or the movements of the person creating it. The shadow cannot

enter areas of bright light, but any shadows created by that light may be traversed easily.

The caster can see everything that the shadow might see, and because of the nature of shadow, anything in darkness can be seen more clearly than anything in the light. Sound has no relevance to the shadow, so speech is meaningless. Written symbols, however, can be understood by the caster, and the caster could potentially shape the shadow into symbols that could be understood by others.

The caster's shadow is physically absent if the shadow travels away from the caster, and this is potentially noticeable by others. Note that *Sight of the True Form* will not itself reveal anything about the shadow, as it is not a Corpus entity in any way. Because the shadow is the caster's own, some effects may detect the shadow entity, but will not reveal anything beyond its nature as a shadow unless they can probe the "mind" of the shadow.

The caster will acutely feel any unconscious or suppressed urges while controlling the shadow, and may have to make applicable Personality Rolls at a penalty while this effect is active. The animated shadow remains under the caster's control so long as she remains conscious. If she ever sleeps or otherwise becomes unconscious while this effect is active, the shadow portion of her spirit takes control of the shadow, and can take complete control of the caster's physical body as well if it re-establishes physical contact before the caster awakes.

If the caster dies while this effect is active, the shadow remains permanently active and free as a form of ghost, preventing the caster from manifesting normally as a deceased spirit. Summoning the caster's spirit in this case would instead summon the former shadow. If the caster deliberately ends the spell by voluntarily dropping concentration, the effect simply ends with no other repercussions.

Actions by the shadow do not require Concentration rolls, as those actions are the focus of the caster while the spell is active. Actions or distractions involving the caster's physical body and location do require Concentration rolls as appropriate. (Base 15, +1 Conc, +1 Rego requisite, +4 special range equivalent to Arcane Connection)

Meus Optatum, Tuus Somnium

Decipiens MuMe 30

R: Arc D: Moon T: Ind

My Wish, Your Dream allows the caster to significantly alter the target's memory of a series of events, such as those experienced during a dream.

(Base 3, +4 Arc, +3 Moon)

Perdo Mentem

Audax Catervae Leonis

Augens Pe(Cr)Me 45

R: Voice D: Sun T: Group

Courage of the Lion's Pride removes all fear from as many as 100 people, and instills in them a fierce courage that grants a +3 bonus to Bravery rolls. Note that natural fear cannot exist in the targets' minds while this spell is in effect. Magically created fear must overcome the level of this spell. This is a Potent spell requiring a Lion's Mane and Lion's Blood as Casting Items, and requires a Magic Theory of 8+ to learn. Given its stringent requirements, very few magi *Tremēris*, even *praefecti*, ever learn this spell. *Tabula sortitionis* are available in all *Conventa Domus*, however.

(Base 5, +2 Voice, +2 Sun, +2 Group, +1 Creo requisite, +1 size)

Mens Credula Spectatoris Stulti

Decipiens PeMe 20

R: Voice D: Sun T: Ind

Gullible Mind of the Foolish Spectator causes the target to lose the capacity to doubt what his senses report. Any reasonably realistic illusion will be believed, and even ludicrous illusions will merely engender confusion as to what is really happening - the target cannot believe that what he is seeing isn't real, so his only mental reaction is to "not understand" what is seen.

A seventh magnitude Group version, *Mentes Credulae Spectatores Stultorum*, is even more useful. Such spells are used by some *signiferes* to enhance the effectiveness of their illusions; some *plumbumarii* also favor such spells.

(Base 4, +2 Voice, +2 Sun)

Ne Permittas Plantam Diffidentiae Radices Ago

Sustinens PeMe 25

R: Voice D: Sun T: Ind

Allow Not the Seedling of Distrust to Take Root causes the target to lose the capacity to distrust anyone, for any reason. Even the most blatant evidence of ill intentions will be ignored by the target.

Note that the target will defend themselves if attacked; they are capable of self-defense. However, if the attacker ceases to attack the target, then the target will be incapable of distrusting them because of their previous actions, and will believe the attacker if he claims to now be a friend.

Note also that a lack of distrust is not the same as a favorable regard towards someone. This effect can counteract much of the effect of *The Gift*, but will not by itself guarantee cooperation by the target.

(Base 5, +2 Voice, +2 Sun)

Purgo Quisquilias Noctis*Decipiens* PeMe 30

R: Arc D: Mom T: Ind

Purge the Rubbish of the Night removes the memory of a specified dream from the target's mind. The caster must have knowledge of the dream to be removed.

(Base 10, +4 Arc)

Sine Dolore*Sustinens* PeMe 15

R: Touch D: Sun T: Ind

Painless diminishes the target's ability to feel pain. This may reduce minor wound penalties, but increases the risk of worsening injuries by -3 to the applicable roll. Magi *Tremēris* have experimented with using this effect to enable *auxilia* to fight while injured, but found that the increased risk of worsening wounds was counter-productive. A few *Tremēris* have used this effect on themselves to reduce penalties to concentration; so long as the magus remains immobile, this application seems to avoid the risks.

(Base 4, +1 Touch, +2 Sun)

Solacium Lethaeum*Sustinens* PeMe 30

R: Spec D: Mom T: Ind

Solace of Lethe eases the suffering of a ghost by destroying the *retinacula*: the anguish, guilt, anger, or regrets that bind it to the world of men. This is more merciful than *Lay to Rest the Haunting Spirit*, which magi *Tremēris* believe does not actually bring rest to the spirit, but merely weakens it to the point of helplessness.

This spell has been partially adapted from an older Mercurian spell, and does not fully conform to Hermetic theory. It requires a *kolossos* or *katadesmos* as a connection to the ghost, and thus requires the participation of a magus with the Leadworker Virtue.

The promise of this spell is often enough to obtain the temporary cooperation of a suffering spirit. The same effect can be obtained by drinking the waters of forgetfulness from the *Fores Eurydicis*, but incorporeal spirits are usually unable to drink from those waters, adding to their frustration.

An additional benefit of this spell is that, since it does not deplete the Might of the targeted ghost, any *vis* associated with the ghost remains and may be collected.

This spell is always effective with Magical ghosts, but may not always affect ghosts of other Realms. (Unique effect)

Rego Mentem**Accire Praeceptor Apertus***Evocans* Re(Mu)Me(Im) 60

R: Arc D: Year T: Ind

Ritual

Summon the Manifest Teacher summons an *umbra* to which the caster has an Arcane Connection, and makes that ghost visible and audible to others. The *umbra* is not under the control of the caster, but may be bargained with or coerced. This spell is sometimes used by magi *Tremēris* (usually a senior *signifer* leading *communio magorum*) to summon ghostly instructors who can then teach others. This lab text is available in the form of a *tabulam sortitionis*, so that it is not necessary to learn the spell for infrequent use.

(Base 15, +4 Arcane Connection, +4 Year, +1 Muto effect)

Admonitio Somnans*Imperans* ReMe 35

R: Arc D: Sun T: Ind

Somnolent Suggestion inclines the target to have a dream about a certain them. It is more effective if the target is already asleep (+3 to difficulty of relevant natural resistance or personality rolls). This is a Potent spell requiring a bed as a casting item (+6), and requires a Magic Theory of at least 6 to learn.

(Base 5, +4 Arcane, +2 Sun)

Cura pro Viatorem Fidelem*Sustinens* Re(Cr)Me 25

R: Eye D: Sun T: Ind

Care for the Trustworthy Traveler inclines the person targeted to trust the caster as if they had known her for many years. In addition, the person targeted feels a strong urge to care for the caster properly (according to their personality and understanding of what being "cared for properly" should be).

This spell does not command obedience as such, but is sufficient to negate the adverse effects of The Gift, and is likely to ensure good service as well. Magi *Tremēris* often use this effect with innkeepers, craftsmen, shopkeepers, etc. Most eventually master it for quiet and subtlety.

(Base 5, +1 Eye, +2 Sun, +1 Creo requisite)

Conclave Aequum*Sustinens* ReMe 30

R: Touch D: Sun T: Room

The Impartial Chamber makes everyone in the target room inclined to trust the caster as if they had known him for many years. This spell does not command obedience as such, but is sufficient to mostly negate the adverse effects of The Gift. Magi *Tremēris* often use this effect when interacting with nobility or clergy. Many master it for quiet and subtlety.

(Base 5, +1 Touch, +2 Sun, +2 Room)

Evocatio*Evocans* ReMe 50

R: Arc D: Sun T: Ind

Summons causes an *umbra*, *manis*, or *spectrum* to appear before the caster, and compels obedience. The caster must possess a *contextum umbrae*, usually in the form of a *katadesmos* or *kolossos*.

(Base 15, +4 Arcane Connection, +2 Sun, +1 additional Rego effect to compel obedience)

Iussum Eri Severi*Imperans* ReMe 30

R: Eye D: Sun T: Ind

Command of the Stern Master controls the target human being for the duration of the spell. Commands must be given one at a time, and must be simple statements (i.e. complex chains of actions must be broken down into individual tasks). The caster must be able to sense the target to issue a command, but need not do so at Eye range after the spell is cast.

(Base 15, +1 Eye, +2 Sun)

Mens Alienata*Imperans* Re(Mu)Me 40

R: Sight D: Sun T: Ind

Derangement causes the target person to react violently to all external stimuli; changes any emotions of calm, restraint, or discipline to unconstrained violence; and changes any emotions such as loyalty, love, or brotherhood to hate and despite. In effect, the target becomes a deranged madman, likely to attack all around him without hesitation.

Nyyrikki Tremēris designed this effect to be cast at enemy soldiers in a formation, ideally multicast on several scattered individuals, who would then attack their comrades, disrupting the formation, wounding or killing multiple groups of enemy combatants, and planting seeds of distrust and fear in the remaining troops.

(Base 10, +3 Sight, +2 Sun, +1 Muto requisite)

Servitium Umbrae Evocans*Evocans* ReMe 60

R: Arc D: Year T: Ind

Ritual

Service of the Summoned Shade summons an *umbra* to which the caster possesses an Arcane Connection. The ghost is compelled to serve the caster for the duration of the effect or until the death of the caster; this loophole if realized can encourage betrayal by some resentful *umbræ*, but only if they believe the betrayal is certain to cause the caster's demise. Curiously, the compulsion does not seem to end if the caster enters Twilight, even Final Twilight.

If cast with a Corpus requisite, and if the corpse is available, the *umbra* may be summoned into its corpse to animate it.

Graecina Tremēris developed this spell for the use of *plumbumarii*, but it may be used by any magus with a valid Arcane Connection. It is similar to, but more efficient than, *Incantation of Summoning the Dead*, which only lasts for Concentration duration, and does not ensure the obedience of the ghost. Technically, this spell may be used to summon any type of ghost, not merely *umbræ*, but is rarely used for such beings, as the extended service of a *manis* or *spectrum* is rarely worth the investment.

(Base 15, +4 Arc, +4 Year, +1 additional Rego effect)

Servitium Umbrarum Incorporarum*Evocans* ReMe 70

R: Arc D: Moon T: Group

Ritual

Service of the Embodied Shades summons a Group of up to one hundred *umbræ* to which the caster possesses Arcane Connections. The shades are compelled to serve the caster for the duration of the spell or until the death of the caster. If cast with a Corpus requisite, and if the corpses are available, the *umbræ* may be summoned into their corpses to animate them.

This ritual was developed prior to the Schism War in order to raise the *umbræ incorporateae* of *Sepulcretum Coeris*, but it has been adapted to many other purposes over the centuries. It is most often cast using a *tabulam sortitionis*, copies of which are available in all *Conventa Domus*.

(Base 15, +4 Arcane Connection, +3 Moon, +2 Group, +1 size, +1 additional Rego effect to compel obedience)

Trepidatio Turbae Pavidæ*Imperans* ReMe 50

R: Sight D: Sun T: Group

Trepidation of the Fearful Horde makes a large group of people inclined to a particular sort of response. The name refers to the original purpose of the spell, which is to make a large group of warriors inclined to react fearfully. However, this spell can be used for any number of purposes. It is a staple effect among experienced *signiferes*.

(Base 5, +3 Sight, +2 Sun, +2 Group, +2 size)

Vigilia*Augens* ReMe 20

R: Touch D: Sun T: Ind

Wakefulness maintains the mental state of the target to be awake and alert. When the effect ends, the person affected must make a Fatigue check of 9+; failure incurs a long-term Fatigue level. Consecutive castings can put off this for a time, at the cost of one automatic long-term Fatigue level per additional period affected after the first.

Note that this effect is not routinely used, because it prevents recovery of Fatigue or healing; the person affected cannot sleep at all during the effect.

This spell is somewhat more powerful than it strictly needs to be, in order to better protect the target from magical or faerie sleep effects.

(Base 4, +1 potency, +1 Touch, +2 Sun)

Vulgus Turbidum

Imperans ReMe 50

R: Voice D: Conc T: Group

The Turbulent Multitude enables the caster to give a single complex command to a group of up to one hundred people, which they will carry out to the best of their ability for the duration of the spell.

Archmage Poena Trememis invented both this spell and a lesser version, *Corona Turbida*, that affects ten people. However, only the greater spell has been incorporated into *Doctrina*.

(Base 20, +2 Voice, +1 Conc, +2 Group, +1 size)

CREO TERRAM

Agger pro Pila

Moderans CrTe 10

R: Voice D: Moon T: Part

Dam for the Pier creates an enormous barrier of stone, up to 20 paces in depth, around a point specified by the caster. This spell is used to divert a portion of a river around the site of a planned bridge piling, enabling quick and reliable construction of the piling. Wise bridge builders allow water to gradually re-enter the resulting cavity before the spell duration ends, to avoid an enormous rush of water crashing into the newly constructed piling.

(Base 4, +1 Touch, +1 Part)

Exacuo

Augens CrTe 10

R: Touch D: Mom T: Part

Sharpen restores a naturally sharp edge to a blade, removing nicks and dents. The magus slowly runs his finger along the blade, imparting a renewed edge as it passes. This spell is easy enough for nearly any magus to perform spontaneously. It is popular with magi Trememis who carry bronze weapons, as the difficulty of maintaining a sharp edge is one of the drawbacks to bronze weapons.

(Base 4, +1 Touch, +1 Part)

Gemma Magica

Sustinens CrTe 30

R: Touch D: Mom T: Ind Ritual

Wizard Gem conjures a perfect gemstone of the type desired by the caster, suitable for use as a "priceless gem" for enchantment. Although an expensive means of procuring such a flawless gemstone, it may be the only reliable means of obtaining one of exactly the type desired. The rarest gems, such as emeralds, diamonds, sapphires, rubies, and turquoise, must be imported from far distant lands. It is sometimes less costly to conjure exactly the gem required.

(Base 25, +1 Touch)

Gignimus Moenia pro Convento

Moderans CrTe 50

R: Sight D: Mom T: Group

Ritual

[We] Conjure Fortifications for the Covenant conjures a massive fortification. The caster must have a model of the fortification, in the material of construction. The model needs to detail significant features, and must be roughly proportional. This spell does not affect the terrain in any way; the ground upon which the fortification will rest must be prepared for the structure.

Magi Trememis have cast this spell on only three occasions: conjuring the Coeris wall; conjuring *Arx Ordinonis*, and conjuring the *Castellum Praefecti* at Navalix Euxinus. The *tabulum sortitionis* rests in the *Hypogeum Armae* at Coeris.

(Base 3, +3 Sight, +2 Group, +5 size, +1 intricacy)

Pelvis Haruspicis

Sustinens CrTe 15

R: Touch D: Diam T: Ind

Basin of the Seer conjures a wide, shallow brass bowl, or pelvis. The bowl is designed to be filled with water and used as a scrying aid. Scylla Trememis developed this spell to avoid carrying a large brass bowl for use with *Exhibiens Imago Remota*.

The quality and reflectivity of the bowl depend on the Finesse roll for its creation. As a Creo effect, the caster gains a +6 bonus to the Finesse roll. Since the purpose of the spell is to create a reflective bowl, the object created will always have some minimal shine.

(Base 5, +1 Touch, +1 Diam)

Refectio

Sustinens CrTe(An,He) 20

R: Touch D: Mom T: Circle

Ritual

Restoration restores the objects in a Ritual circle to a robust state, as if they were newly created. Composite objects that include other Forms may be affected, but only Animal, Herbam, and Terram components of such objects are restored. *Artifices* use this ritual in order to preserve older enchantments. It is available in all *Conventa Domus* both as a lab text and a *tabulum sortitionis*.

(Base 15, +1 Touch)

Tholus Vitreus

Moderans CrTe 20

R: Touch D: Mom T: Ind

Ritual

Glass Dome, in contravention of its name, creates an enormous sphere of thick glass, centered on the point where the caster completes the ritual, and extending an equal distance under the ground. The sphere is about thirty paces across the interior, and

the wall of glass is about a foot thick. The wall intersects seamlessly with the surface as it passes into the ground.

This ritual has only been used once, to conjure the “dome” of the *Atrium Vitreum* at Navalis Euxinus. There are no gaps or entrances to the sphere; it can only be entered via *varicans*. This was an experimental spell with an unexpected side effect.
(Base 3, +1 Touch, +3 size)

Intellego Terram

Scire Materia

Sentiens InTe 25

R: Touch D: Mom T: Part

To Know Matter enables the caster to learn all the mundane properties of an object, or part of a larger object (such as an area of earth or a building). Casting requisites appropriate to the Forms of the object may be needed.

(Base 15, +1 Touch, +1 Part)

Ululatus Glandis Praecipitis

Tutandum InTe 20

R: Per D: Sun T: Hearing

Howl of the Hurling Bullet lets the caster know where anything made of stone or metal will be in the immediate future by a howl that sounds in the air in advance of the object’s arrival. An object that is controlled may change course, so the spell is sometimes wrong.

The caster gets a +9 bonus on Defense rolls against stone or metal weapons (provided he has the freedom to dodge), and can automatically dodge stone or metal missiles hurled from more than ten paces away. The howl is only audible to the caster, and it cannot be simulated by people making noises.

This spell is preferred by magi *Tremēris* to the more limited *Shriek of the Impending Shafts*. Note that, just as with the standard Hermetic spell, the howl does not sound until the motion of the relevant object has begun. This effect cannot predict future actions, only project the path of current actions.

(Base 3, +2 Sun, +3 Hearing)

Via ad Locum Distans

Sentiens InTe 25

R: Arc D: Mom T: Part

Direction to the Distant Place tells the caster the direction and distance (in an appropriate unit of measure such as *iterdiei*) to the location linked to an Arcane Connection. Note that the distance given is the distance “as the crow flies,” and does not necessarily reflect the actual ground distance that must be traversed to reach the target location. Casting requisites may be necessary depending on the Form of the Arcane Connection.

(Base 4, +4 Arc, +1 Part)

Muto Terram

Fenestra Viae Singularis

Moderans MuTe 15

R: Touch D: Ring T: Circle

Window of Singular Direction is a corrected version of the spell from *Houses of Hermes: True Lineages* (141). For dirt to be transparent is slightly unnatural; for it to be transparent in only one direction is highly unnatural. This increases the level of the base effect, as noted below.

This listing also corrects the Target, which should not be Individual for an effect that targets the earth or a portion thereof. Circle Target is appropriate, however, given the Ring Duration.

(Base 4, +1 Touch, +2 Ring)

Iaculum Crystallinus

Vulnerans Mu(Re)Te 10

R: Voice D: Mom T: Ind

Crystal Dart is a Potent variant of the standard Hermetic spell (ArM5, 154). The caster must use a wand or staff, giving a +3 bonus to the Casting Total, but requiring a Magic Theory of 3+ to invent.

Like the standard spell from which it was derived, this spell does not fully conform to Hermetic Theory, as it does not require use of Part Target to affect a small portion of the earth.

(Base 3, +2 Voice, +1 Rego Requisite)

Telum Umbrae

Vulnerans MuTe(Me) 35

R: Touch D: Sun T: Ind

Weapon of Shadow changes a physical object into one of spirit, which may be used or carried by a ghost while in spirit form. Since violently inclined ghosts typically possess a spectral weapon, this effect may seem redundant. However, *Tremēris* have used it to smuggle a weapon or other object by means of a ghostly servant. The weapon may be seen with a Second Sight roll of 13+, or possibly through other effects that can detect ghosts.

(Base 10, +2 metal, +1 Touch, +2 Sun)

Perdo Terram

Exstirpatio

Vulnerans PeTe(He) 40

R: Touch D: Mom T: Part

Extirpation destroys the ground and everything of Terram or Herbam construction within 50 paces of the point touched. Earth, rock, and trees are pulverized into dust, while worked stone or wood touching the ground are reduced to rubble. The ground itself is destroyed to a depth of around three paces. Metal objects are unaffected, and are capable of insulating items from this effect; during one use of the spell, a wagon with metal rims on its wheels was not de-

stroyed, although the fall into the ground did damage it.

Architectus Kostandini Tremēris developed this spell during his preparation to challenge for Archmagus. It has not been formally adopted into *Doctrina*, although most magi of Kostandini's lineage have learned the spell. Kostandini himself only cast the spell once outside of practice. He wrote a *tractatus* of marginal quality on Mastery of the spell (Q7); this *tractatus*, and the original lab text for the spell, are kept in the library at Carpathia Vigilax. (Base 5, +1 Touch, +1 Part, +5 size)

Labor Unus Diei cum Catapulta Optima

Vulnerans PeTe 25

R: Sight D: Mom T: Part

One Day's Work with a Fine Catapult destroys part of a stone or earthen structure, opening a large gap in a wall or tower. The effect leaves rubble and debris scattered about, just as if the target had been pounded on by missiles from a catapult.

(Base 3, +1 stone, +3 Sight, +1 Part, +1 size)

Rego Terram

Architectus Invisibilis

Moderans ReTe 25

R: Voice D: Mom T: Group

The Invisible Architect combines blocks of stone, rocks, mortar, and cement into a finished structure (or significant portion thereof). Raw materials must be available within Voice range. The spell can dry the mortar or cement if desired by the caster, subject to the results of the Finesse roll. Up to 100 cubic paces of stone and materials may be affected with a single casting.

(Base 3, +1 stone, +2 Voice, +2 Group, +1 size)

Aversum Contra Ferrum

Tutandum ReTe 25

R: Per D: Sun T: Ind

Warding Against Iron protects the caster against all objects containing iron; no such object can touch the caster.

(Base 15, +2 Sun)

Aversum Contra Terram

Tutandum ReTe 30

R: Touch D: Sun T: Ind

Ward Against Terram protects the target from Magical creatures of Terram (such as the physical attack of an earth elemental) of up to Might 30.

(Base effect)

Aversum Magnior Contra Terram

Tutandum ReTe 40

R: Touch D: Sun T: Ind

Greater Ward Against Terram protects the target from Magical creatures of Terram (such as the physical attack of an earth elemental) of up to Might 40. (Base effect)

Aversum Minior Contra Terram

Tutandum ReTe 20

R: Touch D: Sun T: Ind

Lesser Ward Against Terram protects the target from Magical creatures of Terram (such as the physical attack of an earth elemental) of up to Might 20.

(Base effect)

Canal Talpae Pugnax

Moderans ReTe ??

R: Touch D: Conc T: Part

Tunnel of the Militant Mole shifts earth and rock around the caster at her direction, allowing her to effectively walk through the ground. Companion spells such as *Scire Materia* and *Chamber of Spring Breezes* are advisable.

(Base 2, +1 stone, +1 Touch, +1 Conc, +1 Part, +1 intricacy)

Clavis Universalis

Moderans Re(In)Te 10

R: Touch D: Mom T: Part

Universal Key will open any lock of metal, or of wood with an Herbam casting requisite. The Part Target is necessary to be able to manipulate the mechanism of the lock. The Intellego requisite reveals the appropriate movements to unlock the lock. This effect may also be used to lock a device.

(Base 4, +1 Touch, +1 Part, no increase for Intellego requisite)

Conflandum

Moderans Re(Mu)Te 20

R: Touch D: Conc T: Part

Fusing softens stone so that it may be sculpted or fused together. Up to a cubic pace of stone may be affected with one casting; use of *Auge Mensura* can increase the amount of rock affected.

(Base 3, +1 stone, +1 Touch, +1 Conc, +1 Part, +1 Muto requisite)

Contactus Furunculi Terrae

Vulnerans Re(Mu)Te 10

R: Touch D: Mom T: Part

Touch of the Earth's Carbuncle is as per *The Earth's Carbuncle*, but with Touch Range. This spell is intended to be used in conjunction with an effect such as *Via Intractilis*. It may also be combined with *Auge Mensura*, if both are Fast-cast, to create an even larger eruption.

(Base 3, +1 Touch, +1 Part, +1 Muto requisite)

Contactus Terrae Captans

Vulnerans Re(Mu)Te 10

R: Touch D: Mom T: Part

Touch of the Grasping Earth is as per *Hands of the Grasping Earth*, but with Touch Range. This spell is intended to be used in conjunction with an effect such as *Via Intractilis*.

(Base 3, +1 Touch, +1 Diam, +1 Part, no addition for requisite)

Effossum Opum Campi

Moderans ReTe(Co) 35

R: Touch D: Sun T: Part

Unearthing the Treasure of the Battlefield gently works Corpus matter (corpses, bones, etc.) buried in the earth to the surface. Movement occurs gradually over the duration of the effect, so the material may not appear on the surface until nearly the end of the duration.

Up to 1,000,000 cubic paces of earth may be affected, including moving buried stones out of the way of the rising Corpus matter. An Herbam casting requisite may be necessary if thick roots are blocking the surface.

(Base 1, +1 Touch, +1 Part, +2 Sun, +5 size, +1 stone)

Erigere Saguinem Telluris

Moderans ReTe(Aq,Ig) 60

R: Voice D: Conc T: Part

Ritual

Summon the Blood of the Earth opens a deep narrow bore into the earth, allowing molten rock from the heart of the earth to spew forth out of the bore. The caster may control the magma, shaping it into whatever form is desired, subject to Finesse. The rock cools and solidifies as the caster directs, although not more slowly than the rock would normally cool. Cooling the bore first is highly recommended.

This ritual was created by Gaea Elementia in the 11th century, specifically for the creation of the spire at *Carpathia Vigilax*. The original lab text remains at *Ordino*; no copies have been made.

(Base 3, +1 stone, +3 Sight, +1 Conc, +1 Part, +6 Size, +1 additional Rego effect, no cost for Aquam and Ignem requisites)

Fossa Murusque

Moderans ReTe 35

R: Touch D: Mom T: Part

Trench & Wall excavates a 10 pace deep, 10 pace wide trench in the earth or stone, up to 100 paces in length. The size of the trench is based upon solid rock; the trench will be deeper in softer earth. The rock and earth excavated from the trench forms a wall of stone and/or packed earth, 10 paces high, 10 paces thick, and 100 paces long, on the side of the trench indicated by the caster.

This spell may be used directly in front of the caster, or in conjunction with an effect such as *Via Intractilis*. *Architectus* Trebellius Tremēris, who invented it, was infamous for multi-casting both *Via Intractilis* and *Fossa Murusque* to form long trench works directly in front of lines of charging horsemen.

(Base 3, +1 stone, +1 Touch, +1 Part, +4 size, +1 additional Rego effect)

Glanoballista

Vulnerans ReTe 25

R: Touch D: Mom T: Ind

Bullet-hurler (literally “acorn thrower”) hurls a metal bullet with enough force to inflict +15 damage on the target, with a Range increment of 20 paces. Magi Tremēris prefer this spell to variations that can only hurl stones. Metal objects are more generally useful than stones, and are more compact.

While standard bullets are made of lead for ease of use, magi of the *Vexillum Ferrum Frigidum*, true to the name, often carry iron bullets for use against faerie opponents; sometimes silver bullets are used. Other types of missile are possible. Small charged items with stone, metal or gemstone components may be delivered to a target using this spell. It can also hurl rocks if necessary. Arrows or bolts may be hurled with an Herbam casting requisite.

Because the effect is not resisted, there is little to be gained by learning a lesser version; any magus Tremēris who possesses a sufficient lab total will learn this spell, rather than lesser variations. The standard casting gesture for this spell is to aim at the target with one arm outstretched, and to pull back the other hand with the bullet, almost as if one were pulling a bow. If the caster uses a wand, she holds it in the pointing hand.

(Base 15, +1 Metal, +1 Touch)

Gressus Cautorum Exploratorium Haud Vestigatum

Decipiens ReTe(He) 30

R: Touch D: Sun T: Group

Trackless Steps of the Cautious Scouts causes the affected Group to leave no tracks in earth or plant material for the duration of the spell. The targets actually make contact with the ground underneath, but it returns to its previous state without damaging even a tender blade of grass or breaking a dry leaf. Note that this effect does not grant silence—the affected targets may still make noise when walking, but no sounds of breaking twigs or crackling leaves.

Like the similar *Trackless Step* (ArM5, 155), this spell does not fully conform to Hermetic Theory, as it affects the ground indirectly through the agency of the Target. In this respect, it is similar to a ward that protects the ground and plants from the target.

(Base 4, +1 Touch, +2 Sun, +2 Group, +1 intricate effect)

Lapicida Invisibilis*Moderans* ReTe 20

R: Voice D: Mom T: Part

The Invisible Stonecutter quarries stone from a suitable source, dividing it into blocks of a size directed by the caster. Up to 10 cubic paces of stone may be quarried with each casting. The relative roughness or finished appearance of the resulting stone blocks is determined by a Finesse roll.

(Base 3, +1 stone, +2 Voice, +1 Part, +1 size)

Manus Magi*Moderans* ReTe 25

R: Sight D: Conc T: Ind

Hand of the Magus moves a target object about as the caster desires; the magus may move the object about as fast as desired, up to the speed of an arrow's flight. Casting requisites appropriate to the Forms of the object may be needed.

(Base 3, +2 metal or gem, +3 Sight, +1 Concentration)

Rictus Telluris Voracis*Vulnerans* ReTe 25

R: Touch D: Mom T: Part

Maw of the Hungry Earth transports a large section of ground underneath one or more opponents to a location ten paces above where it was before, then allows it to fall down onto the opponents, who are likely to be falling into the hole that was just created. The area affected is up to 100 cubic paces of solid stone or up to 1000 cubic paces of earth. In most areas, this effect creates a hemispherical hole about five paces deep and across. The area affected will be smaller in areas containing proportionally more rock.

With Touch range, this spell was designed to be used in conjunction with *Via Intractilis* or *Opening the Intangible Tunnel*, as it is usually impractical otherwise.

(Base 3, +1 include stone, +1 instantaneous transport without crossing the intervening space, +1 Touch, +1 Part, +2 size)

Sculpo*Augens* ReTe 20

R: Touch D: Conc T: Part

Sculpt enables the caster to shape a mass of earth, clay, rock, gem, and/or metal into a shape and form of his design. Appropriate casting requisites are necessary if other types of materials (Animal, Herbam) are included. The material will arrange itself in any way that the materials could naturally be arranged through chance or craft (see Rego Crafting rules, HoH:S, 60-61).

The results of this effect are highly dependent upon the creativity and Finesse ability of the caster. The Part target allows the caster to use some or all of the available matter, leaving out what is not needed or desired. *Architecti* are quite fond of this spell, as might be expected. Less obvious, perhaps, is its

Lessens in Exsiliendum

Some *architecti discipuli*, when taught *Rictus Telluris Voracis*, believe it to be a sort of ultimate combat weapon; bypassing the *Parma Magica*, and trapping even troublesome opponents beneath tons of earth.

Then the *parens* directs the *discipulus* to use their new spell on him, and proceeds to demonstrate the value of *exsiliendum*, typically by fast-casting *Resilio*. The demonstration is most effective when the *parens* has already cast *Magicus Volitans*. The *discipulus* typically devotes more effort to their *varicans* studies following this demonstration.

If more emphasis is needed, the *parens* may also demonstrate how *varicandum* can facilitate escape from an effect such as *Hands of the Grasping Earth*.

popularity among *plumbumarii* to shape *kolossoi* or create mirrors (*katadesmoi*).

(Base 5, +1 Touch, +1 Conc, +1 Part)

Tellus Eiaculatio*Vulnerans* ReTe 40

R: Sight D: Conc T: Part

Earthspout creates a churning tornado-like vortex of whirling earth and rock torn from the ground, which will move at the caster's direction as fast as a horse can run. The vortex is approximately 30 paces high and 12 paces across at the top, but only about 3 paces across where it meets the ground. Anyone caught by the vortex is pummeled for +15 damage, must make a Size roll of 9+ or be swept up into the vortex, and will continue to take damage each round until ejected from the vortex. Roll Size of 6+ each round to be ejected from the vortex. Suffocation is technically possible, although death from injuries is far likelier to occur in the time that would take. This effect must penetrate Magic Resistance.

Tellus Eiaculatio is a Potent spell, requiring a piece of magnet (+4 Rego Terram) to cast. Brandaen Flanderis Tremēris contributed this spell to *Doctrina*.

(Base 3, +1 stone, +3 Sight, +1 Conc, +1 Part, +2 size, +1 intricate effect)

Via Glareata*Moderans* ReTe 25

R: Voice D: Conc T: Part

Gravel Road levels and packs earth and rock in an area designated by the caster, raising any rock within the affected area to the surface. *Architecti* use this spell to quickly create serviceable roads, pulling earth and rock in from the surrounding terrain to form a raised, hardened, and gravel-surfaced road.

A single casting with normal voice range is typically able to create a section of road about 3 paces wide by 30 paces long, centered on the caster. When cast

with a booming voice, a section up to 100 paces long could be created, depending on the amount of rock in the soil. The effect packs earth and raises rock to a depth of around three paces, depending on the relative amount of stone in the earth.

Terrain that is very rocky may require more castings to achieve the same length of road, while areas with very little rock in the soil may only produce a raised packed-earth road (which is still superior to most roads in Mythic Europe). For an important route, *Tremēris* could bring in suitable gravel from elsewhere.

(Base 2, +1 stone, +2 Voice, +1 Concentration, +1 Part, +2 size)

Creo Vim

Canalis Falsus

Decipiens Re(Cr)Vi Gen

R: Arc D: Diam T: Ind

False Tunnel creates a false version of *Opening the Intangible Tunnel*, leading from the target to a location designated by the caster within Sight Range. The false tunnel appears to be a real tunnel two magnitudes lower in strength than this effect. The false tunnel cannot be used by the caster as a real magical channel, since its point of origin is not the caster. However, someone could use the tunnel in reverse, which would target the false point of origin, rather than the caster.

Dezsér *Tremēris* invented this spell just before his death in 1217 AD. Although it has not been formally adopted into *Doctrina*, *architecta* Ilyana *Tremēris* has adopted it and continues the work of her *parens*.

(Base Effect, +1 magnitude for *Creo* requisite, +1 magnitude to link the tunnel to a false point of origin)

Conservatio Contexti Fluxi

Sustinens CrVi 50

R: Touch D: Moon T: Ind

Preservation of the Frail Connection preserves any Arcane Connection for the duration of the effect. Even Arcane Connections that would ordinarily expire within hours may be preserved for extended periods of time in this manner. This is useful for transporting an Arcane Connection over distances so it may be Fixed later in a laboratory. Just as important, it also prevents the target connection from gaining a new attachment to something, someone, or someplace.

(Base 30, +1 Touch, +3 Moon)

Conservatio Contexti Fugacis

Sustinens CrVi 35

R: Touch D: Moon T: Ind

Preservation of the Transient Connection will preserve an Arcane Connection, which would ordinarily last for months or longer, for the duration of the ef-

Creo Vim Guidelines

Level 5: Preserve an Arcane Connection lasting for Decades

Level 10: Preserve an Arcane Connection lasting for Years

Level 15: Preserve an Arcane Connection lasting for Months

Level 20: Preserve an Arcane Connection lasting for Weeks

Level 25: Preserve an Arcane Connection lasting for Days

Level 30: Preserve an Arcane Connection lasting for Hours

Momentary Rituals based upon these guidelines will permanently preserve an Arcane Connection. They are typically wasteful of *vis*, although a Ritual with a Group Target might be a cost-effective alternative to Fixing connections in the laboratory.

fect. Although connections of that duration may naturally last long enough for transport, this prevents the target connection from gaining a new attachment to something, someone, or someplace. Some *assesores* use this effect to prevent items from acquiring a connection to the user.

(Base 15, +1 Touch, +3 Moon)

Stabilio

Sustinens CrVi 40

R: Touch D: Mom T: Group

Ritual

Stabilize Fixes a Group of up to ten Arcane Connections which might naturally last for days or longer, just as might be done in a lab.

(Base 25, +1 Touch, +2 Group)

Intellego Vim

Ausculdo ad Oculum Invisibilis

Sentiens InVi 30

R: Per D: Conc T: Hearing

Listen for the Invisible Eye allows the caster to hear active Intellego effects of tenth magnitude or less. Felician *Tremēris* invented this spell as a superior protection against *speculandum*. Because the standard Hermetic spell *The Invisible Eye Revealed* has a Touch Target, it is incapable of detecting Intellego Imaginem effects that sense Visual or Auditory species, but do not target the caster directly.

With a Hearing Target, however, the caster can detect *speculandum* effects that target anything within his range of hearing. Different *speculandum* effects have different sounds; *Summoning the Distant Image*, for example, has a high-pitched buzzing sound like a mosquito. *Enchantment of the Scrying Pool*

sounds like a constant rapid dripping. The loudness of the sound varies according to the nearness of the target.

(Base effect, +2 additional magnitudes Hearing)

Ausculdo ad Susurrum Magicae

Sentiens InVi 30

R: Per D: Conc T: Hearing

Listen for the Whisper of Magic allows the caster to hear active magical effects. The caster may recognize what type of magic it is (i.e. Hermetic, Sahir, Volkyvy, etc.) by the pattern of the sound. The maga must be familiar with the type of magic in order to recognize it, but will recognize a newly discovered pattern as uniquely unfamiliar.

The tone of the sound varies with the power of the effect; more powerful effects have lower tones. This spell can be especially effective when combined with an effect such as *Aures Cervae*. Variants of this lab text exist for Divine, Faerie, and Infernal effects:

...*Ritus Divina* (Divine)

...*Faetae* (Faerie)

...*Venificii* (Infernal)

(Base 5, +1 Conc, +3 Hearing, +1 type of magic)

Agnosce Proprium Vis

Sentiens InVi 15

R: Touch D: Mom T: Ind

Recognize the Property of Vis allows the caster to identify the type of *vis* (if the *vis* is of any special type). If the *vis* is not of any special type, the caster will recognize that. If the caster is not familiar with a certain type of *vis*, he will recognize it as a previously unknown type, but this spell will not tell him anything more about the *vis*.

(Base 10, +1 Touch)

Fetor Fallaciae

Sentiens InVi 25

R: Per D: Sun T: Smell

Stench of Illusion allows the caster to scent active Imaginem effects, including invisibility, as a pungent odor. The specific smells are heavily affected by Wizard's Sigils, but invisibility will smell distinctly different than an illusion of alteration, for example. This spell can be especially effective when combined with *Nasus Lupi*.

(Base 5, +2 Sun, +2 Smell)

Murmur Incantamentorum Magicorum

Sentiens InVi 25

R: Per D: Conc T: Hearing

Hum of the Magical Enchantments allows the caster to hear the presence of enchantments (passive or active) as a humming sound. The humming of powerful enchantments is lower-pitched, while minor enchantments have a higher-pitched, almost buzzing or whining sound. Loudness increases with

Intellego Vim Guideline

Level 10: Detect special types of *vis*

An effect utilizing this guideline identifies the type of *vis* to the caster (such as Extraordinary *Vis*, Dedicated *Vis*, etc.). It grants no specific knowledge about the type of *vis* (i.e. functional effects, realm of origin, etc), but if the caster is familiar with a certain type of *vis*, this effect will allow the caster to identify it. Unfamiliar types of *vis* will be identified as uniquely unfamiliar. I.e. the caster will recognize that the *vis* is not of a type that she has encountered before.

proximity to the caster. This effect must penetrate Magic Resistance if the enchantment is so protected. Variants of this lab text exist for Faerie, Infernal, and Divine enchantments.

(Base 5, +1 Conc, +3 Hearing)

Odoratus Bestiae Magicae

Sentiens InVi 25

R: Per D: Conc T: Smell

Scent of the Magical Beast enables the caster to sense the presence of magical creatures (including magi and non-Hermetic wizards) through their scent. This effect may even detect the recent traces of such beings, and more powerful beings may be detectable for some time after their passing. Similar effects are available for creatures of other Realms. Use of *Nasus Lupi* increases the effectiveness of this spell.

(Base 10, +1 Conc, +2 Smell)

Sensus Aerae Divinae

Sentiens InVi 5

R: Per D: Sun T: Touch

Feeling of the Divine Aura enables the caster to sense the magnitude of an *Aura Divina* simply by being in it.

(Base 2, +2 Sun, +1 Touch)

Sensus Aerae Faetis

Sentiens InVi 5

R: Per D: Sun T: Touch

Feeling of the Faerie Aura enables the caster to sense the magnitude of an *Aura Faetis* simply by being in it.

(Base 2, +2 Sun, +1 Touch)

Sensus Aerae Infernae

Sentiens InVi 5

R: Per D: Sun T: Touch

Feeling of the Infernal Aura enables the caster to sense the magnitude of an *Aura Inferna* simply by being in it.

(Base 2, +2 Sun, +1 Touch)

Sensus Aurae Magicae*Sentiens* InVi 5

R: Per D: Sun T: Touch

Feeling of the Magical Aura enables the caster to sense the magnitude of an *Aura Magica* simply by being in it.

(Base 2, +2 Sun, +1 Touch)

Visus Vasis Magici*Sentiens* InVi 10

R: Per D: Conc T: Vision

Sight of the Magical Vessel allows the caster to see *vis*.

(Base 1, +1 Conc, +4 Vision)

Muto Vim

Auge Mensura*Augens* MuVi Gen

R: Touch D: Mom T: Ind

Increase Size modifies the targeted spell, of equal or lesser level to this effect, to increase the size of the affected Target by +1. Note that this effect does not increase the Target itself, only the size of the Target. It will not increase Individual to Part, for example, but will allow a much larger Individual to be affected.

Such an increase will allow an Animal or Corpus effect with Individual Target to affect a creature of up to +4 size. This is also useful for spells with Room Target, as some rooms are too large to be affected by the standard Hermetic Target.

(Base effect)

Flexum Cantionis*Obsistens* MuVi Gen

R: Voice D: Mom T: Ind

Turning deflects a targeted spell onto another target, which must be a valid target within the range of the spell. Effects up to one magnitude less than this spell may be deflected. As this spell is intended to be used on the casting of an opponent, mastery for fast casting is essential. A basic *summa* (L1, Q10) for spell mastery is included with the lab text.

(Base effect)

Perdo Vim

Dispulsum*Obsistens* PeVi Gen

R: Voice D: Mom T: Group

Dispelling cancels a Group of magical effects that are affecting or generated by a single target (individual or device). The caster must be able to sense the effects to be dispelled. Effects up to half the level of this spell + a stress die may be cancelled.

(Base effect)

Versions of General Spells

Bibliothecae Domus have several standard lab texts for General type spells. Standard texts are available in second, fourth, and sixth magnitude variants.

In addition, two first magnitude variants are available for *Vulnerans* effects; a level one effect, and a level five effect. The level one effect maximizes Penetration at the expense of potency, but may be easily invented along with one or more other variants.

Eighth or even tenth magnitude lab texts may be available for some spells, but copies of such texts are limited, and may not be available at every *Conventum Domus*.

Dispulsum Faetis*Obsistens* PeVi Gen

R: Voice D: Mom T: Group

Faerie Dispelling cancels a Group of Faerie effects that are affecting or generated by a single target (individual or device). The caster must be able to sense the effects to be dispelled. Effects up to half the level of this spell + a stress die may be cancelled.

(Base effect)

Dispulsum Infernis*Obsistens* PeVi Gen

R: Voice D: Mom T: Group

Infernal Dispelling cancels a Group of Infernal effects that are affecting or generated by a single target (individual or device). The caster must be able to sense the effects to be dispelled. Effects up to half the level of this spell + a stress die may be cancelled.

(Base effect)

Dissimulandum*Decipiens* PeVi 45

R: Touch D: Sun T: Group

Masking masks up to one hundred active effects or enchantments, as per *Masking the Odor of Magic*. This spell is powerful enough to defeat up to a tenth magnitude ability or effect.

(Base effect, +1 Touch, +2 Sun, +2 Group, +1 size [2 * (45-20) = 50])

Dissutum Textum Cantus Sahiris*Obsistens* PeVi 25

R: Voice D: Mom T: Ind

Unravelling the Fabric of the Sahir's Chant will cancel the effects of any one Sahir Invocation effect, the level of which is equal to or less than 35 + stress die.

(Base effect, +2 Voice)

Dissutum Textum Cantus Solaris Volcivis*Obsistens* PeVi 25

R: Voice D: Mom T: Ind

Unravelling the Fabric of the Sun Chant of the Volkhv will cancel an effect of Volkhv Sun magic, the level of which is equal to or less than 35 + stress die.

(Base effect, +2 Voice)

Dissutum Textum Doni Gruagacis*Obsistens* PeVi 25

R: Voice D: Mom T: Ind

Unravelling the Fabric of the Gruagach's Gift cancels an effect of Gruagach Give magic with a level equal to or less than 35 + stress die.

(Base effect, +2 Voice)

Dissutum Textum Furti Gruagacis*Obsistens* PeVi 25

R: Voice D: Mom T: Ind

Unravelling the Fabric of the Gruagach's Theft cancels an effect of Gruagach Take magic with a level equal to or less than 35 + stress die. Spells to counter Gruagach magic are often useful against similar blessing or cursing abilities of other hedge traditions.

(Base effect, +2 Voice)

Dissutum Textum Maleficii*Obsistens* PeVi 25

R: Voice D: Mom T: Ind

Unravelling the Fabric of the Maleficium cancels an Maleficium effect with a level equal to or less than 35 + stress die.

(Base effect, +2 Voice)

Dissutum Textum Taltuum*Obsistens* PeVi 20

R: Voice D: Mom T: Ind

Unravelling the Fabric of the Taltos cancels an effect of Taltos spirit magic with a level equal to or less than 30 + stress die. Although *Domus Tremēris* hasn't encountered a true Taltos shaman in over a century, prior to the Schism War this was a common spell in *Tremēris* grimoires. As this effect will dispel most Shamanic spirit magic, *Biblioteca Domus* still have the lab text available.

(Base effect, +2 Voice)

Eversio Faetae*Vulnerans* PeVi Gen

R: Voice D: Mom T: Ind

Destruction of the Faerie weakens and/or destroys the Faerie Might of a faerie. If the faerie's Magic Resistance is penetrated, the faerie loses Might score equal to the level of this spell.

(Base effect, +2 Voice)

Eversio Larvae*Vulnerans* PeVi Gen

R: Voice D: Mom T: Ind

Destruction of the Evil Spirit weakens and/or destroys the Infernal Might of an infernal spirit. If the spirit's Magic Resistance is penetrated, the spirit loses Might score equal to the level of this spell.

(Base effect, +2 Voice)

Eversio Spectri*Vulnerans* PeVi Gen

R: Voice D: Mom T: Ind

Destruction of the Specter weakens and/or destroys the Magic Might of a magical spirit. If the spirit's Magic Resistance is penetrated, the spirit loses Might score equal to the level of this spell.

(Base effect, +2 Voice)

Mors Bestiae Magicae*Vulnerans* PeVi Gen

R: Voice D: Mom T: Ind

Death of the Magical Beast weakens and/or destroys the Magic Might of a corporeal Magical beast. If the entity's magic resistance is penetrated, the entity loses Might score equal to the spell level.

(Base effect, +2 Voice)

Mors Monstri Inferni*Vulnerans* PeVi Gen

R: Voice D: Mom T: Ind

Death of the Infernal Monster weakens and/or destroys the Infernal Might of a corporeal Infernal entity (other than a demon). If the monster's magic resistance is penetrated, the entity loses Might score equal to the level of this spell.

(Base effect, +2 Voice)

Mutilans Elementum Malevolum*Vulnerans* PeVi Gen

R: Voice D: Mom T: Ind

Mutilating the Malevolent Elemental weakens and/or destroys the Magic Might of a Magical Thing such as an elemental. If the entity's magic resistance is penetrated, the entity loses Might score equal to the level of this spell.

(Base effect, +2 Voice)

Rego Vim

Accitus Spiritus Magicus*Evocans* ReVi 40

R: Arc D: Conc T: Ind

Summons of the Magical Spirit allows the caster to summon a magical spirit to which she possesses an Arcane Connection. The caster must penetrate the Magic Resistance of the target spirit; if the spirit is already bound or constrained by another effect, the penetration total of this spell must also exceed the penetration total of the competing effect.

Tremēris typically cast this spell in *communio magorum* to achieve high penetration totals. Summoning un-Named spirits is rarely worthwhile; Named spirits may be easily summoned using *kolossoi* or *katadesmoi*.

(Base 15, +4 Arcane Connection, +1 Conc)

Aegis Magna Foci

Tutandum ReVi Gen

R: Touch D: Year T: Boundary
Ritual

Greater Shield of the Hearth is a variant of *Aegis of the Hearth* (ArM 5, 161) that will protect a location larger than a standard Boundary Target. The degree of protection provided is thus one magnitude less than the magnitude of this spell.

(Base effect, +1 size)

Arcendum pro Spiritu Magico

Tutandum ReVi Gen

R: Touch D: Ring T: Circle

Ward for the Spirit of Magic creates a warding circle to contain a magical spirit with a Might equal to or less than the level of this spell. An *Arcendum* must penetrate the spirit's Magic Resistance to successfully contain the spirit. This spell may also be used as *Prohibendum pro Spiritu Magico*, to exclude a magical spirit from the target Circle.

(Base effect)

Arreptum Spiritum Magicus

Imperans ReVi 20

R: Voice D: Conc T: Ind

Seizing the Spirit of Magic gives the caster control over the target spirit if the penetration total of this spell is greater than both the Magic Might of the target spirit and (if applicable) the penetration total of any controlling effect that already commands or restrains the spirit.

(Base 5, +2 Voice, +1 Conc)

Canalis Intractilis Brevis

Augens ReVi Gen

R: Arc D: Diam T: Ind

Brief Intangible Tunnel functions as *Opening the Intangible Tunnel*, but with Diameter Duration.

(Base effect)

Canalis Intractilis Partis

Augens ReVi Gen

R: Arc D: Mom T: Part

Intangible Tunnel of a Part functions as *Opening the Intangible Tunnel*, but with Momentary Duration and Part Target.

(Base effect)

Rego Vim Guideline

Sustain or suppress an effect of a specific type cast by another with level less than the (level + 5 magnitudes) of the Vim spell.

This guideline is an extension of the core Rego Vim guidelines by comparison with Perdo Vim. "A specific type could be Hermetic Terram magic, or Shamanic spirit magic. A magus must have some knowledge of a type of magic (although not necessarily the ability to use it) to invent a spell to affect it." (ArM5, 160)

Circulus Prohibens Elementorum

Tutandum ReVi Gen

R: Touch D: Ring T: Circle

Warding Circle of Elementals protects all within the Circle against magical elementals, regardless of their type.

(Base effect)

Circulus Prohibens Faetis

Tutandum ReVi Gen

R: Touch D: Ring T: Circle

Faerie Warding Circle protects all within the Circle against entities with Faerie Might.

This spell is more practical than the various wards that protect against faeries of specific Forms.

(Base effect)

Circulus Prohibens pro Bestia Magico

Tutandum ReVi Gen

R: Touch D: Ring T: Circle

Warding Circle for the Magical Beast protects all within the Circle against corporeal magical beings with a Might equal to or less than the level of this spell. It must penetrate Magic Resistance.

(Base effect)

Imperium Elementorum Magicorum

Imperans ReVi 20

R: Voice D: Conc T: Ind

Mastery of the Magical Elements gives the caster control over a target elemental (of any element) if the penetration total of this spell is greater than both the Magic Might of the target elemental and (if applicable) the penetration total of any controlling effect that already commands or restrains the elemental.

(Base 5, +2 Voice, +1 Conc)

Legi Vis Magica

Sustinens ReVi 20

R: Voice D: Mom T: Ind

Gather the Magical Essence transfers raw *vis* to an appropriate object (subject to the capacity of the receptacle object). The caster must be able to clearly

sense the *vis* to be gathered. Magi *Tremēris* prefer this spell to the common *Gather the Essence of the Beast*, as it may be used to collect *vis* in immaterial form (such as from a spirit), from inanimate sources, or to transfer *vis* between receptacles.
(Base 10, +2 Voice)

Prohibendum Contra Fatis

Tutandum ReVi Gen

R: Touch D: Moon T: Ind

Ward Against Faeries protects the target individual against entities with Faerie Might. This spell is more practical than the various wards that protect against faeries of specific Forms.
(Base effect)

Prohibendum Contra Elementis

Tutandum ReVi Gen

R: Touch D: Moon T: Ind

Ward Against Elementals protects the target individual against magical elementals, regardless of their type.
(Base effect)

Servitium Elementorum Magicorum

Imperans ReVi 30

R: Voice D: Moon T: Ind

Service of the Magical Elements gives the caster control over a target elemental (of any element) if the penetration total of this spell is greater than both the Magic Might of the target elemental and (if applicable) the penetration total of any controlling effect that already commands or restrains the elemental.
(Base 5, +2 Voice, +3 Moon)

Suppressum Cantus Sahiris

Obsistens ReVi 30

R: Voice D: Sun T: Ind

Suppression of the Chant of the Sahir suppresses an effect of Sahir Invocation magic of 7th magnitude or less.
(Base effect, +2 Voice, +2 Sun)

Suppressum Necessitudinis Sahiris

Obsistens ReVi 30

R: Voice D: Sun T: Ind

Suppression of the Compulsion of the Sahir suppresses a Sahir's control of a spirit, of an equivalent of 7th magnitude or less.
(Base effect, +2 Voice, +2 Sun)

Suppressum Cantus Volcivis Solaris

Obsistens ReVi 30

R: Voice D: Sun T: Ind

Suppression of the Sun Chant of the Volkhv suppresses an effect of Volkhv Sun magic of 7th magnitude or less.
(Base effect, +2 Voice, +2 Sun)

Suppressum Doni Gruagacis

Obsistens ReVi 30

R: Voice D: Sun T: Ind

Suppression of the Gruaghach's Gift suppresses a Gruagach Give power of 7th magnitude or less. *Domus Tremēris* has had somewhat strained relationships with various Gruagach *Ex Miscellanea* in *Caledonia*. This spell, along with similar *Perdo Vim* and *Rego Vim* spells, is a legacy of those relationships.
(Base effect, +2 Voice, +2 Sun)

Suppressum Furti Gruagacis

Obsistens ReVi 30

R: Voice D: Sun T: Ind

Suppression of the Gruaghach's Theft suppresses a Gruagach Take power of 7th magnitude or less.
(Base effect, +2 Voice, +2 Sun)

Suppressum Maleficii Koldunis

Obsistens ReVi 30

R: Voice D: Sun T: Ind

Suppression of the Curse of the Koldun suppresses an effect of Koldun (Volkhyv) Curse magic of 7th magnitude or less.
(Base effect, +2 Voice, +2 Sun)

Suppressum Maleficii Sagae

Obsistens ReVi 30

R: Voice D: Sun T: Ind

Suppression of the Witch's Curse suppresses a curse effect or Hex of Infernal power of 7th magnitude or less. Similar lab texts are available for other varieties of effects.
(Base effect, +2 Voice, +2 Sun)

Suppressum Virium Animalis

Obsistens ReVi 30

R: Voice D: Sun T: Ind

Suppression of the Power of Animal suppresses an Animal effect of 7th magnitude or less. Similar lab texts are available for other Forms:

...*Aurae*

...*Aquae*

...*Corporis*

...*Herbae*

...*Ignis*

...*Imaginis*

...*Mentis*

...*Terrae*

...*Vis*

Many *Tremēris* prefer these *Suppressum* spells in place of the standard *Unravelling the Fabric of [Form]* spells. Although suppressing a spell for Sun duration is less efficient than destroying the effect, the relative facility of magi *Tremēris* with *Rego* makes these spells more attractive to most *Tremēris*.
(Base effect, +2 Voice, +2 Sun)

Suppressum Virium Faetium*Obsistens* ReVi 30

R: Voice D: Diam T: Ind

Suppression of the Faerie Power suppresses a Faerie power of 4th magnitude or less. The power may be that of a Faerie or an active effect resulting from such a power. This effect must overcome Magic Resistance if cast directly on the Faerie.

Similar lab texts are available for Magical, Infernal, and Divine powers.

(Base effect, +2 Voice, +1 Diam)

Via Intractilis*Augens* ReVi Gen

R: Sight D: Mom T: Part

Intangible Channel is as per *Opening the Intangible Tunnel*, but with Range, Duration, and Target as noted above. Spells cast through the channel may not exceed the level of this spell + 5. This variant is used to open a brief mystical channel to a target within the sight of the magus. Once the channel is opened, an effect of Touch or greater range may be cast through the channel at that target. Due to the Momentary duration, the second effect must be cast immediately following this spell.

Originally invented by the *Architectus Moderatus Tremēris*, this spell is a favorite among *architecti*. They master this spell for Fast-casting to combine it with appropriate Terram effects. A common tactic is to target a spot on the ground within Sight range, then cast a spell such as *Contactus Furunculi Terrae* through the channel.

Other *Tremēris* sometimes use it to enable casting of Eye range Mentem spells at Sight range; although this does require them to penetrate any applicable Magic Resistance the target might have, with both spells.

(Base, +3 Sight, +1 Part)

Cantiones or Incantamenta?

The libraries of *Domus Tremēris* contain lab texts for many standard effects. When adopting a magical effect into *Doctrina*, there is always a decision: should the effect be a *cantionem* (spell) or *incantamentum* (enchantment)? There are trade-offs between the two approaches.

Spells have certain advantages. They require no *vis*, and are usable repeatedly throughout the life of the magus. On the other hand, spells require the development of adequate Arts for casting, on the part of every magus who is to learn and cast the effect. Spells also require an investment in time on the part of every magus who is to learn and use them. Even with the assistance of a standard lab text for the spell, a season of effort is required.

Tabulas sortitionis (casting tablets) offer a partial solution to the investment of time, and *communio magorum* (Wizards' Communion) can overcome the limitation of sufficient Arts to a limited extent, but that incurs a significant increase in risk, especially with Wizards' Communion.

Enchantments have different advantages. They are potentially usable by any magus who is entrusted with them, and in many cases are even usable by *consortes* and *custodes*. They require no investment of time on the part of those who use them, and do not require the development of specific Arts in order to use them. This can free up the time of non-specialists for other things.

Cantiones OR Incantamenta? (continued)

Enchantments do have their drawbacks, however. They require the investment of *vis*; or in the case of charged items, repeated investments of time (on the part of some magus). Enchantments may also be limited in the frequency of use - although that drawback can be overcome with sufficient lab effort.

Both spells and enchantments have trade-offs when it comes to Penetration. Spells can leverage the Penetration of the user, which may improve over the career of a magus; while enchantments must specify a fixed amount of Penetration in the design. This either makes the item harder to enchant (more time or less potency), or forces a compromise design with a lower Penetration than might be desired.

Charged items, with their substantially more effective lab totals, offer a convenient bypass to this dilemma. A large amount of Penetration may be designed into a charged item without forcing a compromise on the potency of the effect. However, charged items require repeated investments of lab time if they are relied upon frequently.

To address these factors, *Doctrina* provides a few guidelines as to how a given effect should be standardized:

If it uses the favored Arts of a *collegium*, and magi of that *collegium* are expected to be the primary users of the effect, then *Doctrina* prefers a spell.

If it is widely applicable in a variety of circumstances, then *Doctrina* prefers a spell.

If it is a utilitarian effect, or which is useful only in limited situations, then *Doctrina* prefers an enchantment, or even a charged item.

If it is an offensive effect which requires high penetration, and is likely to be used only in full-scale battle, then *Doctrina* prefers a charged item.

If it is a specialized effect using less-favored Arts, *Doctrina* prefers an enchantment.

Some effects are significant enough to have multiple designs, i.e. both spells and enchantments. *Varicans* effects are a good example of a single effect concept that has been implemented in a variety of designs under *Doctrina*.

Not all effects have to be *Doctrina* standard effects; magi *Tremeris* do occasionally develop an effect just for personal use. However, when they are developing a personal effect, they still consider the design using the principles of *Doctrina*.

Most standard *Doctrina* effects underwent a period of experimentation and variation before a standard design was adopted. Sometimes a spell or enchantment that was originally developed for personal use is adopted under *Doctrina* because it has proven to be especially useful and adaptable.

The *Lacerna Pjerinis* is a notable example of this: originally developed by Pjerin *Tremeris* for his personal use, it was then adopted by so many of his *sodales* that it has become a standard in *Doctrina* despite its great expense.

Some effects can only be personal, of course, and there are no standard lab texts for Talismans or Familiar bond enchantments. However, there are effects for Talismans and Familiar enchantments that are common within the *Domus*, and which tend to follow the same parameters despite their separate invention.

The most notable example is the *Hasta Signi*, which is the traditional Talisman among *signiferes*. The concept is well known, and each *signifer* simply invents his own personal implementation of those principles; the effects are individual, but the results are nearly identical, subject only to the vagaries of *sigilla magica*.

However, *Doctrina* is ambivalent with regard to Talismans. They have undeniable benefits, but the *vis* and time invested in their enchantment is only ever usable by a single magus, and is effectively lost to the *Domus* after the demise of the owner. Magi *Tremeris* are encouraged to create and attune a Talisman, but are discouraged from investing great amounts of time and *vis* into their Talisman.

Routine utilitarian effects, such as *Ward Against Rain*, *Unseen Arm*, or *Aura of Rightful Authority*, are common Talisman effects. Having routine effects in a Talisman is highly pragmatic, especially if the effect is needed in a foreign aura such as the Dominion. Mercurian magi are especially likely to enchant utilitarian effects into a Talisman, since their ability with spontaneous magic is so limited.

Activation of a Talisman may be achieved more discretely than spell casting in most cases. For this reason, *Tremeris* also tend to favor wands over staves, although a variety of shapes are found among the Talismans of magi *Tremeris*.

Similar considerations apply to Familiar enchantments. Familiars do have one significant advantage over Talismans or any other spell or enchantment: Bond powers never cause Warping of any kind. This makes them very attractive for certain *Augens* and *Sustinens* enchantments for either the Familiaris or the magus.

Despite the advantages of Talismans and Familiar enchantments, *Doctrina* advocates a clear preference for enchanting widely applicable effects into invested devices or lesser enchantments. Such devices may later be used by others. Many items that were originally enchanted by previous generations of magi *Tremeris* or by *adiutores* are still in use in the 13th century; or are carefully stored for the day when they will be needed again.

Incantamenta Infusa

Incantamenta Infusa (invested enchantments) are only used for complex devices or for powerful effects that require multiple seasons of enchantment, even for an experienced magus. Whenever possible, *Doctrina* prefers the use of *Incantamenta Minuta* (lesser enchantments) due to the reduced requirements in vis and time to enchant. Where invested devices are required, *Tremecris* often seek the services of magi *Verditii* for crafting and preparation of the items.

Amuletum Murmuris Privati

An *Amulet of the Private Whisper* is a small decorative bronze medallion surrounding a small piece of cinnabar. When the wearer concentrates on speaking a message through this effect, the amulet creates a small stream of audible *species* just outside the ear of the target, which are only transmitted in a single direction - toward the ear of the target.

In most situations, only the target is capable of perceiving these *species*, which are as loud as a low whisper. The *species* form intelligible speech according to the mental direction of the wearer, which is obtained through the linked Mental Activation effect.

The wearer must maintain concentration while using this effect - if concentration is broken, the *species* stop. The wearer must also maintain their gaze on the intended target, whose face must be broadly visible for this effect to fully function (i.e. if the face is not visible, the *species* may be created in the wrong place to be clearly and privately heard). The *species* are created outside of the protection of a *Parma Magica*, and thus the *Parma Magica* will not prevent a target from hearing the message formed by this effect.

As a tiny item of base metal and hard stone, an *Amuletum* has a total *vis* capacity of nine pawns, requiring a Magic Theory (enchanting) of 5 or better to prepare. Eight pawns of capacity are consumed by two effects.

Murmuris Privati

Communicans CrIm 33

R: Sight D: Conc T: Ind

Unlimited usage

Private Whisper creates audible *species* in a directed stream towards the ear of the target at the volume of a low whisper. The wearer must be able to see the face of the person to whom the *species* are directed.

(Base 1, +1 intelligible speech, +2 intricate control of *species*, +3 Sight, +1 Concentration, +10 levels unlimited use, +3 levels linked trigger; cinnabar +4 Material bonus for language)

New Range: Worn

An enchanter may elect to use a special enchantment range known as Worn. This range is the equivalent of Touch in most respects, with two exceptions.

First, the item will only affect a wearer (i.e. the item must be of a suitable shape to be worn by the person to be affected, and may not simply be carried: clothing, jewelry, and armor are appropriate; weapons, wands, etc. are not).

Second, the effect does not have to penetrate the Magic Resistance of the person wearing it, if the person put on the item while his Magic Resistance was suppressed. If the item is put on while Magic Resistance is not suppressed, any effect must then penetrate Magic Resistance.

This range may only be used for enchantments, and is not applicable to spells. Worn Range was a Minor Breakthrough by Livagena *Bonisagi* in the early 12th century, who was the first recipient of the *Sedile Inventionis* at Lycaneon. Her discovery is now known throughout the Order.

Mentis Mandatum

Augens InMe 34

R: Worn D: Constant T: Ind

Mental Command continually scans the surface thoughts of the wearer for a defined command thought, and then transfers the mental speech of the wearer to the linked effect. Using this effect requires concentration. This can take some practice, but once a user is familiar with the effect, they can speak through the device as easily as if they were merely talking aloud.

(Base 15, +1 Worn, +2 Sun, +4 levels constant)

Amuletum Loquelae Silensis

An *Amulet of Silent Speech* is a small device, usually a bracelet or torc, which holds a small *contextum silentem* for an *amicus* or other trustworthy associate. A *contextum silentem* is created by Fixing a smear of blood from the target person on a chip of walnut wood. The chip is then enclosed in the amulet with effects to read the wearer's mind and create applicable words in the mind of the linked person on command. As the effects would have to penetrate the *Parma Magica*, an *Amuletum* is normally not practical for communication between magi.

There are two versions of the *Amuletum*; a one-way version that lacks *Auditus Loquela Silensis*, and the bi-directional version with all three effects. The bi-directional version requires an item with a *vis* capacity of fourteen, and thus a Magic Theory (enchanting) of 7 or better to prepare. The one-way

version requires a lesser capacity of eight, and thus requires a Magic Theory of only 4 or better to prepare the item.

Loquela Silensis

Communicans CrMe 33

R: Arc D: Conc T: Ind

Unlimited usage

Silent Speech creates words directly in the mind of the target, to which a contextum silentem is bound in this enchantment. Mental speech is one-way, but may be lengthy in duration, as the effect is sustained until the user stops concentrating on sending the message.

(Base 3, +4 Arcane, +1 Conc, +10 levels Unlimited use, +3 levels linked trigger; walnut wood +4 Material bonus for the mind)

Auditus Loquela Silensis

Communicans InMe 53

R: Arc D: Conc T: Ind

Scans the surface thoughts of the linked target, enabling the wearer to "hear" the mental responses (intentional or otherwise).

(Base 15, +4 Arcane, +1 Conc, +10 levels unlimited usage, +3 levels linked trigger; walnut wood +4 Material bonus for the mind)

Mentis Mandatum

Augens InMe 34

R: Worn D: Constant T: Ind

Mental Command continually scans the surface thoughts of the wearer for specified command thoughts, and then transfers the mental speech of the wearer to the linked effect, and/or allows the wearer to scan the surface thoughts of the linked target. Using this effect requires concentration. This can take some practice, but once a user is familiar with the effect, they can speak through the device as easily as if they were merely talking aloud.

(Base 15, +1 Worn, +2 Sun, +4 levels constant; walnut wood +4 Material bonus for the mind)

Anulus Dissimulandum

A *Ring of Masking* is an electrum ring set with a polished cabochon of basalt. The ring masks all active effects emanating from the wearer, as well as all enchantments on the wearer, including itself (up to one hundred active effects and enchantments may be so masked at one time). Because the masking effect is updated every Diameter, new effects or items are included when the effect is renewed.

The wearer may also use a command word to activate the masking effect on an ad hoc basis, so she does not have to wait until the next Diameter for the masking effect to include a newly cast spell, for example.

These rings are expensive to produce, and are typically available only for senior magi *Trememis*. The *Pignus Dissimulandum* is much more common, but such items are only used in open conflict. The ring has a *vis* capacity of eleven pawns, which are entirely consumed by these two effects.

Dissimulandum

Decipiens PeVi 53

R: Worn D: Diam T: Group

Unlimited usage, Diameter Environmental Trigger

Masking masks the presence of spells and enchantments on the wearer, sufficient to defeat a tenth magnitude effect or ability. Up to one hundred active effects or passive enchanted items may be masked – if more than this number are applicable, then the most potent effects or items are masked.

(Base effect, +1 Worn, +1 Diameter, +2 Group, +1 size, +3 levels environmental trigger (Diameter), +10 levels unlimited usage [2 * (53-28) = 50]; basalt +3 Material bonus for Perdo, electrum +3 Material bonus for deception)

Suppression of the Unwanted Masking

Sustinens ReVi 50

R: Worn D: Conc T: Ind

Unlimited usage

Suppresses the *Dissimulandum* effect, allowing active effects and enchantments on the wearer to be detected without hindrance while the suppression effect is active.

(Base effect, +10 levels Unlimited usage)

Anulus Librarii

A *Ring of the Librarian* is a bronze ring with a bezel of lodestone, engraved with the symbol of Coeris. Four such rings exist, entrusted to the *Ductor Coeris*, *Librarius Summus*, and the two *librarii* on duty in the *Bibliotheca Superior Coeris*.

Each ring has a *vis* capacity of nine pawns, of which seven pawns are filled by these two enchantments.

Suppress the Enchantment of Immobility

Sustinens ReVi 40

R: Touch D: Spec T: Ind

Unlimited usage

Suppresses the effect of the enchantments *Valvae Immotae* or *Pessulus Immotus* allowing the enchanted door or latch to be opened while the wearer of the ring is touching the target.

(Base effect, special duration equivalent to Conc, +10 levels Unlimited usage; magnet +2 Material bonus for Rego)

Lifting the Ladderless Librarian*Sustinens* ReCo 25

R: Worn D: Conc T: Ind

Unlimited usage, Maintains Concentration

Levitates the wearer vertically in the air to a desired height. This effect is used by Coeris *librarii* to reach upper cabinets in the *Bibliotheca*.

(Base 4, +1 Worn, +1 Conc, +10 levels unlimited usage, +5 levels Maintain Concentration; magnet +4 Material bonus for Rego Corpus)

Arca Conservandi Contextus

A *Chest of Conserving Connections* is a large bronze coffer with multiple felt-lined pewter trays. An *arca* indefinitely preserves Arcane Connections, which would ordinarily last days or longer, without the need for Fixing them in a laboratory. The standard *arca* is rather large, to maximize its storage capacity. Most *Conventa Domus* have at least one. The standard version has a *vis* capacity of twenty pawns, requiring a Magic Theory (enchanting) of 10 or better to prepare.

A few smaller, portable coffers (*arcula*) have also been enchanted, and are available for special situations. Such versions include a secondary effect such as *Open the Sealed Casket*. Lesser versions are possible, which only preserve Arcane Connections with durations of weeks, months, or even years. Such versions are useful for long-term storage, and also prevent the stored connections from gaining new attachments.

Preserve the Arcane Connection*Sustinens* CrVi 54

R: Touch D: Constant T: Spec

Preserves any Arcane Connection that lasts days or longer indefinitely, so long as the Arcane Connection remains within the *arca*. This also prevents the stored connection from gaining new attachments to something, someone, or someplace.

(Base 25, +1 Touch, +2 Sun, +2 Special Target equivalent to Group/Room (box), +4 levels constant)

Canito Classicum pro Castro

Sound the Alarum for the Castle is a small bronze bell that constantly listens for a key word to be spoken, even as soft as a whisper, within the target Structure. Upon hearing the key word, the enchantment sounds an alarm as loud as ten men throughout the structure.

Most *Conventum Domus* have one of these bells in the building that houses the *Bibliotheca* and/or *Cru-mena*. So long as a guard can speak the key word, an alarm will be sounded. Each bell has a *vis* capacity of ten pawns, seven of which are consumed by these two effects.

Listen for the Call of Alarum*Sentiens* InIm 24

R: Touch D: Constant T: Structure

Listens continually for a key word, such as *Molestum* (an unusual way to say "trouble"); upon hearing that word spoken anywhere in the target Structure, it will activate the linked effect below.

(Base 1, +1 Touch, +2 Sun, +3 Structure, +1 size, +4 levels constant effect)

Sound the Alarum*Communicans* CrIm 38

R: Touch D: Conc T: Structure

Unlimited usage, Maintains Concentration

Sounds a clanging alarm throughout the target Structure until someone touches the item and says a different key word, such as *Tace!* ("silence!").

(Base 1, +1 Touch, +1 Conc, +3 Structure, +1 volume, +1 size of Structure, +10 levels unlimited usage, +5 levels maintains concentration, +3 levels linked effect)

Circulus Transiliens

Leaping Circle is bronze rod set with a miniature doorway decorated with opal on one end. The other end is shaped with a conical tip suitable for scribing a circle in earth or sand. It is capable of scribing a circle (or tracing over one) that will transport all within the circle at the time of activation to any location to which the wielder possesses an Arcane Connection.

The effect is activated by thrusting the point of the rod into the ground (floor) inside the circle after it has been drawn or traced. Although the effect is powerful enough to cause *Warping*, *Domus Tremēris* has several available for use if needed.

Transiliendum*Movens* ReCo(An,Aq,He,Te) 43

R: Touch D: Mom T: Circle

6 Uses per Day

Leaping transports all within the circle, including clothing and items of Animal, Aquam, Corpus, Herbam, and Terram, to a location to which the wielder possesses an Arcane Connection.

(Base 35, +1 Touch, +3 levels 6/day; doorway +5 Shape bonus magical transportation, opal +4 Material bonus for travel)

Claustra pro Portis

Bars for the Gates is a staff of hornbeam wood with steel caps, enchanted to strengthen and bar any wooden doors or gates, up to the largest city gates. Each item has a total *vis* capacity of eight pawns, all of which is consumed by these two effects. These items are provided to gatekeepers at many *Conventa Domus*.

Obserato Fores

Moderans ReHe 35

R: Voice D: Conc T: Group

24 Uses per day, Maintains Concentration

Bar the Gates causes the target gates to be unmovable by ordinary means. No mundane means short of the physical destruction of the gates can move them.

(Base 3, +1 potency, +2 Voice, +1 Concentration, +2 Group, +5 levels maintains concentration, +5 levels 24/day; wood +4 Material bonus to affect dead wood, hornbeam +6 Material bonus for strength)

Roborans Fores

Moderans MuHe(Te) 35

R: Voice D: Conc T: Group

24 Uses per day, Maintains Concentration

Reinforcing the Gates changes the target gates so that they are as strong and tough as steel.

(Base 4, +2 Voice, +1 Concentration, +2 Group, +5 levels maintains concentration, +5 levels 24/day; wood +4 Material bonus to affect dead wood, hornbeam +6 Material bonus for strength)

Concha Aequoria

A Conch of the Sea is an enchanted sea shell, usually a spiral conch shell, mounted in lead. It wards the structure in which it resides against sea water, but will allow water in a container that has been marked with a special symbol, which is also engraved into the lead mount of the *concha*. The specific symbol can be different for different *conchae*.

As a small item of shell (bone) and base metal, a *concha* typically has a *vis* capacity of ten pawns, although a variant with sixteen pawns of capacity is possible. This effect consumes only four pawns of capacity.

Aversum contra Aequor

Tutandum ReAq 39

R: Touch D: Constant T: Structure

Unlimited usage

Ward Against the Sea protects the target structure from sea water, preventing it from entering or harming the structure or anything inside it.

(Base 5, +1 Touch, +2 Sun, +3 Structure+4 levels constant effect)

Dossuarium

A Bearer of Burdens is an item, typically an earring or an amulet worn about the head. The *Dossuarium* levitates small objects in the air near the wearer's head. The objects levitated follow the movements of the wearer, and are close enough to easily sense, but are outside of the wearer's *Parma Magica*.

The objects to be levitated must be primarily of Herbam or Terram to be affected, although they may incorporate or contain components of other Forms. The objects must be physically placed into position by the wearer, after which they will continue to float in the same relative position until retrieved by the wearer (or until Sun duration, if the wearer does not briefly concentrate to maintain the Concentration effect).

This method is commonly used by *Tremēris* (especially *signiferes*) to manage *rem nuntiam* and *res gemellas*, but may be used to bear any object of Individual size for the Terram or Herbam Forms.

Active *res gemellas* are often placed in suspension in front of the wearer at neck level, for clarity of communication. The objects must normally be physically retrieved prior to *varicans*, but otherwise will reliably follow the wearer as she moves about. Objects may be easily retrieved by the wearer, but anyone else wishing to grab an object held by the *Dossuarium* must make a Strength stress roll against an Ease Factor of 15+ to break the hold of the *Dossuarium*.

Dossuaria often incorporate a piece of lodestone for the Rego bonus, and/or a piece of amber for the "controlling movement" bonus. The basic version requires an item with a *vis* capacity of seven; the more capable *tractabilem* version requires a capacity of at least eight pawns. In either case, a Magic Theory (enchanting) of 4 or better is needed to prepare the item.

Many *Dossuaria* also have a linked enchantment that makes the objects invisible while they are suspended (and may include a piece of quartz for the invisibility bonus). *Dossuaria* that include this feature require a *vis* capacity of at least twelve pawns, and require a Magic Theory (enchanting) of 6 or better to prepare. Most contain amber, quartz and lodestone.

Dossuarium

Sustinens ReTe(He) 30

R: Spec D: Conc T: Ind

Unlimited usage, Maintains Concentration

The *Bearer of Burdens* levitates objects near the wearer until retrieved or the duration expires. The objects move in along in a steady position relative to the wearer.

(Base 4, +1 Special range equivalent to Touch/Eye, +1 Concentration, +1 potency (strength effect), +10 levels unlimited use, +5 levels maintains concentra-

tion, no addition for requisite; amber +3 Material bonus for controlling movement, magnet +4 Material bonus for Rego Terram)

Some items have a more potent effect that is capable of moving the objects around at the wearer's direction. Known as a *Dossuarium Tractabilem*, the more capable enchantment is linked to a mental control effect. This greater effect is theoretically capable of wielding an object like a weapon, subject to suitable Perception + Finesse rolls on the part of the user. This is not commonly regarded as an effective use of the enchantment, however.

Dossuarium Tractabilem

Sustinens ReTe(He) 38

R: Spec D: Conc T: Ind

Unlimited usage, Maintains Concentration

The *Bearer of Manageable Burdens* levitates objects and moves them at the wearer's mental direction until retrieved or the duration expires. The wearer must briefly concentrate to direct the motion of the objects. If left suspended without further direction, the objects move in along in a steady position relative to the wearer.

(Base 5, +1 Special range equivalent to Touch/Eye, +1 Concentration, +1 potency (strength effect), +10 levels unlimited use, +5 levels maintains concentration, no addition for requisite, +3 levels linked mental trigger, no addition for requisite; amber +3 Material bonus for controlling movement, magnet +4 Material bonus for Rego Terram)

Mentis Mandatum

Augens InMe 34

R: Worn D: Constant T: Ind

Mental Command continually scans the surface thoughts of the wearer for a defined command thought, which activates the wearer's control of one or more objects under the power of the *Dossuarium*, and transmits the wearer's mental directions to the linked effect.

(Base 15, +1 Worn, +2 Sun, +4 levels constant use)

Res Invisibilis

Decipiens Pe(Re)Im 33

R: Spec D: Conc T: Ind

Unlimited usage, Maintains Concentration

Invisible Things causes any object held by the *Dossuarium* effect to be invisible until retrieved by the wearer. This effect may be cancelled independently through a command word; all objects that are currently affected by this enchantment are then made visible.

(Base 4, +1 Special Range, +1 Conc, +1 changing image, +5 levels maintains concentration, +10 levels unlimited use, +3 levels linked effect, no addition for Rego requisite, see notes for *Invisibilitas Vera*; quartz +5 Material bonus for invisibility).



Dracones Exarchium

The wolfish dragon banners of the *Exarches* (HoH:TL, 121) are a legacy of the ancient Dacian kingdom. The Dacians carried such banners in battle, and Roman cavalry units of the late Empire adopted this style of banner as well.

The *Tremēris* versions are of gilded bronze, with colored fabric cones attached as tails (typically of silk, but *Gallia* uses cotton). Each banner has a different color, as noted in **Chapter III, *Orginatio Domus***. When not in active use, *dracones* are stored in felt-lined leather satchels.

Although the *dracones* are medium-sized objects of base metal (bronze), each contains enough gilding to count as a small object of gold. Each is opened with a *vis* capacity of twenty pawns.

Enchantments vary somewhat between the *dracones*, but all include *Dissimulans Draco*, *Index Draconis*, and *Ululatus Draconis*. Activation commands and/or gestures are slightly different for each *draco*, however.

Dissimulans Draco

Obsistens PeVi 29

R: Per D: Constant T: Ind

Masking the Dragon hides the enchanted nature of the *draco* from detection by magic, unless the detecting effect exceeds tenth magnitude.

(Base effect, +4 levels constant duration)

Index Draconis

Communicans MuIm(Ig) 20

R: Per D: Conc T: Ind

Unlimited usage, Maintains Concentration

Dragon Marker expands the image of the *draco* into a clearly unnatural image as large as 100 individuals, extending upwards into the sky from its actual location. The appearance mimics the appearance of the *draco* and attached fabric cone, as well as any supporting shaft. This creates a signal marker that is clearly visible over great distances. As with *Index Proelli*, the image is magically brightened to be clearly visible even in darkness.

(Base 1, +1 Conc, +2 size, +1 changing image, no addition for Ignem requisite, +5 maintain concentration, +10 unlimited usage)

Ululatus Draconis

Decipiens CrIm 10

R: Touch D: Mom T: Ind

24 Uses per day

Howl of the Dragon creates a horrific wolfish howl, as loud as 100 wolves would sound, but from a single wolf. This effect is intended to strike fear into the hearts of opponents (but does not include any mystical inducement to fear).

(Base 1, +1 complexity, +2 size, +1 Touch, +5 levels 24/day)

Dracones Primoris, Graeciae, and Galliae also include the following enchantments:

Flatus Draconis

Moderans CrAu 40

R: Touch D: Conc T: Ind

24 Uses per day, Maintains Concentration

Breath of the Dragon creates an immense hurricane-force wind that emerges from the mouth of the draco and quickly expands to form a wall of wind up to 1,000 paces high and wide. The wind continues until it dissipates naturally, which under normal conditions will occur several miles from the draco.

This effect is a more intense version of *Charge of the Angry Winds*, and is quite disruptive to troop formations and low-flying creatures, as movement within the hurricane is nearly impossible (Strength + Size stress roll of 18+ to resist the winds). It also makes missile fire effectively impossible.

Although the hurricane will often cause damage to creatures and structures in its path, its use in *Doctrina* is primarily to deny a section of terrain to an enemy, or to influence its movement. As the winds are magically created, and no Penetration has been included in the effect, those with Magic Resistance are unaffected by the winds.

(Base 5, +2 unnatural, +1 Touch, +1 Conc, +1 size, +5 levels maintain concentration, +5 levels 24/day)

Magister Fulmenium

Vulnerans ReAu 50

R: Sight D: Conc T: Group

Maintains Concentration, 24 uses per day

Master of the Lightnings gathers winds and clouds into a thunderstorm from which the wielder can call down lightning strikes on any appropriate target within sight. The storm gathers at a normal speed, but is under the wielder's control - this enchantment can also be used to control a pre-existing thunderstorm.

Concentration rolls are not needed to make the lightning attacks, as that is the intended function of the enchantment, although the wielder does need to concentrate briefly to target each strike. The spell of

the same name was first developed as this enchantment, and then later adapted as a spell.

(Base 5, +3 Sight, +1 Conc, +2 Group, +1 size, +5 levels maintains concentration, +5 levels 24/day)

Draco Romae has the following enchantment:

Halitus Igneus

Vulnerans CrIg 50

R: Touch D: Mom T: Ind

24 Uses per day

Fiery Breath conjures a billowing cloud of fiery vapor from the mouth of the draco. The cloud extends in a narrow cone for about ten paces before dissipating, attacking everything in that area with +20 damage, with a Penetration of 40.

(Base 15, +1 Touch, +2 size, +20 levels penetration)

Dracones Britanniae, Daciae, and Germaniae have the following enchantment:

Tempestas Glacialis

Vulnerans Re(Pe)Au(Ig) 50

R: Sight D: Conc T: Group

24 Uses per day, Maintains Concentration

Ice Storm gathers winds and clouds together with freezing cold, creating a fearsome storm of ice and hail. The storm inflicts +12 damage on everything caught by its howling winds, and leaves a rime of frost behind when it passes.

(Base 5, +3 Sight, +1 Conc, +2 Group, +1 size, +5 levels maintain concentration, +5 levels 24/day)

Equus Magorum

A Horse of the Magi is an enchanted chrysoberyl with two effects. The first conjures a magical horse, and the second conjures a saddle, tack, light barding, and associated equipage. Each effect is usable up to twelve times per day, which can create mounts daily for a small group of magi.

This enchantment was originally developed outside *Domus Tremēris*, but several have been enchanted by *auditores* and are available as needed.

This capability is convenient, for example, if a party of magi are travelling *varicans* or *volucer*, and wish to visit *mundani* along the journey, with the appearance of travelling *eques*.

The *Equus* has a vis capacity of twelve pawns, nine of which are taken up by these two effects.

Conjure the Courageous Charger

Evocans Cr(Re)An 39

R: Touch D: Conc T: Ind

12 Uses per day, Maintains Concentration

Creates a magical horse, normal in every respect, except that it is unaffected by The Gift or similar

Flaws. The horse is a nearly perfect specimen, and is unafraid of many common threats, including battle, fire, and wolves. The charger will obey and loyally serve the one who summons it.

(Base 15, +1 Touch, +1 Conc, +1 size, +5 levels Maintains Concentration, +4 levels 12/day; chrysoberyl +5 Material bonus for horses)

Equipage for the Conjured Charger

Evocans CrAn(Te) 44

R: Touch D: Conc T: Group

12 Uses per day, Maintains Concentration

Creates a saddle, tack, light barding and caparison, and associated equipage to make a horse ready for battle. If the enchantment is activated while touching a horse, the various items are conjured directly into place on the horse. The magical charger conjured by the companion effect is not startled by this.

However, if this is done to a normal horse, the reaction of the horse is typically very humorous to those watching. It is not so enjoyable for the affected horse or the one activating the enchantment. (Base 15, +1 Touch, +1 Conc, +2 Group, +5 levels Maintains Concentration, +4 levels 12/day)

Ferula DUCTORIS

The *Rod of the Leader* is an 18-inch rod of orange-wood with silver caps bearing the symbols of *Domus Tremecris* and Coeris in bas relief on the ends. The *Ferula* incorporates a Fixed Arcane Connection to each tower and pier platform at Coeris.

The *Ferula* is the rod of office of the *Ductor Coeris*. It is invested with three effects, each of which supports the *Ductor* in his responsibility for the defense of Coeris. The lab text for this device is stored in a secure casket at Coeris; no other copies have been made.

Signal the Point of Muster

Communicans CrIm(Ig) 35

R: Arc D: Conc T: Ind

Unlimited usage, Maintains Concentration

Creates a bright glowing symbol of the caster's choice (shape, color, etc.) from a defined set of options on the upper inside wall of a tower or pier within Coeris. Different command words activate different symbols. The magi, *milites*, and militia of Coeris are all trained to recognize symbols that indicate the type of threat (by color: white = mundane, gold = faerie, red = magical, orange = Hermetic magi) and which units should go to the location indicated.

(Base 1, +4 Arc, +1 Conc, +1 size, +1 complexity, +5 levels maintains concentration, +10 levels unlimited use)

Alexandrite

The gem listed as Alexandrite in HoH:MC (137) is actually known as chrysoberyl in Mythic Europe. The name Alexandrite is derived from the 19th century Tsar Alexander II of Russia. The chrysoberyl name, from the Greek "golden gem," is more appropriate for Mythic Europe.

Although neither chrysoberyl itself nor the Alexandrite variety were known in historical 13th century Europe, there is no reason that the stones could not have been discovered by magi in Mythic Europe.

Sound the Alarm

Communicans Cr(Re)Im 30

R: Touch D: Mom T: Boundary

Unlimited usage

Creates the sound of a deep, massive bell that can be clearly heard by everyone inside the walls of Coeris, but does not carry past the walls. This alarm is traditionally sounded once to signal muster of the *milites*, twice to alert the militia *alae* to muster, and three times as an alarm of impending attack on Coeris.

(Base 1, +1 Touch, +4 Boundary, +1 size, +1 Rego control, +10 levels unlimited usage)

View from the Towering Battlement

Sentiens InIm 50

R: Touch D: Conc T: Vision

Unlimited usage, Maintains Concentration

Allows the wielder to see the view as if he were standing on top of one of Coeris's towers. The wielder can turn his viewpoint to any direction, but can only see from the vantage atop one of the towers or piers of the Coeris wall, or from one of the towers or the keep of *Arx Coeris*.

(Base 5 (use one sense at Arcane Connection distance), +1 Touch, +1 Conc, +4 Vision, +5 levels maintains concentration, +10 levels unlimited use; orange wood +5 material bonus for sight)

Funis Deligandi

A *Cord of Binding* is a silk-wrapped, braided-leather cord about two paces in length. When tied around the target (in any fashion), it restrains the target completely and induces a deep sleep. The Cord has a Penetration of 42. This item has many applications, but was originally designed to constrain a magus safely for a sustained period (such as while awaiting trial).

Very few magi would be able to resist this effect without the added protection of a *Parma Magica* (i.e. with Form scores alone). Each of the *vexillarii Speculum Fractusum* carries a *Funis*, and most *Conventa*

Domus also possess one. Each *Funis* has a *vis* capacity of nine pawns, which is entirely consumed by the three effects.

Bind the Body and Mind

Imperans ReCo(Me) 50

R: Touch D: Constant T: Ind

Holds the target motionless except for breathing, and induces a deep sleep.

(Base 5, +1 Touch, +2 Sun, +1 Mentem effect, +4 levels constant, +21 levels Penetration; cord +4 Shape bonus for restraint or binding)

The Gordian Knot

Moderans ReAn 18

R: Per D: Spec T: Ind

6 Uses per day

When this effect is activated by a command word, any knot tied in the *Funis* may not be untied until this effect is cancelled by a second command word (which consumes a use). This effect expires after Moon duration in any event, and must be renewed at that time.

(Base 1, +3 Special Duration, +3 increased potency, +3 levels 6/day)

Unbreakable Binding

Augens MuAn 14

R: Per D: Constant T: Ind

The *Funis* is as tough as steel and may not be cut by normal means.

(Base 4, +2 Sun, +4 levels constant)

Lacerna Pjerinis

A *Cloak of Pjerin*, named for its inventor, makes a flying magus nearly undetectable. While there are ways of detecting the wearer, they either involve penetrating the wearer's magic resistance, or non-Hermetic talents such as Second Sight (which would be very challenging, given the power of the *Lacerna*). While it is imperfect, the *Lacerna* grants the wearer the closest thing to complete indetectibility that magi *Tremēris* have been able to devise.

The central effect destroys all *species* of sight, sound, and smell emanating from the wearer. Linked effects disperse the heat generated by the wearer into a diffuse area, and eliminate the shadow of the wearer by transporting light that would strike the wearer from one side of the wearer's body to the other. An independent companion effect masks magical effects, including those generated by the *Lacerna*, from detection.

The cloak itself is made of fine wool, lined with silk, reinforced with leather along the hems, and decorated at the neck with a series of tiny quartz pebbles. Colors vary from subdued browns, grays, and blacks, to vibrant blues and greens.

Some *Praecursores* and *Assessores* are fortunate enough to inherit the *Lacernae* of their *parentes*. Others save *vis* for years in order to have one made for them. The finest new *Lacernae* are woven and tailored by Viorica *Verditii*, *Sedile Artificis* at Coeris. The total *vis* capacity is twenty pawns, requiring a Magic Theory (enchanting) of 10 or better to prepare.

Celandum Umbram

Decipiens Re(In)Ig 43

R: Spec D: Mom T: Group

Unlimited usage, Maintains Concentration

Concealing the Shadow transports light that is about to touch the wearer to the opposite side of the wearer. This eliminates the shadow of the wearer. The Group Target allows multiple sources of light to be affected.

This effect is linked to *Indeprehensibilis*, and only triggers while that effect is active. Although the Duration is Momentary, the Intellego requisite combines with Unlimited usage to repeatedly trigger this effect whenever light is about to touch the wearer. In complete darkness, of course, this effect is irrelevant, but even faint moonlight or starlight is sufficient light to prompt this effect.

(Base 10 to control light in a very unnatural fashion, +1 Special Range equivalent to Touch, +2 Group, +1 Intellego requisite, +10 levels unlimited usage, +3 levels linked effect)

Dispergendum Calorum

Decipiens Re(In)Ig 38

R: Spec D: Conc T: Ind

Unlimited usage, Maintains Concentration

Dispersing the Heat transports away any heat radiated from the wearer's body in several directions, reducing the heat-based "image" of the wearer to a vaguely warmer large area around him. Heat from the environment that is not emanating from the wearer is unaffected. This effect is linked to *Indeprehensibilis*, and is active whenever that effect is active.

(Base 4, +3 Special Range equivalent to Sight, +1 Conc, +5 levels maintain concentration, +10 levels unlimited usage, +3 levels linked effect)

Obducendum

Decipiens PeVi 40

R: Worn D: Conc T: Ind

Unlimited usage, Maintains Concentration

Shrouding masks active effects emanating from either the *Lacerna* or the wearer of the *Lacerna*, unless the Intellego Vim effect exceeds tenth magnitude. This effect may be activated independently of *Indeprehensibilis*.

(Base effect, +1 Worn, +1 Conc, +5 levels maintain Conc, +10 levels unlimited usage)

Indeprehensibilis*Decipiens* PeIm 35

R: Worn D: Conc T: Ind

Unlimited usage, Maintains Concentration

Indetectability destroys all species of sight, sound, and smell from the wearer. This effect may be activated independently of *Obducendum*. Note that because of the magically induced silence, Voice Range effects are effectively reduced to Touch Range while the *Lacerna* is active.

(Base 5 sight, sound, and smell, +1 changing image, +1 Worn, +1 Conc, +5 levels maintain Conc, +10 levels unlimited use)

Larva Epicurei

The *Mask of the Epicurean* (HoH:TL, 122) is a white mask of alabaster, carved to resemble the face of an androgynous person with tightly curled hair and an open mouth through which the wearer can speak.

The *Larva* was crafted by Batzas *Merinitae* in the late eleventh century, for which he was awarded the *Sedile Arcadium*. It is a unique *mysterium*, and *Domus Tremēris* does not possess the lab text for it.

The *Larva* is activated simply by wearing it. The cunning use of While Sleeping and Not Sleeping Durations gives the mask a uniquely persistent nature: while the wearer is awake, the wearer takes on the appearance of the *Epicurean*; an androgynous, expressionless alabaster-faced figure who speaks with a lilting contralto voice.

While the wearer is asleep, the *Larva* itself becomes alive and capable of speech and sensation. The *Larva* may only be removed by the wearer or while the wearer sleeps, and is only inert while it is not worn.

Due to the unique magical vulnerability of the enchanter, any and all of these Faerie Magic effects may be dispelled by the sound of church bells within the Dominion (that is, if the *Larva* is within the Dominion, and the sound of a church bell reaches the mask, all effects are immediately dispelled). The effects will reassert themselves once the sound of church bells ceases.

Anima Larvae*Augens* MuTe 30

R: Per D: While T: Ind

3 Uses per day

While the wearer is sleeping, the *Larva* transforms into a Might 18 *Anima* of stone in the form of the mask, which is capable of speech and sensation but not independent movement. The superficial purpose is to wake the wearer if a threat appears. However, the *Larva* is an independent entity, which seems to

remember events from previous activations. This effect expires after Moon duration in any event, and must be renewed at that time.

(Base 5, +18 Might, +1 While Condition, +2 3/day)

Facies Alter*Augens* ReTe 18

R: Per D: Not T: Ind

6 Uses per day

Once placed on the wearer's face, the *Larva* fits like a "second face" and cannot be removed by anyone but the wearer, so long as the wearer does not sleep. This effect expires after Moon duration in any event. (Base 4, +1 potency, +2 Not Condition Duration, +3 6/day)

Glamour Epicurei*Decipiens* MuIm(Co) 28

R: Worn D: Not T: Ind

6 Uses per day

Changes the wearer into a *Glamour of the Epicurean*: an androgynous alabaster-faced figure who speaks with a lilting contralto voice, without moving its mouth. As a Glamour, the wearer becomes a creature of *Imaginem* rather than *Corpus*, although he or she remains as real as any Glamour. This effect is automatic upon donning the *Larva*, and continues until the wearer sleeps or removes the *Larva*. The effect expires after Moon duration in any event.

(Base 10, +1 Worn, +2 Not Condition Duration, +3 6/day)

Prohibendum Epicurei*Tutandum* ReVi 40

R: Worn D: Not T: Ind

3 Uses per day

Ward of the Epicurean wards the wearer against any creature with a Faerie Might of 25 or less. This effect is automatic upon donning the *Larva*, and continues until the wearer sleeps or removes the *Larva*. This effect expires after Moon duration in any event. (Base effect, +2 3/day, +13 levels Penetration)

Passus Epicurei*Movens* *Mysterium*

R: Voice D: Mom T: Group

3 Uses per day

Stride of the Epicurean transports the wearer and a small (seven or fewer) group of companions along a faerie trod to or from The Faerie Realm. The Charms incorporated into this enchantment are invariable, and always transport the target Group to the same locations.

Travelers appear in The Faerie Realm at the location of a Guardian of the Threshold (RoP:F, 23) regardless of their starting location. Similarly, travelers leaving Arcadia always appear in *Tabor Utja*, near Coeris,



regardless of where in the Faerie Realms they originate.

This effect is not automatically successful; the wearer must adhere to the rules for crossing the Threshold to the Faerie Realm (RoP:M, 20-23). The enchantment does provide 24 Threshold Points toward a successful transition, however. A character with Faerie Blood who makes use of appropriate Geographical and/or Temporal Thresholds will generally be successful even in a minimal Faerie Aura, and sometimes even without a Faerie Aura.

(Mystery effect, +2 3/day)

Opalus Cantuum Activorum

An *Opal of Active Effects* is a silver amulet set with an opal. It enables the person wearing it to see active magical, faerie, and infernal effects, in a similar fashion to *Sight of the Active Magics*. *Domus Tremēris* has a few of these items, which are provided to magi who may lack the Arts to cast and maintain *Sight of the Active Magics*, but fill a role that requires them to detect and identify spells. The opal and silver have a combined *vis* capacity of eighteen pawns, all of which are consumed by these three effects.

Sight of the Active Magics

Sentiens InVi 54

R: Worn D: Const T: Vision

Allows the wearer to see Magic effects as auras, in the same manner as *Sight of the Active Magics* (ArM5, 159). Unlike the standard spell, this effect does not detect the residues of effects, only active effects.

(Base 5, +1 Worn, +2 Sun, +4 Vision, +2 Techniques and Forms, +4 levels constant effect; opal +6 Material bonus to affect eyes)

Sight of the Active Faerie Magics

Sentiens InVi 54

R: Worn D: Const T: Vision

Allows the wearer to see active Faerie effects as auras, in a similar manner as *Sight of the Active Magics* (ArM5, 159).

(Base 5, +1 Worn, +2 Sun, +4 Vision, +2 Techniques and Forms, +4 levels constant effect; opal +6 Material bonus to affect eyes)

Sight of the Active Infernal Magics

Sentiens InVi 54

R: Worn D: Const T: Vision

Allows the wearer to see active Infernal effects as auras, in a similar manner as *Sight of the Active Magics* (ArM5, 159).

(Base 5, +1 Worn, +2 Sun, +4 Vision, +2 Techniques and Forms, +4 levels constant effect; opal +6 Material bonus to affect eyes)

Opals

The Shape and Material bonuses listed for opals in *Houses of Hermes: True Lineages* (139) are appropriate for fine gem-quality white opals. However, other varieties of quality opals can provide different bonuses. Water opals and "false" opals are semi-precious stones, while white and black opals are precious gems. Fire opals may be either semi-precious (if they do not possess play of color) or precious (if they have play of color). Fire opals of precious quality are rare; black opals are extremely rare, and often qualify as "priceless" gems.

Black Opal: +4 travel, +3 good luck

Fire Opal: +4 travel, +6 eyes, +2 produce light

Water Opal: +2 water-related effect, +4 invisibility, +5 seeing through something

Milky or "False" Opal: +3 deception

Pons Traianus

The *Bridge of Trajan* is a chunk of stone taken from one of the anchor pylons of the ancient bridge built by the Roman Emperor Trajan over the Danube River. It restores that bridge temporarily, allowing the user to easily cross the Danube River.

The enchantment has an additional restriction that it only functions at night, ensuring that use of the enchantment will be as discreet as possible. The use of Concentration duration also supports discretion, as it allows the effect to be ended after crossing, even before sunrise would end the effect.

Pons Traianus

Moderans CrTe(He) 28

R: Touch D: Conc T: Ind

1 Use per Day, Maintains Concentration

Temporarily restores Trajan's Bridge, built over the lower Danube river, to its original state just after construction. The effect is slightly less powerful than would be required to conjure such a large bridge outright, as it uses the principle of Contagion to restore something that once existed.

(Base 3, +1 Touch, +1 Conc, +3 potency, +5 levels maintains concentration, +3 levels additional restriction: usable only at night)

Praesidium Umbrosus

The *Shadow Guard* is a set of enchantments developed by Austinus Doveris *Tremēris*. Based on theoretical work begun by his *parens* Graecina *Tremēris*, Austinus has restored and animated the corpses of dead warriors, binding their spirits to their bodies.

The combination of mystical re-animation and binding of the spirit results in a more useful servant than that produced by, for example, *The Shadow of Life Renewed*.

The process of enchantment is quite complex, and requires the aid of several complementary spells. For example, the enchanter must ensure that the restored body fits the self-image of the *umbra* as closely as possible; failure to do so during the first attempt caused raving madness in the resulting entity, which Austinus was forced to then destroy.

Simply finding the physical remains of a suitable candidate offers a challenge, although most *plumbumarii* are experienced in such matters. There are other complications as well. As re-embodied ghosts, the entities all possess a version of the Magical Air Flaw; normal animals will not tolerate their presence, and most people shun them.

Selection of an appropriate *umbra* is an essential factor in the success of the enchantment. *Umbrae* that are motivated primarily by anger at their deaths have proven to be poor choices; even the most rational of such *umbrae* do not deal well with re-embodiment.

An *umbra* should also have a *retinaculum* that is nearly impossible to resolve. Although the binding enchantment would prevent the *umbra* from passing on should its *retinaculum* be resolved, Austinus believes that the torment of the spirit in such a circumstance would make it unreliable and possibly rebellious. For similar reasons, Austinus judges *manes* as too irrational for re-embodiment, and thus has never attempted it. *Spectra* are often unsuitable,

although some *spectra* are focused enough to deal with re-embodiment.

Four of the *Praesidium Umbrosum* are *spectra*; ghosts of Goth, Avar and Pecheneg warriors slain in battle. Their narrow repertoire of actions limits their usefulness to strictly martial tasks, but they perform those tasks very reliably. A Pecheneg spectrum was in fact his first successful re-embodiment.

Despite the complications and difficulties, there are advantages to these enchanted entities. They do not need to breath, eat, or sleep. Although they do not require drink, most do drink alcoholic beverages, as this is one of the few pleasures from their former lives that they can still enjoy. Their bodies are magically generated, are thus immune to Fatigue, and typically suffer no long-term effects from wounds. Any wounds they sustain are healed at the next Diameter, when the enchantment renews itself.

Theoretically, a wound severe enough to damage the enchantment itself (i.e. a serious head wound that destroyed the integrity of the skull) would destroy the body as well as free the bound spirit. However, this has yet to happen to any of the *Praesidium*, and Austinus has protected each of their heads with a fine *Cassida Verditia*.

As magical entities, each spirit also possesses Might. Although the average Might is rather weak, it provides some Magic Resistance. The spirits also retain their innate Second Sight.

The entities seem to be unaffected by Warping. So far, Austinus has detected no evidence of Warping, either from the re-embodiment enchantment or from other powerful effects, such as *varicans* travel.

Undead Warriors

The warriors of the *Praesidium Umbrosum* all died in *Dacia* or *Graecia*, although some of them were born in other lands.

Ernakh the Kutrigur (Might 18) is the nominal leader of the *Praesidium*. He died in service to the Eastern Empire in Thrace in the late fifth century.

He is only occasionally afflicted by a severe depression stemming from his failure to pass on a family heirloom to his son. He is sometimes lucid enough to realize that his son is long dead, and that he can never correct this.

Mazaios Orientalis (Might 12) was born in Persia, and recruited into *Legio XI Claudia* following the Parthian campaign of Emperor Severus (c. 198 AD).

Mazaios is a Zoroastrian, who believes himself to be damned (a walking corpse is a severe violation of purity); as such, he behaves in a manner consistent with his "evil" nature. This presents several potential problems for Austinus. As a result, he nearly always leaves Mazaios in charge of guarding his *sanctum*.

Pullus (Might 15), a fourth-century legionary of *Legio I Italica*, was a member of the cult of Mithras. He believes himself to be gifted with re-birth as a result of his loyal observance of the mysteries. He is otherwise rational.

Safxax the Goth (Might 6), Kovrat the Avar (Might 7), Erem, a Pecheneg (Might 8), and Olcay, a Pecheneg (Might 6), are all *spectra*, who lack defining personalities, but are deadly warriors and horsemen.

Each member of the *Praesidium Umbrosum* wears a *Lorica Impenetrabilis* that looks like a leather version of the traditional Roman *lorica segmentata*.

Austinus has also equipped each with a *Cassida Verditia*, *Clipeus Verditius*, *Machaera Verditia*, *Machaera Stipatoris*, and an *Arcus Sagittae Infinitae*.

Their inability to ride normal horses is countered through the use of magically conjured mounts (see *Equus Magorum*).

Over the past six decades, Austinus has enchanted seven such entities. Although Austinus has offered his discoveries for the use of his *sodales*, these enchantments have not yet been accepted as *Doctrina*. Most magi have adopted a wait and see approach.

His senior *filia*, *Quaesitora* Eliza Trememis, has elected not to replicate the work of her *parens*. Her duties as a *Quaesitora* for *Domus Trememis* preclude the luxury of devoting decades to such a project.

His younger *filius* Celestino is eager to participate, and has located what he believes to be a suitable candidate, the ghost of a Slavene warrior who died in Thrace in the seventh century. Djodja of the Sagudates was a war leader of his tribe, and Celestino hopes to use that status to assist in the animation of several of his dead warriors.

Austinus has cautioned his *filius* to be careful; Djodja did not die in battle, but from illness. That could cause difficulty in adjusting to re-embodiment, as the death seems to have been gradual rather than sudden. However, nearly the entire skeleton is intact as a result, and Celestino is preparing the skull for enchantment in 1232 AD.

The lab text requires the skull to be packed with human hair and ritual herbs and rare earths and enchanted. As a Medium item of bone, a skull has a nine pawn *vis* capacity, which is entirely consumed by the two effects.

Corpus pro Umbra

Augens Cr(Mu)Co 40

R: Touch D: Constant T: Ind

Body for the Shade creates flesh, sinew, bones, etc. to fill out the body of the bound *umbra*. The body is fit and whole, with an appearance as designated by the enchanter at the time the effect is invested. The enchantment also prevents the body from decaying, and makes the flesh resistant to physical damage (+2 Soak).

(Base 10, +1 Touch, +1 Diam, +1 additional Corpus effect, +1 Muto effect, +10 levels Unlimited usage for a variant form of Constant effect)

Involucrum Umbrosum

Imperans ReMe(Co) 49

R: Touch D: Constant T: Ind

Binding of the Shade binds a ghost to its deceased body, and animates that body (even if only in skeletal form) under the command of the person who controls the enchantment. Unlike lesser animated corpses, this animated body is directed by the ghost, subject to the commands of the one who controls the enchantment.

The original enchantment is governed by a key item; a lead ring called the *Anulus Praetor* (this ring also happens to be the *Dossuarium* of Austinus Doveris). The possessor of the *Anulus Praetor* controls all but one of the *Praesidium* (Pullus is controlled by whoever possesses the Talisman of Austinus Doveris).

(Base 25, +2 Sun, +1 Corpus effect, +1 additional Rego effect, +4 levels Constant effect; human skull +10 Shape & Material bonus to control ghost of that particular skull)

Pyx Contextus Arcanos

A *Casket of the Arcane Connection* suppresses an Arcane Connection inside it: that is, the Arcane Connection does not function as such while it is within the casket. *Domus Trememis* uses such caskets for sensitive or dangerous Arcane Connections, especially *contextus certos* (connections of indefinite duration; Arcane Connections will continue to expire while inside the casket).

However, since each casket holds only a small number of Arcane Connections, and each casket requires eighteen pawns of *vis* to enchant, they are not common (versions crafted by skilled magi *Verditii* may be more economically prepared, even at *Verditii* prices).

The small lead casket, lined with rowan and elder wood and inlaid with silver glyphs, is constructed without a natural means of opening (i.e. in its natural form, it is a hollow wooden box surrounded by a seamless lead covering), and is enchanted with an opening effect that requires a key phrase and object. With a total *vis* capacity of ten pawns, this item requires a Magic Theory (enchanting) of 5 or better to prepare.

Open the Sealed Casket

Moderans Re(Mu)Te(He) 20

R: Per D: Conc T: Ind

24 Uses per day, Maintains Concentration

Transforms a casket of metal and wood that has no natural opening (i.e. it is essentially a hollow shell without hinges, latches, doors, etc.) into a casket that has a hinged lid and can be opened while the effect lasts. The most common activating mechanism is touching a key object, designated when the enchantment is created, to the casket. A separate command phrase is also required in most cases. Closing the lid again ends this effect and returns the casket to its natural state.

This effect is commonly invested into an *Arcula* or *Pyx*, but is applicable to other sealed metal containers.

(Base 5, +1 Conc, +5 maintains concentration, +5 levels 24/day)

Suppress the Arcane Connection

Obsistens ReVi 59

R: Touch D: Constant T: Group

Temporarily suppresses up to ten Arcane Connections contained by the casket.

(Base 30 by comparison with Perdo Vim guidelines, +1 Touch, +2 Sun, +2 Group, +4 levels constant)

Sarcula Capax

A *Capacious Pack* is a fine quality double-layered leather pack enchanted to hold more than appears possible. Any solid object placed inside a *Sarcula Capax* shrinks to one-eighth its normal volume and weight. Objects removed return to their normal size after a moment.

The *sarcula* does not affect liquids or gases, nor does it affect things of Corpus (such as the user's hand). Objects must be small enough to fit through the opening of the pack, and must be wholly contained by the pack before the shrinking effect will occur. Objects which are only partially inserted into the pack will not be affected in any way.

The *sarcula* can hold up to two cubic feet after shrinking. The enchantment is powerful enough to shrink any amount of Animal or Herbam material that can be fit into the pack, although large quantities of metals could exceed the Group target limit.

The real limit on carrying large quantities of metal objects such as coins or nuggets is the weight of the shrunken metal, however. A single cubic foot of silver weighs over six hundred pounds. Even if a man could lift that weight, it is more than even a fine quality *sarcula* could carry without bursting.

As a medium-sized object of leather, a *sarcula* has a *vis capacity* of six pawns, which are entirely consumed by these two effects.

Sarcula Capax

Sustinens MuTe(An,He) 39

R: Touch D: Constant T: Group

Any solid object placed inside a *Sarcula Capax* shrinks to one-eighth its normal volume and weight. Objects removed return to their normal size after a moment.

(Base 4, +2 metal, +1 Touch, +2 Sun, +2 Group, +4 levels constant; container +5 Shape bonus to transform things within)

Toughness of the Impenetrable Pack

Augens MuAn 19

R: Per D: Constant T: Ind

The leather, ties, and sinew of the pack are strengthened with an effect similar to *Doublet of Impenetrable Silk*, that toughens and strengthens the pack. It is nearly impossible to cut the pack open, yet the pack itself is as light as a small satchel when empty. (Base 4, +2 Sun, +1 additional Muto effect, +4 levels constant)

Scyphus Cordis Haud Invictus

A *Vessel of the Unfettered Heart* is a two-handled drinking vessel carved from walnut wood. The specific shape and decorations on the vessel may vary. To use the *Scyphus*, the recipient must simply drink from the vessel; any beverage will suffice.

Magi *Tremēris* know well the tricks that can be performed with *Mentem* magic on a vulnerable mind, they routinely use this enchantment on key *consortes* and *custodes*, to free them from any subtle suggestions or compulsions. Each *Conventum Domus* has at least one of these available, and a few senior magi have personal items.

As a medium object of wood, a *Scyphus* has a total *vis capacity* of six pawns, five of which are consumed by the single effect.

Integritas Cordis Haud Invinctus

Obsistens PeVi 50

R: Touch D: Mom T: Group

24 uses per day

Purity of the Unfettered Heart dispels up to ten *Mentem* effects that are active on the target, if the level of the *Mentem* effect is less than 35 + stress die (no botch).

(Base effect 30, +1 Touch, +2 Group, +5 levels 24/day; walnut wood +4 Material bonus for the mind)

Sera Memoriarum

A *Bar of Memories* is a tiny amulet of carved walnut wood with a bronze rim. *Tremēris* use *Serae* to give hidden commands to agents or to secure messages in the minds of messengers. The amulet has a total *vis capacity* of seven pawns, which is entirely consumed by these two effects.

Sera Memoriarum

Decipiens Re(Pe)Me 38

R: Touch D: Spec T: Ind

6 Uses per day

Bar of Memories locks up a portion of the memories of the target, blocking those memories from the target for the duration of the effect. When the command *memini* ("I remember") is spoken, the item begins to affect the target's memory.

When the command *occludo* ("I lock up") is spoken, the item locks away all memories of the target that were generated in the time between those two commands. A third command word, which can vary from use to use, and is defined as the last word spoken before the command *occludo*, unlocks the target's memories again.

The effect lasts up to Moon duration, although the third command may be given at any point during that period. If, by the end of the Moon duration, the

third command has not been spoken, all memories locked away by this effect are destroyed.

(Base 5, +1 Touch, +3 special duration equivalent to Moon, +1 intricacy, +1 additional Perdo effect, +3 levels 6 uses/day; walnut wood +4 Material bonus to affect the mind)

Memoria Perfecta

Augens CrMe 28

R: Touch D: Moon T: Ind

6 Uses per day

The Perfected Memory preserves a portion of the target's memory, up to two minutes in length, in perfect clarity for Moon duration. This effect is triggered by the command word *memini*, just as for *Sera Memoriarum*, although the two effects are not linked.

(Base 5, +1 Touch, +3 Moon, +3 levels 6 uses/day; walnut wood +4 Material bonus to affect the mind)

Sica Exitii

A *Dagger of Termination* is a simple bronze dagger with mystical symbols inlaid in silver along the blade, and a carved orange wood handle with a round basalt pommel. A *Sica* can reduce the duration of Arcane Connections, causing most to instantly expire. A *Sica* also grants the ability to see Arcane Connections, enabling the precise targeting required for the termination effect.

Magi *Tremēris* use this effect on enchantments, crafted items, and personal possessions to prevent their use as Arcane Connections. Each *Conventum Domus* possesses a *Sica Exitii* for the use of its magi. Several senior magi also have one, as does the *Vexillarius Llecticarius Profundus*. As a small object of base metal, a *Sica* has a total *vis* capacity of ten pawns, nine of which are consumed by these two effects.

Exitum Contexti

Obsistens PeVi 50

R: Sight D: Mom T: Ind

Unlimited usage

Termination of the Connection reduces the duration of an Arcane Connection by five steps (ArM5, 84), which is enough to cause a connection lasting years or less to expire. Arcane Connections with durations of decades are reduced to hours, which is usually enough to eliminate them from consideration.

This effect cannot reduce the duration of Arcane Connections with an Indefinite duration, such as those that have been Fixed in a laboratory, nor may it further reduce the duration of an Arcane Connection that has already been reduced in duration by any means.

(Base 25, +3 Sight, + 10 levels unlimited usage; dagger +2 Shape bonus for precise destruction, basalt +3 Material bonus for Perdo)

Visus Contextorum

Sentiens

InVi 49

R: Touch D: Constant T: Vision

Sight of the Connections enables the wielder to see objects or substances that function as Arcane Connections. The effect does not reveal the subject to which an Arcane Connection is linked, merely the existence of the connection.

(Base 10, +1 Touch, +2 Sun, +4 Vision, +4 levels constant duration; silver +2 Material bonus for Intellego, orange wood +5 Material bonus for sight)

Stragulum Crescentiae

The Carpet of Crescentia is a unique item. It has never been adopted into *Doctrina*, but it is displayed prominently in the *Foramen* at Lycaeon. *Crescentia Tremēris* was a twelfth century maga who developed a Major Deficiency with *Corpus* late in her apprenticeship. Hampered by her inability to effectively use standard *Movens* effects such as *Magicus Volitans* and *Viginti Mille Passus*, *Crescentia* wanted an alternative. Inspired by tales from returning Crusaders, she researched a means of enchanting an oriental carpet as a method of transport for herself and several *custodes*.

As a huge item of cloth, worked with thread of gold, the *Stragulum* has a capacity of fifteen pawns of *vis*, all of which are consumed by these four effects.

Diminutive Proportion of the Portable Carpet

Augens MuAn 28

R: Per D: Conc T: Ind

Unlimited usage, Maintains Concentration

The *Stragulum* in its full extent is a large carpet, just over four paces square. When this effect is activated, the *Stragulum* shrinks to one-tenth that size, or just under four feet square. It may then be easily rolled up and carried by a single person.

(Base 5, +1 Conc, +5 levels Maintains Concentration, +10 levels unlimited usage, +3 levels linked mental trigger)

Gentle Wind of the Racing Carpet

Tutandum ReAu 39

R: Touch D: Conc T: Group

Maintains Concentration, 50 uses per day

Protects those riding on the *Stragulum* from gusts of wind, including those generated by the *Stragulum's* flight. No matter how strong the wind, the effect on those resting on the *Stragulum* is the equivalent of a gentle breeze.

(Base 10, +1 Touch, +1 Conc, +2 Group, +5 levels Maintains Concentration, +6 levels 50/day, +3 levels linked activation to Rapid Flight of the Supporting Carpet)

Mentis Mandatum*Augens* InMe 39

R: Voice D: Constant T: Ind

Mental Command continually scans the surface thoughts of the controller for commands and transmits the wearer's mental directions to the linked effect. This effect is subject to a command word, which identifies the controller to the *Stragulum*.

(Base 15, +2 Voice, +2 Sun, +4 levels constant use)

Rapid Flight of the Supporting Carpet*Movens* ReAn 39

R: Per D: Conc T: Ind

50 Uses per day. Maintains concentration

Propels the *Stragulum*, and whatever is resting on it, through the air as directed by the person controlling the *Stragulum*. The *Stragulum* is capable of flying as fast as the fastest falcon.

(Base 5, +1 Conc, +1 intricate effect, +2 added potency, +5 levels maintain concentration, +6 levels 50/day, +3 levels linked mental trigger)

Tintinnabulum Ploratus

A *Bell of Wailing* is a large bronze bell, about the size of a shield, inlaid with silver filigree patterns around the exterior. The *Tintinnabulum* listens for the presence of powerful entities, creating an extremely loud wailing sound if it "hears" any entities of sixth magnitude or greater. The enchantment has a Penetration of 60, so entities with a Might greater than 60 are not detected. Although demons may be able to hide from detection, other types of powerful Infernal entity can be detected.

Magi *Tremēris* employ these devices as a means of security at all *Conventum Domus*. While *Aeges* may prevent less powerful entities from entering the conventum, a sufficiently powerful being can ignore an *Aegis*. This *Tintinnabulum* at least provides warning of the presence of such a being. The *Tintinnabulum* has a total *vis* capacity of twenty pawns, of which eighteen are consumed by these four effects.

Alert Watchbell for the Potent Intruder*Sentiens* InVi 59

R: Per D: Const T: Hearing

The *Tintinnabulum* can hear the presence of Faerie or Magical beings with a Might of sixth magnitude or greater, with a Penetration of 60.

(Base 3, +2 Sun, +3 Hearing, +1 additional Intellego effect, +4 levels constant effect, +30 levels Penetration; bell +5 Shape bonus for warning, silver +2 Material bonus for Intellego)

Wailing Alarm for the Potent Intruder*Communicans* CrIm 23

R: Touch D: Conc T: Ind

Unlimited usage, Maintains Concentration

When the *Tintinnabulum* detects a Faerie or Magical entity of sufficient Might within Hearing, it creates a loud wailing sound, as loud as the wailing of one hundred people, for as long as it continues to detect the presence of a sufficiently powerful entity.

(Base 1, +1 Touch, +1 Conc, +2 size, +3 levels linked trigger, +10 levels unlimited usage, +5 levels maintains concentration; bell +5 Shape bonus for warning)

Alert Watchbell for the Momentous Intruder*Sentiens* InVi 59

R: Per D: Const T: Hearing

The *Tintinnabulum* can hear the presence of Divine or Infernal beings with a Might of sixth magnitude or greater, with a Penetration of 60.

Note: although demons may choose to remain undetected, other beings of Infernal nature may be detected by this effect, as might demons who are willing to be detected.

(Base 3, +2 Sun, +3 Hearing, +1 additional Intellego effect, +4 levels constant effect, +30 levels Penetration; bell +5 Shape bonus for warning, silver +2 Material bonus for Intellego)

Wailing Alarm for the Momentous Intruder*Communicans* CrIm 23

R: Touch D: Conc T: Ind

Unlimited usage, Maintains Concentration

When the *Tintinnabulum* detects a Divine or Infernal entity of sufficient Might within Hearing, it creates a loud wailing sound, as loud as the wailing of one hundred people, for as long as it continues to detect the presence of a sufficiently powerful entity.

(Base 1, +1 Touch, +1 Conc, +2 size, +3 levels linked trigger, +10 levels unlimited usage, +5 levels maintains concentration; bell +5 Shape bonus for warning)

Tintinnabula Monitionis

Bells of Warning are pairs of bells, forged together, that are Fixed Arcane Connections for each other (a variant of *res gemellas*). The bells transmit sounds from one location to another. Since each bell in the pair contains these enchantments, two-way communication is possible through the bells. *Tintinnabula* are typically hung above head-height, as the transported sounds emanate from the opening of the bells.

If an *Aegis* separates the two bells, the bells must either be swapped after each casting of the *Aegis*, or both bells must be brought within the *Aegis* while it is being cast.

The first *Tintinnabula* were enchanted at Potes-tas prior to the Schism War, but no record remains of which magus there invented this enchantment. Smaller versions, called *Cymbala Monitionis* are used between Mercere Portals.

Tintinnabula typically have a *vis* capacity of nine pawns, six of which are consumed by these effects.

Silent Ringing of the Distant Bell

Augens ReIm 29

R: Per D: Const T: Ind

This effect makes any sound *species* emitted by the bell appear in the location of the paired bell; i.e. when the bell is rung, no sound is heard at that location, but the sound is heard from the location of the duplicate bell.

(Base 15, +2 Sun, +4 levels constant effect; bell +5 Shape bonus for warning)

Report of the Distant Watchman

Augens ReIm 30

R: Touch D: Mom T: Ind

Unlimited usage

This effect transports the sound *species* of someone touching the bell to the location of the paired bell. This effect is activated by touching the bell; although the duration is Momentary, so long as the speaker continues to touch the bell, the sound of her voice will be transported to the location of the paired bell, and will not be heard in her location (subject to Magic Resistance).

(Base 15, +1 Touch, +10 levels unlimited usage)

Torques Delphinis

A *Torc of the Dolphin* is a neck ornament of twisted silver wire fashioned into the shape of two dolphins meeting around the wearer's neck. The eye of each dolphin is set with a tiny piece of lodestone, and the open mouths of the two dolphins hold a small aquamarine stone at the wearer's throat. The *Torques* fastens at the back, where the tails of the two dolphins meet. Four effects combine to enable the wearer to function underwater nearly as effectively as she can above the surface.

Artifex Licerio invented the *Torques Delphinis* as a way of exploring the undersea world around *Capitulum Adriaticum*. Although this enchantment has not yet been officially adopted into *Doctrina*, Licerio has already enchanted three more devices for the other magi at *Capitulum Adriaticum*.

A *Torques* has a capacity of twelve pawns of *vis* from the semi-precious aquamarine stone; eleven pawns are consumed by these four effects.

Lungs of the Fish

Sustinens MuAq 24

R: Touch D: Constant T: Part

An effect similar to the spell of the same name, allowing the wearer to breath water as if it were air. (Base 4, +1 Touch, +2 Sun, +1 Part, +4 levels constant effect; necklace +4 Shape bonus for affecting breathing, aquamarine +3 Material bonus to affect water)

Sight of the Neriad

Sentiens InAq 24

R: Worn D: Constant T: Vision

An effect similar to *Clear Sight of the Naiad*, this effect allows the wearer to see clearly through water as though it were air.

(Base 1, +1 Worn, +2 Sun, +4 Vision, +4 levels constant effect; silver +2 Material bonus for Intellego, aquamarine +3 Material bonus to affect water)

Speed of the Dolphin

Movens ReAq 29

R: Touch D: Constant T: Part

Allows the caster to move through water as easily as a dolphin swims. The effect eases water around the wearer, effectively removing the resistance of the water as an impediment to movement. When combined with an effect like *Magicus Volitans*, this effect allows the wearer to "fly" though the water. However, swimming or even floating is effectively impossible, as the water will not support the wearer.

This enchantment does have the beneficial side effect of keeping the wearer effectively dry even when submerged. It does make drinking water difficult, but ale or wine is unaffected.

(Base 5, +1 Touch, +2 Sun, +1 Part, +4 levels constant effect; jewelry +2 Shape bonus to move the wearer, magnet +2 Material bonus for Rego, aquamarine +3 Material bonus to affect water)

Warmth of a Pleasant Sea

Sustinens Cr(Pe)Ig 19

R: Worn D: Constant T: Ind

Maintains the temperature experienced by the caster at a constant pleasant warmth, regardless of the temperature in the surrounding environment.

(Base 2, +1 Worn, +2 Sun, +1 Perdo combination, +1 potency for severe cold or heat, +4 levels constant effect)

Ulex Custodiens

Guarding Gorse is a living gorse plant, enchanted to detect intruders who pass nearby and alert guards by glowing brightly. The shrub is also protected against animals by a low level warding effect. This was the second *incantamentum fruticosum* (enchantment in a plant) invented by Gailana Verditii at Valles Turie, and the first enchantment to use *vis*. A full-grown gorse shrub is 2-3 paces tall, and has a *vis* capacity of eight pawns, seven of which are consumed by three effects.

Sense the Intruders

Sentiens InTe 29

R: Per D: Const T: Part

This effect detects anything moving along the ground (or just underneath it) within fifty paces of the shrub, similar to *Sense the Feet That Tread the Earth*, but with reduced range.

(Base 4, +2 Sun, +1 Part, +2 size, +4 levels constant effect)

Warning Light

Moderans CrIg 23

R: Per D: Conc T: Ind

Unlimited usage, Maintains Concentration

If any movement larger than a small pig is detected by *Sense the Intruders* (above), the shrub begins to glow with a brilliant orange light (as bright as a cloudy day) that illuminates a fifty pace radius. The light ceases to glow once *Sense the Intruders* ceases to detect an intruder of appropriate size.

(Base 4, +1 Concentration, +10 levels unlimited usage, +5 levels maintains concentration, +3 levels linked trigger)

Ward Against Animals

Tutandum ReAn 8

R: Per D: Const T: Ind

This effect repels normal animals, preventing them from feeding on or harming the shrub.

(Base 2, +2 Sun, +4 levels constant effect)

Vestiarium Capax

A *Capacious Chest* is a large sturdy chest suitable for holding clothes and similar accoutrements. Any solid object placed inside a *Vestiarium Capax* shrinks to one-eighth its normal volume and weight. Objects removed return to their normal size after a moment. The *vestiarium* does not affect liquids or gases, nor does it affect things of Corpus (such as the user's hand). Objects must be small enough to be wholly contained by the *vestiarium* before the shrinking effect will occur. Objects which are only partially inserted into the chest will not be affected in any way.

The *vestiarium* can hold up to six cubic feet after shrinking. The enchantment is powerful enough to shrink any amount of Animal or Herbam material that can fit into the *vestiarium*, although large quantities of metals could exceed the capability of this effect. *Vestiaria* are useful for secure storage in a *sanctum*, and for increased capacity when traveling with belongings (such as moves between *conventa*). As a large object of wood, a *vestiarium* has a *vis* capacity of eight pawns, seven of which are consumed by these two effects.

Vestiarium Capax

Sustinens MuTe(An,He) 39

R: Touch D: Constant T: Group

Any solid object placed inside a *Capacious Chest* shrinks to one-eighth its normal volume and weight. Objects removed return to their normal size after a moment.

(Base 4, +2 metal, +1 Touch, +2 Sun, +2 Group, +4 levels constant; container +5 Shape bonus to transform things within)

Immovable Lid of the Capacious Chest

Augens ReHe 30

R: Per D: Const T: Group

The *vestiarium* cannot be opened without a command and a special key item that is designated when the chest is enchanted. The +12 Penetration bonus designed into this enchantment is intended to make penetrating the effect harder; treat as a level 36 effect to overcome with hostile magic.

(Base 4, +2 Sun, +2 Group, +4 levels constant effect, +6 levels Penetration; wood +4 Material bonus to control dead wood)

Virga Aversorum

The *Wand of Wardings* is an alternative method of protecting a residence or *sanctum* against intrusion by powerful hostile beings. Although *Circular Ward Against Demons* is very effective as an *ad hoc* defense, it is much less effective as a long-term means of protecting a non-circular room.

Maga Aeliana Tremēris developed this enchantment as a means of augmenting a weak *Aegis*. Due to the relative scarcity of *vis* in Roma, Potestas typically maintains a minimal fourth magnitude *Aegis*. However, *sancta* and nearby rooms are protected by powerful *Prohibens Defensio* effects. The original *Virga* remains at Potestas.

Several additional *Virgae* have been created since that time; they are useful for protecting rooms while traveling or meeting with *mundani*; situations where casting an *Aegis* may be impractical. Magi Tremēris refer to the use of wards in place of an *Aegis* as the *Ratio Potestatis*.

The Ring duration allows a potentially indefinite effect where a fixed Ring is constructed for the purpose. A Ring may also be easily used as a temporary protection, and erased after it is no longer needed. Magi may use one or more of the effects in the same room, provided a separate Ring is used for each ward. Magi who do not wish to exclude magical spirits (such as ghosts) or Familiars may choose to forgo some of the effects.

A *Virga* is a wand of hawthorn wood about 10" in length, with an iron cap on one end, and tipped with a lead shield inlaid with red coral. With a total *vis* capacity of twenty-four pawns, a *Virga* requires a Magic Theory (enchanting) of 12 or greater to prepare. For this reason, *Domus Trememis* typically contracts a magus *Verditii* to craft and prepare such items.

Orbis Contra Animi Magici

Tutandum ReVi 60

R: Touch D: Ring T: Room

1 Use per day

Circle Against Magical Spirits wards the target room against magical spirits whose Magic Might is 30 or less.

(Base effect, +2 Room, +1 size, +15 levels Penetration)

Orbis Contra Bestiae Magicae

Tutandum ReVi 60

R: Touch D: Ring T: Room

1 Use per day

Circle Against Magical Creatures wards the target room against magical creatures whose Magic Might is 30 or less.

(Base effect, +2 Room, +1 size, +15 levels Penetration)

Orbis Contra Daemones Diabolici

Tutandum ReVi 60

R: Touch D: Ring T: Room

1 Use per day

Circle Against Infernal Spirits wards the target room against demons and other infernal spirits with an Infernal Might is 30 or less.

(Base effect, +2 Room, +1 size, +15 levels Penetration)

Orbis Contra Lemures

Tutandum ReVi 60

R: Touch D: Ring T: Room

1 Use per day

Circle Against Faeries wards the target room against faeries whose Faerie Might is 30 or less.

(Base effect, +2 Room, +1 size, +15 levels Penetration)

Virga Iaculorum Flammeorum

A *Wand of Flaming Bolts* is a two-foot-long brass tube, tipped with a basalt dodecahedron. When activated, it produces twelve fiery spheres at Sight Range, in a pattern based upon the faces of a perfect twelve-sided Platonic solid. The spheres then flash down/away to their targets, each inflicting +15 damage with a Penetration of 40.

These items are very old. Originally developed by an *adiutor Flambonis* prior to the *Bellum Taltuum*, only six of these were produced for *Domus Trememis*, and the fate of the lab text is unknown. Two copies have appeared outside of *Domus Trememis*, but their exact provenance is uncertain.

Iacula Flammea

Vulnerans CrIg 60

R: Sight D: Mom T: Group

24 Uses per day

Bolts of Fire creates twelve fiery spheres at Sight Range, in a pattern based upon the faces of a perfect twelve-sided Platonic solid. The spheres then flash down/away to their targets, each inflicting +15 damage with a Penetration of 40.

(Base 10, +3 Sight, +2 Group, +5 levels 24/day, +20 levels Penetration; wand +3 Shape bonus to project a bolt, brass +3 Material bonus for Ignem, basalt +3 Material bonus for Ignem)

Incantamenta Minuta

Incantamenta Minuta (lesser enchantments) are the preferred form of enchantment for *Tremēris*. Once a standard lab text has been developed, such items can be quickly and efficiently enchanted by most magi. New concepts are often tested first as charged items, modified if needed, and then prototyped.

Many of these items required relatively high lab totals (60-70) to create. In such cases, magi often created proto-type invested devices (*infusa*), then used the similar effect bonus, plus assistance in the lab, to achieve the required total. Many examples of early proto-types for these items are stored in the vaults at Lycaneon.

Achates Aeris Recens

Sustinens CrAu 23

R: Touch D: Diam T: Group

Unlimited Usage, Diameter Environmental Trigger

An *Agate of Fresh Air* is an ornament that generates dozens of small gentle breezes of fresh air in every direction each Diameter. An *Achates* may be placed anywhere in a structure, but a central location is most effective for evenly spreading out the breezes.

(Base 1, +1 Touch, +1 Diameter, +2 Group, +1 size, +3 levels environmental trigger (Diameter), +10 levels Unlimited usage; agate +3 Material bonus for air)

Acies Aeris

Augens InAu 34

R: Worn D: Constant T: Hearing

Eyes of the Air is an enchanted silver earring set with a tiny piece of polished agate. It allows the

wearer to "hear" air and its boundaries in a manner like that of *Eyes of the Bat* (ArM5, 127). In most circumstances, this is the most effective means of detecting invisible or concealed threats, and this enchantment may also be used by *consortes* and *custodes*. This lab text was developed by Iorghu Tremēris *Mujis*. Lycaneon possesses a variant lab text using platinum instead of silver and agate, but that version was never adopted into *Doctrina*.

(Base 4, +1 Worn, +2 Sun, +3 Hearing, +4 levels constant effect; earring +5 Shape bonus to affect hearing, silver +2 Material bonus for Intellego, agate +3 Material bonus for air)

Anulus Horrei

Sustinens CrAn(He,Aq) 24

R: Touch D: Constant T: Room

A *Ring of the Storehouse* is a large brass ring that preserves all products of Animal, Herbam, or Aquam in the room. Such products do not age or decay while in the affected room, which can be much larger than standard. Living creatures or plants are not affected. These enchantments are used in larders, but also in storerooms and even armories, as they prevent decay of wood and leather just as well as they do food and beverages.

(Base 2, +1 Touch, +2 Sun, +2 Room, +1 size, +4 levels constant effect)

Anulus Temperatus

Sustinens Cr(Pe)Ig 14

R: Worn D: Const T: Ind

A *Temperate Ring* maintains the temperature experienced by the wearer as if it were a pleasant spring day. This item is a common *incantamentum hereditarium* for magi *Mercurialis*.

(Base 2, +1 Worn, +2 Sun, +1 Perdo combination, +4 levels constant effect; ring +2 Shape bonus for constant effect)

Incantamenta Hereditaria

Magi *Mercurialis* lack the ability to cast spontaneous spells. Although they may use Ceremonial magic, doing so consumes a lot of time. As a result, Magi *Mercurialis* tend to learn or invent many more formulaic spells than their less restricted *sodales*.

Even so, there are many minor utilitarian effects that are nice to have, but not significant enough to devote an entire season to invent a formulaic spell. Such effects may be profitably enchanted into multiple enchantments during a single season, however, and thus used not only by the magus creating them, but by other magi *Mercurialis* as well.

For even more efficiency, the enchantments can be passed on from generation to generation, al-

lowing future magi to glean the benefits. Magi *Tremēris* call such items *incantamenta hereditaria*. Although any enchantment may be passed down to a *filius*, this term has the special connotation within *Domus Tremēris* of a minor utilitarian device, typically requiring only a pawn or two of *vis*.

The custom is ubiquitous among magi *Mercurialis*. Every magus *Mercurialis* is presented with at least one *incantamentum hereditarium* upon completing his *Provocatio*. Magi of other lineages have adopted the practice as well, although not to the same extent as with magi *Mercurialis*: their *fili* are perfectly capable of casting spontaneous spells, after all!

Anulus Argenteolus Pollicis

Sentiens InVi 34

R: Worn D: Const T: Touch

A *Silver Thumb Ring* detects the number of charges remaining in a *gravidatum* (charged item) touched by the wearer. It will not grant any insight into what effect has been enchanted into the *gravidatum*, only the number of charges present.

(Base 10, +1 Worn, +2 Sun, +1 Touch Target, +4 levels constant effect; ring +2 Shape bonus for constant effect, silver +2 Material bonus for Intellego)

Arbalista Agilis

Augens ReHe(An,Te) 14

R: Per D: Mom T: Ind

Unlimited usage

A *Quick Arbalest* is an enchanted arbalest that recocks itself when a command word is spoken. The only significant disadvantage of an arbalest or crossbow is the slow rate of fire. This enchantment enables an *arcoballistarius* to loose a bolt every round. The Animal requisite is for a sinew bowstring, while the Terram requisite is for the latch and trigger. Because no spanning mechanism is required, the Load for an *arbalista agilis* is only 2.

(Base 3, +1 intricate effect, +10 levels unlimited use)

Arcus Sagittae Infinitae

Sustinens CrTe(He) 30

R: Touch D: Diam T: Ind

Unlimited usage

A *Bow of Infinite Arrows* is a superior-quality bow that creates high-quality (+1 Atk) arrows on command, which strike with Penetration 10. The bow is also capable of firing natural arrows.

(Base 5, +1 Touch, +1 Diam, +10 levels unlimited use, +5 levels Penetration)

Calligae Varicandi Brevis

Movens ReCo(An,He,Te) 35

R: Worn D: Mom T: Ind

Unlimited usage

Boots of Short Striding are light, comfortable low leather boots. Upon command, they carry the wearer to anyplace within 500 paces that the wearer can see, or to which the wearer has an Arcane Connection. This effect is not potent enough to inflict Warping, and *Calligae* are thus sometimes provided for favored *custodes* and *stipatores*.

(Base 20, +1 Worn, +10 levels unlimited usage, no cost for requisites; boots +5 Shape bonus to affect walking)

Cassida Stipatoris

Tutandum InCo 35

R: Worn D: Conc T: Hearing

24 Uses per day, Maintains concentration

A *Helmet of the Stipator* is a hard leather skullcap, dyed a deep blue-black hue. Slim pieces of lemon wood are sewn between layers of leather behind the wearer's ears. When activated, the *Cassida* imparts awareness of all human bodies surrounding the wearer, through the sense of hearing. This allows the wearer to sense bodies in all directions within 30-50 paces (possibly farther, depending on the environment).

This item is part of the standard equipment for *stipatores*; some magi *Tremēris* also find this enchantment to be highly useful.

(Base 4, +1 Touch, +1 Conc, +3 Hearing, +5 levels maintains concentration, +5 levels 24/day; lemon wood +5 Material bonus for hearing)

Chlamys of the Volitant Custos

Movens ReAn 35

R: Per D: Conc T: Ind

Unlimited usage, Maintains concentration

A *Chlamys* is a semi-circular cape of fine leather, lined with silk and with pin feathers sewn into the hems. It is worn fastened to the wrists, elbows, shoulders, and lower back (belt) of the wearer. A *Chlamys* grants the power of flight, by using the cloak as wings that glide through the air. The wearer does not have to flap her arms, as the enchantment provides lift to the cloak itself, and carries the wearer along with it as fast as a hawk can fly.

The fastenings must be strong, as the wearer hangs from them while flying. The cape itself must also be strong and of high quality craftsmanship, to hold up under the steady pressure of winds.

To activate a *Chlamys*, the wearer spreads her arms wide and leaps into the air. A *Chlamys* rises if the leading edge (along the wearer's arms) is oriented upwards, descends if it is oriented downwards, and flies level if the wearer is horizontal. Banking, turning, and similar movements are accomplished through relative positioning of the arms and the orientation of the wearer. Lowering one's arms deactivates the enchantment; diving is possible by pulling in the arms to allow free-fall. Hovering is not possible, but tight circling may achieve the same effect.

Training and practice is necessary to become an effective *Chlamysius*; the governing Ability is Athletics (flying). Someone who has not practiced with a *Chlamys* is at a -3 familiarity penalty. This penalty decreases as the wearer grows more familiar with a *Chlamys*. A season of practice is generally enough to eliminate the unfamiliarity penalty.

Combat is generally not possible while wearing a *Chlamys*, even if grounded, unless the wearer unfastens the wrists and elbows. The cape typically

restricts the movement of the wearer's arms while attached. A ramming or similar attack might be possible, however.

A *Chlamys* avoids one drawback of Rego Corpus effects, which is the Warping generated by powerful effects, and possibly from extended use of such effects. Since the *Chlamys* enchantment affects the *Chlamys* itself, the wearer suffers no Warping. The design of the *Chlamys* also allows it to be used by someone without the Finesse Ability, making it suitable for use by *consortes* and *custodes*.

Over the decades since Orsina Tremēris enchanted the first one, many *Chlamydes* have been enchanted, and some have remained in use for four or five generations. Several are available at any *Conventum Domus* for the use of *consortes* and senior *custodes*. Magi Tremēris sometimes enchant a *Chlamys* for a loyal *custos* or *consors*, to enable them to travel together conveniently.

(Base 5 for manipulating an animal product and moving it rapidly in any direction, +2 magnitudes to lift a Size +1 wearer along with the device, +1 Conc, +5 levels maintains concentration, +10 levels unlimited use; cloak +3 Shape bonus for flight, pin feathers +5 Material bonus for flight)

Cicada

Sentiens InAn 34

R: Worn D: Constant T: Hearing

A *Cricket* is a small amulet of magnetite, carved into the shape of a cicada, with folded wings of silver. The *Cicada* is enchanted to grant the wearer the ability to hear shape-changers when they have assumed their animal form.

Whenever a shape-changer is within the range of hearing of the wearer, she will hear a chirping sound like a cricket, that grows louder the closer the shape-changed animal is to the wearer. Multiple shape-changers will generate multiple chirping sounds.

(Base 4, +1 Worn, +2 Sun, +3 Hearing, +4 levels constant duration; magnetite +3 Material bonus for Animal, silver +2 Material bonus for Intellego)

Circulus Lucifer

Moderans CrIg 20

R: Touch D: Ring T: Ind

24 Uses per day

A *Light-producing Ring* is actually a wand tipped with a tiny brass lamp. When the wand is traced over a drawn or inscribed ring, the resulting effect creates a source of light as bright as that on a cloudy day. The ring is typically drawn or inscribed on the ceiling of the target room, which under normal conditions will last indefinitely.

The ring is usually drawn very large, as the light created cannot leave the ring. Thus, only the area

directly under (or above) the ring will be lit. Alternatively, multiple smaller rings may be drawn. Multiple rings may also be drawn to light larger areas, although the intervening spaces will be much darker than expected, as no light from the rings will leave the area of the ring. The area of the ring effectively extends away from the surface on which the ring is drawn, as far as three times the diameter of the ring.

Originally developed as a spell by Juncus *Flambonis*, this effect has been adopted into *Doctrina* as an enchantment as the most efficient way to provide magical lighting for *conventa*. While there are only a handful of these devices in existence, the loan of one for a week or two is enough to provide lighting for every room in an average *conventum*.

One drawback to this method is that the light is continual, and cannot be canceled short of breaking the ring and ending the effect. Alternative lighting methods for sleeping quarters are recommended.

(Base 4, +1 Touch, +2 Ring, +5 24/day; lamp +7 Shape bonus to produce light, brass +3 Material bonus for Ignem)

Circulus Varicans

Movens ReCo(An,Aq,He,Te) 30

R: Touch D: Mom T: Circle

24 Uses per day

Striding Circle transports those within the target Circle to a destination within 500 paces, which is visible to the wielder or to which the wielder possesses an Arcane Connection. This is the most effective group transport effect that is not powerful enough to cause Warping. The requisites ensure that clothing, equipment, and provisions are all included by the effect. A *pignus* is required to enter an *Aegis* using such a device.

The item is enchanted into a miniature doorway set with opal, on the base of a wand or rod, the tip of which is used to draw the circle. A variant lab text is the basis for permanent circles at Lycaneon, Carpathia Vigilax and Potestas.

(Base 20, +1 Touch, +5 levels 24 uses per day; doorway +5 Shape bonus magical transportation, opal +4 Material bonus for travel)

Clava Stipatoris

Vulnerans PeCo 25

R: Touch D: Mom T: Ind

Unlimited usage

A *Cudgel of the Bodyguard* is a finely shaped cudgel of hornbeam or walnut wood, with a handle like that of a sword. Upon striking an opponent, the *Clava* causes the person struck to lose a Fatigue level, regardless of other damage or lack thereof. The effect has zero Penetration.

(Base 10, +1 Touch, +10 levels unlimited use)

Cucullus contra Pluviam

Sustinens ReAq 24

R: Worn D: Const T: Ind

A *Hood against Rain* protects the wearer against water from any source; rain, ocean spray, splashing from puddles, etc. Any water that would touch the wearer simply rolls off without actually touching the wearer or any of his clothing or accoutrements. Even if the wearer is completely immersed in water, the effect will prevent the wearer from getting wet. The *Cucullus* must be removed in order to drink water, although other liquids are not affected.

(Base 5, +1 Worn, +2 Sun, +4 levels constant effect; clothing +4 Shape bonus to protect wearer)

Exemplar Praetextum

Decipiens MuCo 19

R: Worn D: Const T: Ind

A *Model of the Mask* is a small amulet carved from apple wood that changes the wearer's entire body to match a specific identity. Every detail of the wearer's appearance is changed, down to the sound of the voice and ear hairs. The size of the wearer will also change to match the specified size, in any range from -1 to +1.

The specific identity and appearance is chosen by the magus who enchants the *Exemplar*, and cannot be changed. Many enchanters specify an appearance of indeterminate middle age, to allow the *Exemplar* to be used for several decades if desired. A specific person may be copied, if the enchanter is familiar with the person to be copied; a recent Arcane Connection from the person eliminates any room for error.

Assessores use these items as a handy way of passing off an exact identity to each other. They are easy to make and cheap, and prevent some avoidable mistakes. *Assessores* still need Guile to portray the intended role. An *Exemplar* can change one's appearance and voice, but the credibility of the role depends on the Guile of the *assessor*.

After an *Exemplar* has exceeded its useful age for one purpose, it may be used to train new *assessores*, or may be transferred to another *Tribunal* for a different purpose. Some are simply retired for a century or so until they may be re-used for a new role. (Base 3, +1 Worn, +2 Sun, +1 additional Muto effect, +4 levels constant effect; apple wood +1 Material bonus for Corpus)

Focus Califactius

Moderans Cr(Pe)Ig 35

R: Touch D: Constant T: Structure

A *Heat-Making Hearth* is a tiny brass hearth that fills the structure in which it is placed with heat as warm as a comfortable spring day. The target structure can be much larger than normal.

Originally developed as a spell by Juncus *Flambonis*, this effect has been adopted into *Doctrina* as an enchantment as the most efficient way to provide magical heating for *conventa*. Thanks to the Perdo requisite, the effect maintains a comfortable temperature even in the heat of summer.

(Base 3, +1 Touch, +2 Sun, +3 Structure, +1 size, +1 Perdo combination; hearth +7 Shape bonus to create heat, brass +3 Material bonus for Ignem)

Focus pro Militibus Vigilans

Augens Cr(Pe)Ig 20

R: Touch D: Sun T: Ind

Unlimited usage

Hearth for the Vigilant Soldiers is a small basalt hearth on the end of a brass wand. When touched to a target, this effect maintains the temperature experienced by the target as if it were a comfortable spring day. *Praefecti Auxiliorum* use this effect to enable *auxilia* to function effectively in severely cold weather, but it is also useful in hot weather.

(Base 2, +1 Touch, +2 Sun, +1 Perdo effect, +10 levels unlimited usage; hearth +7 Shape bonus for creating heat, basalt +3 Material bonus for Ignem, brass +3 Material bonus for Ignem)

Foris Aversa

Sustinens ReAn(He,Ig) 24

R: Touch D: Constant T: Room

A *Warding Door* is actually a tiny lead door. The ward keeps all vermin, mold, and fire out of the room in which it is placed, which can be very large. These enchantments are often used to ward storage rooms as well as libraries and council chambers. Magical lighting (and heating) of some sort is required in any room warded by a *Foris*.

(Base 2, +1 Touch, +2 Sun, +2 Room, +1 size, +4 levels constant effect; door +5 Shape bonus for warding, lead +4 Material bonus for wards)

Frenum Magum

Augens Mu(Re)An 29

R: Touch D: Constant T: Ind

A *Magic Bridle* is a bridle decorated with brass and tiny yellow gems known as chrysoberyl. The *Frenum* changes any horse that wears it, so that it accepts an Gifted rider. It also influences the horse to be calm and enjoy being ridden.

Although *Doctrina* does not favor the use of mounts in battle, there are other occasions in peacetime where riding is appropriate, especially when in the company of nobility. The *Frenum* allows the magus to do so discretely. This lab text was originally developed by a magus *Jerbitonis*, but has since been adopted by *Domus Tremēris*.

(Base 5, +1 Touch, +2 Sun, +1 Rego requisite, +4 levels constant use; chrysoberyl +5 Material bonus for horses)

Glanoballistis Virga

Vulnerans ReTe 35

R: Touch D: Mom T: Ind

Unlimited usage

A *Glanoballista Wand* hurls a metal bullet with enough force to inflict +15 damage on the target, with a Range increment of 20 paces. Lead bullets are standard, although some use iron bullets against faeries, and other special materials may be used.

This wand may be useful even if a magus knows *Glanoballista*, since the wand can be activated quickly without casting, and may be used in a foreign aura such as the Dominion without risk of Warping or Twilight. The *Virga* must be touched to the bullet to be hurled. A small cupped end at the tip of the *Virga* allows a magus to rest a bullet on the end of the wand.

(Base 15, +1 Metal, +1 Touch, +10 levels unlimited use; wand +3 Shape bonus to project missiles; magnet +4 Material bonus for Rego Terram)

Hama ut Expletis Cisterna Arida

Sustinens ReAq 33

R: Arc D: Mom T: Ind

6 Uses per day

Bucket that Fills the Dry Cistern transfers water instantly from a stream or river to which the user possesses an Arcane Connection. The amount of water transferred at one time is sufficient to fill a huge cistern holding up to 85,000 gallons (320,000 liters).

As this amount of water will inevitably overflow the bucket, holding it over a large container (such as a cistern) is advisable before activating the effect.

(Base 5, +4 Arcane, +1 size, +3 levels 6/day; for this lab text only, the bucket provides a +3 Shape bonus to create water)

Horarium

Sustinens InVi 20

R: Touch D: Mom T: Ind

Unlimited usage

An *Hourglass* is a small silver model of an hourglass. When touched, the *Horarium* provides the person touching it with a sense of the exact astrological time (hour and diameter). Most magi *Mercurialis* have an *Horarium*; it is a common *Hereditarium*.

(Base 5, +1 Touch, +10 levels unlimited use; silver +2 Material bonus for Intellego; hourglass +7 Shape bonus for timing)

Laena Invisibilis

Decipiens Pe(Re)Im 30

R: Worn D: Conc T: Ind

Unlimited usage, Maintains Concentration

An *Invisible Cloak* is a fine woolen cloak that upon command, turns the wearer invisible, as per *Velamen Invisibilitas Vera*. Like that spell, the wearer's shadow remains visible.

(Base 4, +1 Worn, +1 Conc, +1 changing image, +10 unlimited usage, +5 maintains concentration; cloak +5 Shape bonus to alter/suppress wearer's image)

Lamina Novaculæ

Augens MuTe 19

R: Per D: Constant T: Ind

A *Blade of the Razor* technically refers to any edged weapon (sword, glaive, dagger, axe, etc.) that has been enchanted with an effect like that of *Edge of the Razor*. In the lexicon of *Domus Tremēris*, it often refers to an enchanted *falx*. The enchantment grants a +2 damage bonus to the weapon.

(Base 3, +2 affect metal, +2 Sun, +4 levels constant effect)



A Falx

Falx

The *falx* is a traditional weapon of the Coeris garrison, a two-handed glaive-like weapon with a short haft and a pointed, curved blade sharpened on the inside. Its use at Coeris is a legacy from several of the earliest *custodes*.

A weapon of the ancient Dacian elites, the *falx* was so deadly in skilled hands that Roman soldiers reinforced their helmets with thick iron straps to help protect against its lethal blows.

	Ability	Init	Atk	Def	Dam	Str	Load	Cost	Cost
<i>Falx</i>	Great	2	4	1	9	1	2	Std	Ench
<i>Falx</i> (superior)	Great	2	5	1	9	1	2	Std Sup	Ench

Lanterna Magica

Sustinens CrIg 20

R: Touch D: Conc T: Ind

24 Uses per day, Maintains Concentration

A *Magic Lantern* is a brass cylinder with a wooden handle, designed to hold a candle and protect it from breezes. Decorative cutouts in the brass let light shine out from the interior. Unlike *mundani* lanterns, this lantern is capable of creating magical light much brighter than a single candle, although the lantern can also function as a normal candle-holder. This is a fairly standard enchantment in the Order, and lab texts are widely available.

(Base 4, +1 Touch, +1 Conc, +5 levels maintains concentration, +5 levels 24/day; lamp +7 Shape bonus to produce light; brass +3 Material bonus for Ignem)

Lens Speculandi

Sentiens InIm 30

R: Arc D: Conc T: Ind

24 Uses per day

A *Lens of Scrying* is a cut and polished lens of rock crystal, through which the user may scry (sight and hearing) on any subject to which she possesses an Arcane Connection. The lens is activated by holding it up to the user's eye, and holding the Arcane Connection up as if to examine it through the lens. The user must concentrate on the effect.

These devices are typically used by magi *Trememis* who lack development in Imaginem, but who wish to scry on locations prior to varicans travel. Since these lenses have no Penetration, they are not intended for more aggressive scrying.

(Base 2, +4 Arcane, +1 Conc, +2 size, +5 levels 24/day; rock crystal +5 Material bonus for clairvoyance)

Lorica Impenetrabilis

Tutandum MuAn 19

R: Per D: Constant T: Ind

An *Impenetrable Hauberk* is a leather-based suit of armor (partial or full) with a Soak bonus of +3 and half the normal load (round down). A partial suit of leather scale armor (assuming superior quality armor suitable for enchantment) would have a Protection bonus of +7 and Load of 1.

Magi who want to use *Aversum Contra Ferrum* or don't want the heavy Load of a *Catafracta Verditia* usually wear a *Lorica Impenetrabilis*. *Loricae* are also sometimes provided as rewards to loyal *consortes* and *auxilia*.

(Base 4, +2 Sun, +1 for additional Muto effect to halve load, +4 levels constant effect; armor +7 Shape bonus to protect wearer)

Enchanted ARMOR

Why bother to enchant armor, when a minor spell can quickly achieve the same results for a day, on any suit of armor?

Because dispelling an enchantment is much harder than dispelling a spell. Any magus with a barely adequate *Perdo Vim* score could dispel *Doublet of Impenetrable Silk*.

However, dispelling an enchantment requires a ritual effect, lots of time, and the expenditure of vis. Plus, you don't have to remember to cast an enchantment, you just wear it.

Lupinum

Augens MuCo(An,He,Te) 30

R: Worn D: Conc T: Ind

24 Uses per day, Maintains Concentration

A Wolfhide is an example of *Trememis* pragmatism. If the standard Hermetic shape-shifting spell requires one to carry around a wolf skin in order to assume wolf form, why bother to learn a spell? Just enchant the wolf skin, or better yet, get a specialist to enchant several, and have it made so that clothing, weapons, etc. are changed along with the wearer.

This item is a simple cape made from the skin of a wolf. It transforms the wearer, along with clothing and accoutrements, into a large wolf. Just as with *Shape of the Woodland Prowler*, the wearer may end the effect by "removing" the cloak. Some magi *Trememis* provide *Lupina* to *consortes* and *custodes*. (Base 10, +1 Worn, +1 Conc, +5 levels Maintains Concentration, +5 levels 24/day; animal hide +7 Material bonus to turn into appropriate animal)

Machaera Stipatoris

Vulnerans MuTe 29

R: Per D: Constant T: Ind

A *Sword of the Bodyguard* is a small single-edged sword, similar to a short kopis or falcata. The blade has been enchanted with an effect that combines *Edge of the Razor* and *Hardness of Adamantine*, for a total +3 damage bonus.

Stipatores often wield *Machaerae* in pairs, which adds +1 to the normal Initiative and Defense modifiers for a single machaera. Traditionally, the second *machaera* is not enchanted (but may be a *Machaera Verditia*), for use against opponents with Magic Resistance.

(Base 4, +2 affect metal, +2 Sun, +1 additional Muto effect Edge of the Razor, +4 levels constant duration; sword +4 Shape bonus to harm human or animal bodies)

Margaritum Magicum

Sentiens InAn(Aq,He) 20

R: Worn D: Mom T: Smell

Unlimited usage

A *Magic Pearl* is a silver amulet set with a small pearl. It grants the wearer the ability to smell poisons of various types (animal venoms, toxic herbs, and harmful liquids).

Different poisons have slightly different smells, but all are clearly known to the wearer as poisonous. If the wearer has smelled a particular poison previously, then he may recognize the odor as a familiar one.

(Base 3, +1 Worn, +2 Smell, +10 levels unlimited usage; pearl +5 Material bonus to detect poison; silver +2 Material bonus for Intellego)

Mulus Volatilis

Augens ReTe 24

R: Per D: Const T: Ind

A *Flying Mule* is an enchanted bronze mule, or at least most of one. It lacks full legs, having only stubby hoofed protrusions where the legs on a mule would be. A *Mulus* is enchanted with the power of flight, at the direction of the rider. The rider need not concentrate to control the *Mulus*, as the enchantment provides a degree of purpose, but to change direction or altitude, the rider must give commands using the reins. The *Mulus* is "trained" to respond to certain movements of the reins. Learning to control a *Mulus* is enough like riding that a Riding roll at -2 may be attempted. Finesse may be used at no penalty to the roll.

This enchantment has not been accepted into *Doctrina*; it is the creation of Fromondin *Verditii*, and senior *Tremēris* remain skeptical of its utility. However, *Praefectus Terenz Tremēris* has commissioned five additional enchantments, and is training a group of talented young *custodes* at Navalis Euxinus to control the *Mulus*. He believes this enchantment could provide a practical force of flying *custodes* (HoH:TL, 133).

(Base 3, +2 metal, +1 extra potency to carry rider, +2 Sun, +4 levels constant effect; bronze +3 Material bonus for Terram; magnet +4 Material bonus for Rego Terram)

Odex Sphaeralis Corporeus

Tutans ReCo 32

R: Per D: Ring T: Circle

6 Uses per day

A *Spherical Corporeal Barrier* prevents any human body (dead or alive) or faerie of Corpus (with a Might of 15 or less) from escaping from the confines of the barrier. The item itself is a lead ring about six inches wide and deep, which is typically formed by pouring molten lead into a prepared cavity in a stone floor.

The diameter of the Ring is typically large enough to cover the center of a large chamber, at least thirty feet across.

The enchantment is typically done *in situ*, which often results in a lower lab total. However, most *Tremēris* are proficient enough with Rego and Corpus to manage this enchantment with the aid of the standard lab text, even outside of a laboratory and Magical Aura.

(Base 15, +2 Ring, +1 additional Rego effect, +2 levels 3/day; lead +4 Material bonus for wards)

Odex Sphaeralis Animalis

Tutans ReCo 32

R: Per D: Ring T: Circle

3 Uses per day

A *Spherical Animal Barrier* prevents any animal (dead or alive) or faerie of Animal (with a Might of 15 or less) from escaping from the confines of the barrier.

(Base 15, +2 Ring, +1 additional Rego effect, +2 levels 3/day; lead +4 Material bonus for wards)

Pera Cibarium

Sustinens Mu(Cr)He(An) 34

R: Touch D: Constant T: Group

A *Satchel of Rations* reduces all items of Herbam or Animal placed within it by eight times their natural size and weight. The items return to their original size when they are withdrawn from the *Pera*. Due to the Creo requisite, all food placed within the *Pera* is perfectly preserved while it remains within the *Pera*. Thus fresh fruits, vegetables, and even eggs and raw meat can be safely stored within the *Pera*. The *Pera* does not affect live animals or plants in any way.

The *Pera* itself is made of leather and is medium in size. Thus, a *Pera* can hold as much food as a large backpack, even if the food is wrapped in some way (nearly all wrappings are made of either animal or plant products).

(Base 4, +1 Touch, +2 Sun, +2 Group, +1 Creo requisite, +4 levels Constant effect; container +5 Shape bonus to transform things within)

Persona Aquilae

Sentiens InIm 30

R: Worn D: Conc T: Vision

24 Uses per day

A *Mask of the Eagle* is a simple half-face mask, crafted of orange wood, with eye holes through which the wearer can see out. Some are carved into fantastic shapes or painted with designs. When activated, the mask enables the wearer to see distant things clearly, as with *Eyes of the Eagle*. The wearer must concentrate to maintain the effect. Many magi *Tremēris* use these masks in lieu of learning *Eyes*

of the Eagle, for use with scouting and Sight-range *varicandum*.

(Base 3, +1 Worn, +1 Conc, +4 Vision, +5 levels 24/day; +8 mask, orange wood Shape & Material bonuses)

Pessulus Immotus

Sustinens ReTe 30

R: Per D: Const T: Ind

An *Immovable Bolt* is a metal latch or other closure device that has been enchanted to not move or open. This enchantment is specially designed to be used in combination with an effect like that in *Anulus Librarii*, which is the normal way of opening such latches. The +22 Penetration bonus designed into this enchantment is intended to make penetrating the effect harder; treat as a level 41 effect to overcome with hostile magic.

(Base 5, +2 Sun, +4 levels constant effect, +11 levels Penetration)

Pugio Puter

Moderans PeHe 30

R: Voice D: Mom T: Group

24 Uses per day

Despite its name, a *Rotten Dagger* is a very solid dagger carved from elm wood. When the wielder shouts the command *Putrefacite*, the dagger turns a group of wooden objects (such as siege ladders) into rotten mulch.

(Base 4, +2 Voice, +2 Group, +1 size, +5 levels 24/day; dagger +2 Shape bonus for precise destruction, wood +4 Material bonus to affect dead wood, elm +2 Material bonus for decay)

Robur Plaustri Perpetui

Augens MuHe 30

R: Touch D: Sun T: Group

Strength of the Enduring Wagon is a wand of hornbeam wood that makes a Group of wooden objects, such as the wheels, axles, and axle-trees of a wagon, as tough and strong as iron. Magi *Tremēris* and their *consortes* use this effect to ensure that carts and wagons do not break down on long journeys. Typically, one wand can affect twenty-four carts or wagons for each day's travel.

(Base 4, +1 Touch, +2 Sun, +2 Group, +5 24/day; wood +4 Material bonus to affect dead wood, hornbeam +6 Material bonus for strength)

Sagum Dissimulans

Decipiens Mu(In)Im 19

R: Worn D: Sun T: Ind

A *Hiding Cloak* is a long hooded wool cloak that transforms the wearer's image to match her surroundings. Sight, sound, and smell are altered to match the immediate environment. Some magi

Tremēris prefer this cloak over invisibility effects. The low effect level allows nearly any magus to enchant several charges from a lab text, without needing much capability with *Imaginem*.

The *Sagum* imparts a bonus to Stealth rolls of +9 to the wearer. However, fast movement can result in a brief "blurring" of image. Loud noises can result in unusual "natural" sounds. For example, if the wearer steps on a twig, the *Sagum* may transform that breaking sound into a cricket's chirp, but if the noise is loud, that cricket's chirp may sound unnaturally loud as well. In a naturally noisy environment, that would not be as much of an issue. The wearer's shadow can still be an issue, just as with invisibility. This effect is more generally useful outdoors, although the effect functions in any environment.

(Base 3, +1 Worn, +2 Sun, +1 Intellego requisite, +4 levels constant effect; cloak +5 Shape bonus to alter wearer's image)

Sarcina Transiliendis

Communicans ReAn(He,Te) 30

R: Touch D: Mom T: Ind

24 Uses per day

A *Leaping Package* item is a wand that sends the package touched to the location of an Arcane Connection held by the user. The wand is touched first to the Arcane Connection, then to the package to be sent. Occasionally an item will be crafted with a specific Arcane Connection bound into the enchantment. In this case, packages may only be transported to that specific location. Liquids cannot be transported by this enchantment, due to the lack of an Aquam requisite.

(Base 20 to transport an Animal product, as opposed to a living animal, anywhere to which the user possesses an Arcane Connection, re: ReCo 35, +1 Touch, +5 levels 24/day)

Sucinum Conservationis

Sustendum CrCo 19

R: Touch D: Constant T: Room

An *Amber of Preservation* is enchanted with a version of *Charm Against Putrefaction* that preserves all Corpus material within the target Room. The *sucinum* is typically emplaced in a cavity in a wall or floor to prevent its removal from the room.

(Base 2, +1 Touch, +2 Sun, +2 Room, +4 levels for a Constant effect; amber +3 Material Bonus)

Sucinum Salubris

Sustendum CrCo 25

R: Touch D: Sun T: Ind

24 Uses per day

A *Healthful Amber* is enchanted with a version of *Brush Off the Hand of Death*, granting a +15 bonus to Recovery Rolls to the target. *Praefecti* often use

this enchantment on combatants before they go into battle. The effect will often be enough to keep critically wounded soldiers alive until they reach aid. (Base 10, +1 Touch, +2 Sun, +5 levels 24/day; amber +3 Material Bonus)

Sucula Magica

Augens ReHe 20

R: Per D: Conc T: Ind

24 Uses per day, Maintains Concentration

A *Magical Windlass* is large wooden drum windlass, around which a rope or chain may be wound. It may or may not also have a manual means of rotation; most do not. The *Sucula* rotates in one of two directions, depending on the specific command given. It was invented to manage the large harbor chain at *Navalis Euxinus*.

(Base 3, +2 potency, +1 Conc, +5 levels Maintains Concentration, +5 levels 24/day)

Taeda Magica

Sustinens Crg 10

R: Touch D: Conc T: Ind

Maintains Concentration

A *Magical Pine-torch* is a simple pine wood baton that can create light equal to torchlight on command. Although it only functions once per day, it will last through the night if necessary, but can be extinguished if desired.

Adiutor Elpidius Verditii of the Confraternity of Balento (HoH:MC, 121) created this lab text for *Domus Tremēris* as a casual gift. Because of the very low lab total required to enchant the *Taeda*, it makes a nice practice piece for *discipuli*, and doesn't waste much *vis* if they get it wrong. *Conventa Domus* typically have several dozen *Taedae* available for use; they sometimes offer them for sale at a steep discount to Spring *conventa*.

(Base 3, +1 Touch, +1 Concentration, +5 levels maintains concentration; pine wood +3 Material bonus to create light)

Torques Aeris Purus

Sustinens ReAu 34

R: Worn D: Constant T: Part

A *Torc of Pure Air* is a neck ornament of twisted silver wire, with a tiny amount of platinum wire. The *Torques* acts as a magical filter, allowing only pure air to enter the wearer's nose and mouth, and blocking impure Auram phenomena as needed.

(Base 10, +1 Touch, +2 Sun, +1 Part, +4 levels constant effect; necklace +4 Shape bonus for affecting breathing, platinum +4 Material bonus to affect air)

Torris Murusi Flagrantis

Vulnerans CrIg 35

R: Touch D: Diam T: Ind

24 Uses per day

A *Firebrand of the Blazing Wall* is a 3' wooden rod attached to an 18' brass chain, with a small brass ball weighted with lead on the other end of the chain. Upon command, the *Torris* creates a raging inferno of flames in an area five paces wide, three paces high, and fifty paces long, stretching out from the point touched by the brass sphere, and parallel with the direction of the wooden rod. The flames inflict +10 damage each round to any target within this area. The flames will almost certainly ignite any remotely flammable objects or structures in the affected area before the effect ends.

This enchantment is designed to be used from a tower or pier platform such as those defending the Coeris wall. The length of the chain is designed to allow the defenders to touch a section of the wall below them from their defensive position atop a tower or pier. No penetration has been added, as it is intended for use against mundanes.

(Base 10 to create fire in an unnatural shape, +1 Touch, +1 Diam, +2 size, +5 levels 24/day; brass +3 Material bonus for Ignem)

Tunica Serici Impenetrabilis

Tutandum Mu(Re)An(Aq,Co,He,Te) 19

R: Per D: Constant T: Ind

A *Tunic of Impenetrable Silk* is an over-tunic of silk that has been enchanted with an effect similar to *Doublet of Impenetrable Silk*. The effect also repels dirt, liquids, and other grime, eliminating the need for cleaning, and extending the useful life of the garment for many decades.

These garments vary in style, color, and appearance, but all grant a Protection Bonus of +3 against piercing or cutting attacks due to the enchantment. A version using a wool garment is called a *Tunica Lanea Impenetrabilis*.

(Base 4, +2 Sun, +1 Rego effect to repel dirt and liquids, +4 levels constant effect; clothing +4 Shape bonus to protect wearer)

Tunica Stipatoris

Tutandum MuAn 19

R: Per D: Constant T: Ind

A *Tunic of the Bodyguard* is an auroch-hide tunic, dyed a deep blue-black hue. It is a standard uniform component for *stipatores* of *Domus Tremēris*. The *Tunica* covers the upper arms and reaches to mid-thigh. It grants a Protection bonus of +5 (including a bonus for superior quality) and has a Load of 1.

(Base 4, +2 Sun, +1 for additional Muto effect to halve load, +4 levels constant effect; armor +7 Shape bonus to protect wearer)

Ulex Corripiens

Tutandum ReHe 14

R: Per D: Conc T: Ind

24 Uses per day, Maintains Concentration, 70 year expiration

Grasping Gorse is a living gorse plant, which has been enchanted with an effect similar to *Coils of the Entangling Plants*. The spiny shrub will animate on command to grasp and hold anything nearby. It will release again on command. This is an experimental *incantamentum fruticosum* from Gailana *Verditii* at *Valles Turie*. Gailana is researching ways to grow enchanted plants.

(Base 3, +1 Concentration, +5 levels 24/day, +5 levels maintains concentration)

Uter Caelestis Laticis

Sustinens ReAu(Aq) 28

R: Sight D: Conc T: Ind

6 Uses per day

A *Skin of Heavenly Water* is a sturdy water skin. On activation (achieved by stopping the skin and turning the stopper 180 degrees counter-clockwise as one inserts it) the *uter* will begin drawing water out of a visible cloud overhead, and continue drawing until either the *uter* is full or it is directed to stop (by either removing the stopper or turning the stopper 180 degrees clockwise).

This can be done up to six times each day. The *uter* is large enough to hold about two liters of water at a time. If clouds are visible overhead, it generally takes only 5-10 minutes to fill the skin. On a "cloudless" day, it may be impossible to activate the skin, as there are no suitable targets in range.

(Base 3, +2 very unnatural movement, +3 Sight, +1 Conc., +3 levels 6/day; water skin +4 Shape bonus to fill with liquid—this is a unique bonus for this lab text only, derived from Vulgar Alchemy)

Valvae Immoatae

Sustinens ReHe 30

R: Per D: Const T: Group

Immovable Doors are wooden double-valve doors that have been enchanted to not move or open. This enchantment is specially designed to be used in combination with an effect like that in *Anulus Librarii*, which is the normal way of opening such doors. The +12 Penetration bonus designed into this enchantment is intended to make penetrating the effect harder; treat as a level 36 effect to overcome with hostile magic.

(Base 4, +2 Sun, +2 Group, +4 levels constant effect, +6 levels Penetration; door +5 shape bonus for warding, wood +4 Material bonus to control dead wood)

Vellus Felicitatis

Sustinens Mu(Re)An 10

R: Per D: Moon T: Ind

1 Use per day

A *Felicitous Fleece* is a large sheepskin with the wool still attached. When activated, the fleece surrounds a book or similar sized object in a seamless, "skintight" waterproof cover, which becomes rigid on the exterior (bare) side. The items are cushioned by the wool inside (usually wrapped in cloth to protect them from the lanolin remaining in the wool), but the tough rigid exterior protects them from hazards.

Any material in excess of that required to surround the objects in question forms a handy carrying loop along one edge. The fleece can be commanded to inactivate before the duration is complete, due to the Harnessed Magic used in this enchantment. Books are often wrapped in cloth underneath the fleece.

Caduceatores use these items to carry books or other sensitive articles between *conventa*. *Tremeris* use them to hold items that need protection while travelling, such as *katadesmoi* and *kolossoi*. Magi *Tremeris* haven't figured out how the *Merceris* make such a useful item with only a single pawn of *vis*, but they like them so much, they pay *Merceris* to enchant them.

(Base 2, +3 Moon, +1 Rego requisite; Mutantum magic, HoH:TL, 97)

Velum Ventorum Pleraque

Movens Cr(Re)Au 30

R: Touch D: Conc T: Ind

Maintains Concentration, 24 Uses per day

A *Sail of Many Winds* creates a strong wind on command that fills the sail, in whichever direction the sail is set. The effect also protects against unfavorable winds up to gale force in strength. This effectively allows a ship equipped with a *Velum* to sail in any direction. Only hurricane-force winds would prevent the ship from sailing in a contrary direction.

Although direct control of a vessel via *Remi Invisibilis Remigum Indefessorum* is more effective, this enchantment allows *consortes* and *custodes* to maneuver a vessel independently of the winds without the intervention of a magus.

(Base 5, +1 Touch, +1 Conc, +1 Rego requisite, +5 levels Maintains Concentration, +5 24/day; ship sail +7 Shape bonus for sailing)

Vox Oratoris Distantis

Communicans ReIm 35

R: Voice D: Mom T: Ind

Unlimited usage

When activated by a command word or phrase, the *Voice of the Distant Orator* transports the wielder's voice to the location of a *rem nuntiam* linked to the Arcane Connection that is embedded within this item.

The voice is as loud at that other location as it would have been at the wielder's location. The voice appears to emanate from the *rem nuntiam*, typically in a single direction, from only one face.

As a one-way transmission effect, a *Vox Oratis Distantis* does not allow conversation. However, each Arcane Connection may itself be such a *rem nuntiam*; these devices are typically enchanted in reciprocally linked pairs of Arcane Connections called *res gemellas*. Although the Duration is Momentary, the unlimited usage allows a potentially infinite number of words or phrases to be communicated.

Most *Tremeris* manage *Voces* with a *Dossuarium*. The standard lab text found in all *Biblioteca Domus*

calls for a large bead about the size of a cherry, containing cinnabar. Each bead (or pair of beads) is decorated (carved, etched, inlaid, etc) in a unique pattern so that it is easily distinguished from other beads.

The shapes of such devices could vary greatly, however, if the enchanter uses a variant lab text. Examples include amulets and rings; even the pommel of a dagger has been used. These variant shapes are often more practical for *consortes* and *custodes*, who neither need nor have *Dossuaria*. Lab texts for several alternate versions are available in some *Biblioteca Domus*, and also require a piece of cinnabar. (Base 15, +2 Voice, +10 levels unlimited use; cinnabar +4 Material bonus for language)

Incantamenta Gravidata

Incantamenta Gravidata (charged items) are the most common enchantments used by *Tremeris*. Standard lab texts allow multiple charges to be efficiently enchanted, in many cases even by junior magi.

Ampulla Aquationis

Sustinens ReAu(Aq) 25

R: Sight D: Spec T: Ind

Upon command, a *Bottle of Water-fetching* will fill itself by drawing water from a visible cloud overhead. The command is given by inserting the stopper in a counter-clockwise motion, imparting a 180 degree turn as it is inserted. The effect will stop when the ampulla is full or the stopper is removed. This may only be done once per charge. The *ampulla* will hold about four liters of water, and may be filled normally when the mystical function is not needed. The enchantment provides an "emergency reserve" of pure drinking water.

(Base 3, +2 very unnatural, +3 Sight, +1 Special Duration equivalent to Concentration/Diameter)

Amuletum Malpramis

Sustinens CrCo 50

R: Touch D: Diam T: Ind

The *Amulet of Malpramis* is a small piece of rock crystal suspended inside a cage of brass wire. It is typically attached to a neck chain or similar accoutrement. When activated, the effect grants a +9 bonus to Recovery Rolls, and imbues the target with a burst of physical energy that immediately initiates a Recovery Roll, regardless of the timing of previous Recovery Rolls (if any).

This is typically enough to stabilize a severely wounded or incapacitated magus, long enough for him to withdraw from the area of conflict and seek more permanent aid. The effect has a Penetration of 70. Magi with a total Corpus Magic Resistance of greater than 70, and who are not conscious enough to suppress their *Parma*, cannot be aided by this item.

Malpramis *Bonisagi* was a Corpus specialist who participated as a healer in the Schism War. He was nearly killed on two occasions while trying to heal wounded magi *Flambonis* on the field of battle. He discovered the *Parmae Magicae* of unconscious and severely wounded magi to be too strong for him to penetrate with his normal spells.

He retreated to his *sanctum*, and then began sending out *Amuleta* to those magi whom he favored, informing them that if they could be extricated from the field of battle to a reasonably safe location, he would heal them. Tragically, he was slain in his *sanc-*

tum in Aquitania during a *Diednis* counter-attack in 1011 AD. However, this lab text survived the conflict.

Several magi *Tremeris* benefited from such items during the Schism War, and adopted it as a standard item in *Doctrina*. All magi *Tremeris* are provided with them, and ensure that their *consortes*, *stipatores*, and *custodes scutata* are trained in their use.

(Base 4, +1 Touch, +1 Diameter, +1 additional Corpus effect, +35 levels Penetration; rock crystal +3 Material bonus for healing)

Anulus Candidati

Sustinens CrCo 10

R: Worn D: Moon T: Ind

A *Ring of the Candidate* is a simple brass ring, which has an enchantment to preserve the corpse of the wearer, as with *Charm Against Putrefaction*. The effect is activated by touching the ring and speaking the phrase "*conservo candidatum*." The phrase is inscribed around the outside of the ring.

These rings are given to *candidati* as a symbol of status, and so that their bodies may be preserved after death, even if no magus is present.

(Base 2, +1 Worn, +3 Moon)

Clava Falsae Aurae

Obsistens PeVi 50

R: Touch D: Diam T: Ind

A *Cudgel of the False Aura* is a small hornbeam club, weighted at one end for throwing (treat as a throwing knife). Upon striking a target, it imposes a -15 penalty to all casting totals of the target, if this effect penetrates the target's Magic Resistance (Penetration 40). Magi *Tremeris* often equip *stipatores* with these cudgels. A variant, *Sagitta Falsae Aurae*, is enchanted into crossbow bolts or arrows for use by *auxilia*. Multiple strikes are not additive, only the most recent or powerful effect will affect the target.

(Base effect, +1 Touch, +1 Diam, +20 levels Penetration; hornbeam +6 Material bonus Vim on hostile magic)

Comportator Animalis

Grandior

Vulnerans ReAn 50

R: Sight D: Mom T: Part

A *Greater Animal Collector* does not collect animals, as the name might suggest, but a piece of an animal. A piece of the target animal that would normally be discarded, such as hair, a piece of claw, a scale, etc., drops from the animal, where it may be collected later. This effect has a penetration of 50, allowing the collection of parts from beasts of up to ten magnitudes of might.

(Base 5, +3 Sight, +1 Part, +25 levels Penetration)

COMPORATOR ANIMALIS MINIOR

Vulnerans ReAn 35

R: Sight D: Mom T: Part

A *Lesser Animal Collector* functions the same as the Greater version, but has a much lower penetration value of 20. This version is far more common in the stocks of *Domus Tremēris*, and may be provided to *consortes* or *custodes*.

(Base 5, +3 Sight, +1 Part, +10 levels Penetration)

COMPORATOR CORPOREUS GRANDIOR

Vulnerans ReCo 50

R: Sight D: Mom T: Part

A *Greater Body Collector* functions the same as the *Animalis* effect, but for humanoid targets.

(Base 5, +3 Sight, +1 Part, +25 levels Penetration)

COMPORATOR CORPOREUS MINIOR

Vulnerans ReCo 35

R: Sight D: Mom T: Part

A *Lesser Body Collector* functions the same as the *Animalis* effect, but for humanoid targets. This version is often used for targets that are not normally protected by Magic Resistance, such as mundanes. Since some mundanes possess a form of Magic Resistance (possibly from a Divine source), ensuring a reasonable amount of Penetration is a sensible precaution. Magi who are capable of learning and casting *Cirrus Proditionis* with an adequate degree of Penetration do not need such items, but *consortes* or *custodes* may use them on behalf of magi.

(Base 5, +3 Sight, +1 Part, +10 levels Penetration)

DONUM TARPEIAE

Imperans ReMe 40

R: Touch D: Moon T: Ind

A *Gift of Tarpeia* is a waxen seal, typically affixed to an innocuous message-scroll. When the seal is broken, the person breaking the seal is affected by the compulsion implanted in the enchantment. Due to the nature of the effect, a standard lab text is of less value; each specific compulsion must be enchanted independently. One commonly used compulsion causes the person affected to obey any instructions contained in the message.

Still, the method is known widely within *Domus Tremēris*, and is used to great effect via messages delivered in person to those whom the *Domus* wishes to influence. Other variants of this method may be used to implant suggestions, destroy memories, etc. The version listed here has added no Penetration, but variants may. Different *Conventa Domus* have different variants in their libraries, and some *Tremēris* may have private variants as well. Walnut

is a common component due to its influence on the mind.

(Base 20, +1 Touch, +3 Moon)

EXEMPLAR ANULI

Decipiens Re(In)Te 25

R: Touch D: Mom T: Part

The *Copy of the Signet Ring* is a simple bronze ring with a thick flat face. When the face is pressed against the face of a signet ring, the face of the *Exemplar* becomes an exact duplicate of the pattern on the signet ring (not a mirror image or relief, but an exact copy). Note that the material of the *Exemplar* does not change: if the genuine signet ring has a small emerald, the *Exemplar* does not gain such a stone. It's face does mimic the shape of the stone and its setting perfectly, however.

Assessores use these items to obtain signet stamps for various nobles, clerics, and merchants. These give *Domus Tremēris* the ability to credibly falsify documents such as letters, writs of passage, and commercial contracts.

(Base 3, +2 metal, +1 Touch, +1 Part, +1 Intellego requisite, +1 intricacy)

EXEMPLAR MEMBRANAE

Decipiens Re(In)An(He,Te) 25

R: Touch D: Mom T: Part

A *Copy of the Parchment* is a large rough-cut sheet of parchment, covered with innocuous writing and sealed with a large wax seal. When the *Exemplar* is pressed against another sheet of parchment, the *Exemplar* becomes an exact duplicate of the original parchment, down to the last nick and inkblot, and matching any wax seal present on the document (either sealed or broken).

Note that the material of the *Exemplar* does not change: if the original parchment is uterine vellum, or has gold leaf applied, the *Exemplar* does not gain such features unless its base form includes such material. Otherwise, its shape and the writing on the *Exemplar* mimic that of the original parchment exactly. Excess material is discarded as scraps.

Assessores use these items to quickly and surreptitiously obtain copies of documents. They may then use the copy itself, or may modify the copy to change its content to suit their purposes.

(Base 5 due to higher Intellego requirement, +1 Touch, +1 Part, +1 Intellego requisite, +1 intricacy)

FIBULA TRANSILIENDI

Movens ReCo(An,He,Te) 40

R: Worn D: Mom T: Ind

A *Clasp of Leaping* is a simple bronze cloak clasp with a hidden compartment capable of holding a tiny Arcane Connection. Once per charge, upon command, the clasp will transport the wearer to the

location of the Arcane Connection held in the compartment. This is frequently a small piece of stone from a wall or building. Such clasps are typically enchanted especially for a trusted wearer so that the effect will not inflict Warping on the user, which it otherwise would.

(Base 35, +1 Worn)

Fulmen Iovis

Vulnerans (Missilis) CrAu 70

R: Touch D: Mom T: Ind

Upon striking the target, a *Bolt of Jupiter* generates a lightning strike at Touch range for +30 damage, with Penetration 80. This effect is designed for enchantment into a crossbow bolt or arrow. A lab text for a lesser (CrAu 40) variant with Penetration 20 is also available for enchantment into javelins.

(Base 5, +1 Touch, +4 completely unnatural, +40 levels Penetration)

Glan Magica

Vulnerans (Missilis) ReTe 20

R: Per D: Mom T: Ind

A *Magic Bullet* is a lead sphere enchanted to hurl itself on command at a designated target, inflicting +15 damage with a Range increment of 20, as per *Glanoballista*. This is an absurdly simple application of the *Glanoballista* principle. Although not an especially efficient enchantment, *Domus Tremēris* does stock some of these bullets.

(Base 15, +1 metal)

Glan Mortis Bestiae

Vulnerans (Missilis) PeVi 30

R: Touch D: Mom T: Ind

A *Bullet of Death to the Beast* is a silver sphere enchanted to destroy 10 points of Magic Might, with a Penetration of 50. The missile is intended to be used with *Glanoballista*, but may also be hurled from a sling, or even thrown at the target. A variant, *Sagitta Mortis Bestiae*, is enchanted into crossbow bolts or arrows for use by *auxilia*. Although silver is not a required material for this lab text, *Tremēris* traditionally use silver due to its power to harm lycanthropes.

(Base effect, +1 Touch, +25 levels Penetration)

Glan Mortis Faetae

Vulnerans (Missilis) PeVi 30

R: Touch D: Mom T: Ind

A *Bullet of Death to the Faerie* is an iron sphere enchanted to destroy 10 points of Faerie Might, with a Penetration of 50. A variant, *Sagitta Mortis Faetae*, is enchanted into crossbow bolts or arrows for use by *auxilia*.

(Base effect, +1 Touch, +25 levels Penetration; iron +7 Material Bonus to harm faetae)

Glan Mortis Monstri

Vulnerans (Missilis) PeVi 30

R: Touch D: Mom T: Ind

A *Bullet of Death to the Monster* is a brass sphere enchanted to destroy 10 points of Infernal Might, with a Penetration of 50. Although brass is not required, its influence on demons and devils makes it a traditional material for these items. A variant, *Sagitta Mortis Monstri*, is enchanted into crossbow bolts or arrows for use by *auxilia*.

(Base effect, +1 Touch, +25 levels Penetration)

Glan Torporis

Vulnerans (Missilis) ReAn 40

R: Touch D: Sun T: Ind

A *Bullet of Torpor* causes the animal struck to immediately fall into a paralyzed state of subdued awareness. These bullets of polished magnetite are designed to disable magical beasts so that they may be safely investigated or transported. With a Penetration of 40, very few magical creatures can resist the effect of these bullets.

(Base 5, +1 Touch, +2 Sun, +20 Penetration; magnetite +3 Material bonus for Animal)

Globulus Patrefactionis

Obsistens PeVi 50

R: Touch D: Diam T: Room

A *Bead of Revelation* is a small bead of clear glass enchanted to dispel Imaginem effects in the target room. Effects with a level equal to or less than (20 + a stress die (no botch)) are dispelled. This effect has a Penetration of 60.

The intended purpose is to dispel *Veil of Invisibility* and similar effects such as *Chamber of Invisibility*, but all Imaginem effects are dispelled. Multiple charges must be enchanted into separate beads.

(Base effect, +1 Touch, +1 Diameter, +2 Room, +30 levels Penetration; clear glass +5 Material bonus to see through something)

Iaculum Aquarum Gelidarum

Moderans (Missilis) ReAq 30

R: Touch D: Mom T: Part

A *Bolt of the Frozen Seas* is a ballista bolt that instantly transforms the water surrounding its point of impact into solid ice. The ice, up to 10,000 cubic paces in extent, will slow or stop movement of vessels through the affected area, and may damage them. The ice melts normally once formed. If

formed from sea water, the salt will usually remain as a thin layer on the outside of the ice, and may increase the rate of melting.

Doctrina call for the bolts to be aimed at the water immediately in front of a hostile ship; if placement is optimal, the ship will be caught in a solid chunk of ice.

(Base 5 for very unnatural manipulation, +1 Touch, +1 Part, +3 size)

Iaculum Eruptionis Terrena

Vulnerans (Missilis) Mu(Re)Te 40

R: Touch D: Mom T: Ind

A *Bolt of Earthly Eruption* causes a large eruption as per *The Earth's Carbuncle*, but over a much larger area, in a circle 100 paces across. All within the circle are attacked by jagged fragments with a Penetration of 30, inflicting +10 damage. Fragile objects are likely to break, and troop formations are disrupted.

Because of the large area affected, this effect is intended to be enchanted into ballista bolts with bronze heads (+3 Terram), for the defense of *Conventa Domus Tremēris* against large forces.

(Base 3, +1 Touch, +1 Part, +1 Rego requisite, +3 size, +15 levels Penetration)

Iaculum Fumi Fetidi

Vulnerans (Missilis) Cr(Mu)Au 30

R: Touch D: Diam T: Ind

A *Bolt of Stinking Smoke* is a ballista bolt that creates an enormous cloud of stinking, corrosive smoke when it strikes its target. The fumes inflict +20 damage each round. Armor provides only half its normal Protection value against this damage. This effect was designed to clear the decks of hostile ships. The fumes are slightly heavier than air, and so will coalesce and sink down into low-lying areas.

(Base 20, +1 Touch, +1 Diam)

Lampas Solis

Sentiens CrIg 35

R: Sight D: Conc T: Ind

Maintains concentration

A *Lantern of Sunlight* is a brass lamp, small enough to hold in the palm of one hand. Upon command, it creates a brilliant glaring light emanating from a point within Sight range, brighter than that of the sun at midday in Outremer. This is categorized as a *Sentiens* effect because its function is not to provide light, but by careful placement and movement, to detect the resulting second shadow of an invisible person or beast who has also concealed his shadow, even during daylight

Although use of Intellego spells would be much simpler, this method does not require the effect to penetrate Magic Resistance. Multiple charges are typically instilled in a single lamp.

(Base 10, +3 Sight, +1 Conc, +5 levels maintain concentration; lamp +7 Shape bonus to produce light, brass +3 Material bonus for Ignem)

Nuntius a Custode Fido

Communicans ReIm 25

R: Spec D: Diam T: Ind

When activated, typically by holding the item in front of the wielder's mouth in a certain fashion, *Message from the Faithful Custos* transports the wielder's voice to the location of an object that is linked to an embedded Arcane Connection. The voice is as loud at that other location as it would have been at the wielder's location, but because the *species* are magically transported, the wielder's voice is not heard at his location.

This effect does not allow conversation; it is a one-way transmission effect, sufficient for message of some length (two minutes of speaking or less). Such charged items are typically provided for emergency messages, although multiple charges are possible. This effect is often enchanted into an unremarkable possession, as apart from the Arcane Connection, no special materials or preparations are required.

(Base 15, +1 Special Range equivalent to Touch, +1 Diameter)

Os Manium

Evocans ReMe 50

R: Touch D: Spec T: Ind

A *Bone of the Shades* is a human bone enchanted to summon the ghost of the person to whom the bone belonged. The specific summoning ritual also creates a link to the person touched with the *Osses*, providing the ghost with both the opportunity and inclination to possess the target. The Penetration bonus of this enchantment is used in place of the normal Penetration of the ghost's Possession or Control Human power.

This enchantment was adapted to Hermetic magic from a trick known to the Dacian necromancers. The standard version described in most lab texts has a Penetration bonus of +50. Variants with greater or less Penetration are possible.

During the enchanting process, the magus must successfully summon the ghost to be bound to the bone, overcoming the ghost's Magic Resistance at that time. Nearly any bone or fragment thereof may be used, provided the bone comes from the corpse of the ghost to be summoned. Larger bones such as a femur are more useful as striking weapons to deliver the Touch effect to a target. An *Iaculum Ossis* may also be used to deliver this effect from a distance. Smaller bones may be more portable, and may be more easily touched to a target using stealth.

After the enchantment is complete, the ghost is mystically bound to the bone used, and may not be

summoned by other means without overcoming the Penetration of this effect. Once summoned, and potentially possessing the target, the ghost is not under any direct control by the magus. The ghost may act as it chooses. However, the magus who bound the ghost typically bargains with the ghost at the time of binding to obtain its willing cooperation in exchange for something of value to the ghost.
(Unique enchantment, +25 levels Penetration)

Pignus Dispulsi

Obsistens PeVi 50

R: Voice D: Mom T: Ind

A *Token of Dispelling* cancels a target effect of up to level (30 + stress die (no botch)). The wielder must speak the command word aloud, and must be able to sense the target spell. These *pigni* are crafted from hornbeam wood.
(Base effect, +2 Voice; hornbeam +6 Material bonus for Vim versus hostile magic)

Pignus Dissimulandi

Decipiens PeVi 45

R: Touch D: Sun T: Group

A *Token of Masking* masks spells and enchantments on a person, sufficient to defeat a tenth magnitude effect or ability. Up to one hundred active effects or passive enchanted items may be masked – if more than this number are applicable, then the most potent effects or items are masked. The *pignus* does mask its own effect.

The masking will not affect spells cast on the target after the *pignus* is activated, nor will it mask enchantments that are not on the target person when the *pignus* is activated. Versions with greater or lesser potency, or affecting a lesser number of effects, are possible. This version, made of basalt inlaid with electrum, is standard throughout *Domus Tremēris*, however.

(Base effect, +1 Touch, +2 Sun, +2 Group, +1 size [2 * (45-20) = 50]; basalt +3 Material bonus for Perdo, electrum +3 Material bonus for deception)

Pignus Faetum Prohibens

Tutandum ReVi 35

R: Worn D: Moon T: Ind

A *Faerie Warding Token* protects the target from faeries and Faerie powers of Might 20 or less for Moon duration. This effect is typically enchanted into an iron medallion, or sometimes an iron ring.

These are issued to *consortes* and *custodes* who interact with faeries on behalf of the *Domus*. Iron medallions on iron chains with multiple charges are standard issue for *auxilia* of the *Vexillarium Ferrum Frigidum*. Variants for protection from entities of

other Realms are also available, such as *Pignus Umbram Prohibens*.

(Base 20 +1 Moon, +10 levels Penetration; iron +7 Material bonus to repel faeries)

Pignus Nuntius

Communicans Cr(In)Im 15

R: Arc D: Diam T: Ind

A *Reporting Token* incorporating an Arcane Connection enables the user to send a visible and audible message to the location to which the Arcane Connection is linked. The user must physically speak the message, and his actual appearance at the time of activation is the visual image sent. The entire message must be spoken and completed before the image is created at the target location.

This is typically used by non-magi to send reports, but may also be used by magi on occasion. Because the Arcane Connection represents a potential vulnerability, these *pignora* are carefully tracked. Multiple charges do allow multiple messages, although due to the nature of this effect, truly interactive conversation is not possible.

The *res nuntium*, to which the Arcane Connection in a *pignus* is linked, is usually managed by a *Dossuarium* if it belongs to a magus, and thus would not need to penetrate the *Parma* of the recipient.

(Base 2, +4 Arcane, +1 Diam, no cost for Intellego requisite)

Pignus Transiliendi

Movens ReCo(An,He,Te) 60

R: Voice D: Mom T: Group

A *Token of Leaping* will transport a group of up to 100 individuals to a location to which the activator possesses an Arcane Connection (or to a location in Sight range), similar to *The Leap of Homecoming*. Some *pignora* are created with a Fixed Arcane Connection as part of the physical form of the item, and will only transport a group to that location.

Some *pignora* are created for a specific group of people, who must all be present during the enchanting season (although they need not spend all of their time in the lab, they must be available throughout the season for periodic visits to the lab). This avoids the inevitable Warping that would otherwise occur from an extremely powerful effect – for anyone that was both present during the enchanting process and specifically included in the effect design. *Domus Tremēris* creates such *pignora* for certain groups of *auxilia* that travel frequently, for example, to allow them to deploy (or return) rapidly without suffering Warping. *Pignora* enchanted for emergency use lack this feature.

(Base 35, +2 Voice, +2 Group, +1 size)

Pignus Umōram Prohibens

Tutandum ReVi 35

R: Worn D: Moon T: Ind

A *Shade Warding Token* protects the target from magical ghosts and magical powers of Might 20 or less for Moon duration. This effect is typically enchanted into a lead medallion, or sometimes a lead ring. These are often provided to *consortes* and *custodes* who require protection from ghosts as part of their duties.

(Base 20 +1 Moon, +10 levels Penetration; lead +4 Material bonus for wards)

Pignus Varicandi

Movens ReCo(An,He,Te) 25

R: Touch D: Mom T: Ind

A *Token of Striding* transports the user to a location he can see, up to 500 paces distant. The effect cannot penetrate Magic Resistance, which must be suppressed to use this pignus. *Domus Tremēris* issues *pignora varicandi* to some of its elite *auxilia*, who are trained to use *varicandum* enchantments to bypass enemy formations or fortifications. This effect is the most powerful striding enchantment that will not cause Warping to a general user. The requisites are included to allow clothing and equipment to be transported along with the user.

(Base 20, +1 Touch)

Potio Constantiae

Augens CrCo 65

R: Touch D: Moon T: Ind

A *Potion of Resilience* grants the imbiber a +1 bonus to Stamina (up to a maximum of +3) for the duration of the effect. Increasing Stamina aids in spell-casting, concentration, Soak, extended physical activity, and recovery from illness or injury.

This effect is powerful enough to cause Warping, unless specially designed for someone. If used repeatedly, additional Warping due to a continuous magical effect could be incurred. Magi *Tremēris* use such effects sparingly, but stocks of this potion are maintained for use in extended combat situations. Some *Tremēris* request or invent specially made personal versions that will not inflict Warping, but such versions are rare.

(Base 45, +1 Touch, +3 Moon)

Potio Levaminis de Maledictum Faetum

Obsistens ReVi 55

R: Touch D: Moon T: Ind

A *Potion of Alleviation from the Faerie Curse* suppresses the effects of a Faerie power that is afflicting the drinker. A single Faerie effect of sixth magnitude

or less is suppressed for Moon duration. A stronger effect may be partially alleviated, at the Storyguide's option.

(Base effect +1 magnitude, +1 Touch, +3 Moon)

Potio Levaminis de Maledictum Infernum

Obsistens ReVi 55

R: Touch D: Moon T: Ind

A *Potion of Alleviation from the Infernal Curse* suppresses the effects of an Infernal power that is afflicting the drinker. A single Infernal effect of sixth magnitude or less is suppressed for Moon duration. A stronger effect may be partially alleviated, at the Storyguide's option.

(Base effect +1 magnitude, +1 Touch, +3 Moon)

Potio Recreationis

Sustinens CrCo 25

R: Touch D: Moon T: Ind

A *Potion of Recovery* grants the imbiber a +12 bonus to recovery rolls from wounds and injuries. This is generally enough to ensure the stabilization of an incapacitated victim, and will nearly ensure the improvement of Light or Medium Wounds. Repeated doses over the course of a season or more would be necessary to affect recovery from a Heavy Wound. This effect was not developed by *Domus Tremēris*, but has been adopted as a standard lab text.

(Base 5, +1 Touch, +3 Moon)

Sacciperium Pignorum

Obsistens PeVi 50

R: Touch D: Mom T: Group

A *Wallet of Tokens* is a small leather satchel designed to securely hold various Arcane Connections. It is enchanted as a charged item, to destroy the arcane properties of anything inside the *sacciperium* when it is activated (up to 100 Arcane Connections can be affected, more than are likely to fit within the satchel).

Magi *Tremēris* who are entrusted with sensitive Arcane Connections (those that pose a risk to other magi *Tremēris* or to the interests or resources of the *Domus*) are provided a *sacciperium* in which to carry them. Multiple charges are rarely imbued to a single *sacciperium*, as this is intended to be an emergency measure.

(Base 30, +1 Touch, +2 Group, +1 size)

Sacculum Viatici

Sustinens ReAn(Aq,He,Te) 35

R: Touch D: Mom T: Group

A *Satchel of Provision for Travel* is a small leather satchel that will transport itself and its contents to

any location either in sight or to which the user has an Arcane Connection. The requisites allow most types of objects and even vials of liquids to be transported in the *sacculus*.

(Base 20 to transport an Animal product, as opposed to a living animal, anywhere to which the user possesses an Arcane Connection, re: ReCo 35; +1 Touch, +2 Group)

Sagitta Fatigationis

Vulnerans (Missilis) PeCo 50

R: Touch D: Mom T: Ind

An *Arrow of Weariness* is an arrow or crossbow bolt made of human or animal bone (see *Iaculum Ossis*), which inflicts a Fatigue Level on the target struck. It has a Penetration of 70. This missile is designed to incapacitate a magus, through multiple strikes in a short period. Few magi have wards against weapons of Animal or Corpus, so this *sagitta* may strike a magus with protection against more conventional missiles. Normally, these *sagittae* are provided only to *Cohors Legatis*.

(Base 10, +1 Touch, +35 levels penetration)

Sagitta Incendii

Vulnerans (Missilis) CrIg 50

R: Touch D: Mom T: Ind

An *Incendiary Arrow* is an arrow or crossbow bolt with a brass point (+3 Ignem) that creates a fiery conflagration when it strikes its target. The flames inflict +30 damage with Penetration 40. This was first developed for arrows by *Adiutor Militaris Meloria Flambonis* in the late eleventh century.

(Base 25, +1 Touch, +20 levels penetration)

Sagitta Interitus

Vulnerans (Missilis) PeCo 60

R: Touch D: Mom T: Ind

An *Arrow of Death* is an arrow or crossbow bolt made of human or animal bone (see *Iaculum Ossis*), which inflicts a mortal wound on the target struck. It has a Penetration of 50. This missile is designed to kill a magus. Few magi have wards against weapons of Animal or Corpus, so this *sagitta* may strike a magus with protection against more conventional missiles.

Domus Tremēris restricts access to these *sagittae*, storing both the lab text and *sagittae* in a locked and warded chest in the *Hypogeum Armae* at Coeris. The *Legatus* may equip some *milites* of *Cohors Legatis* for use against a known diabolist.

(Base 30, +1 Touch, +25 levels penetration)

Sagitta Lycanthropi

Vulnerans (Missilis) PeAn 40

R: Touch D: Mom T: Ind

An *Arrow of the Lycanthrope* is an arrow or crossbow bolt with a silver point that instantly incapacitates any lycanthrope struck, with Penetration 30.

(Base 20, +1 Touch, +15 levels penetration; silver +10 Material bonus to harm lycanthropes)

Saxum Medium

Moderans PeTe 15

R: Touch D: Mom T: Group

A *Keystone* is a block of granite enchanted to destroy itself and any stones touching it on command. Sometimes magi *Tremēris* will create a pair of Hermes Portals to allow for rapid deployment into a battle area. Because such gateways present a serious risk if they were to be captured by an enemy, these stones are used as the keystone of the arches for such portals, to allow the gateway to be instantly destroyed in an emergency. A number of these are stored in the *Hypogeum Anuli* at Coeris, and at other *Coventa Domus*.

(Base 4, +1 Touch, +2 Group)

Sica Sicarii

Vulnerans PeCo 45

R: Touch D: Mom T: Ind

A *Murderer's Dagger* inflicts a mortal wound when it draws blood, regardless of the severity of the actual strike, with Penetration 20. These daggers, which include pieces of human bone in the handle, are closely guarded by the *Domus*, because of the danger they present. Multiple charges in a single dagger are extremely rare; most are single-use weapons. Sufficient Penetration is included to affect a target with some minimal Magic Resistance, but not enough to pose a threat to a skilled magus.

Doctrina calls for a *sica* to be stored for a minimum of one year after creation. This ensures that the weapon cannot serve as an Arcane Connection to its enchanter.

(Base 30, +1 Touch, +10 levels penetration; dagger +3 Shape bonus for assassination; human bone +4 Material bonus to destroy the human body)

Spiculum Torporis

Vulnerans (Missilis) ReCo 30

R: Touch D: Diam T: Ind

A *Dart of Torpor* paralyzes the person struck, with Penetration 30. *Spicula* are used by *stipatores* to protect their charges without killing.

(Base 5, +1 Touch, +1 Diameter, +15 levels Penetration)

Spiculum Torporis Grandior

Vulnerans (Missilis) ReCo 50

R: Touch D: Diam T: Ind

A *Greater Dart of Torpor* paralyzes the person struck, with Penetration 70. *Domus Tremoris* does not provide these powerful weapons to most *consortes* or *custodes*; typically *vexillarii Speculi Fractusi* have several for use against magi, as might some *milites* of *Cohors Legatis*. The lab text for this enchantment is stored in *Turris Proditionis*.

(Base 5, +1 Touch, +1 Diameter, +35 levels Penetration)

Ulex Igniferum

Vulnerans CrIg 35

R: Per D: Mom T: Ind

A *Fire-bearing Gorse* is a living plant enchanted to burst into flame on command, inflicting +20 damage on anything within five paces. The flames have a Penetration of 30. This is an experimental *incantamentum fruticosum* from Gailana *Verditii* at *Valles Turie*. Gailana is researching ways to grow enchanted plants. Gailana has discovered that gorse has an affinity for fires, and is researching ways to use the seed pods as charged items for an *Ignem* effect.

(Base 15, +1 size, +15 levels penetration)

Virga Incendii

Vulnerans (Telumis) CrIg 50

R: Voice D: Mom T: Group

A *Wand of Conflagration* creates a dozen multi-hued ribbons of intense flame that leap forth from the end of the wand to the wielder's Voice range, covering a 60-degree arc. Those in the arc take +15 damage, with Penetration 40.

(Base 10, +2 Voice, +2 Group, +20 levels Penetration; wand +3 Shape bonus to project missiles, brass +3 Material bonus for *Ignem*)

Incantamenta Funum

Although lab texts for *incantamenta funum* (enchantments of the cord; Familiar enchantments) are not usable by others, the effects listed in this section are standard effects used by many magi Tremēris. As Bond powers, these effects cause no Warping.

Beneficium Fortitudinis A

Familiare

Augens MuCo 35

R: Touch D: Conc T: Ind

Maintains concentration, 24 uses per day

Familiar's Gift of Fortitude makes the flesh of the magus resistant to physical damage, as with *Gift of the Bear's Fortitude*, granting a +3 Soak bonus.

(Base 15, +1 Touch, +1 Conc, +5 levels maintains concentration, +5 levels 24/day)

Beneficium Fortitudinis Potenti

A Familiare

Augens MuCo 45

R: Touch D: Conc T: Ind

Maintains concentration, 24 uses per day

Familiar's Gift of Potent Fortitude makes the flesh of the magus highly resistant to physical damage, granting a +5 Soak bonus.

(Base 25, +1 Touch, +1 Conc, +5 levels maintains concentration, +5 levels 24/day)

Evocatio Familiaris Distantis

Movens ReAn 50

R: Touch D: Mom T: Ind

Unlimited usage

Summon the Distant Familiar instantly summons the Familiar to the location of the magus. This may be necessary for *varicandum* if the Familiar is too large to carry along, and avoids the risk of Warping in any case. It is also generally useful in situations where the Familiar and magus have become separated.

(Base 35, +1 Touch, +10 levels unlimited use)

Exsuscita Magum

Somniculosum

Imperans ReMe 8

R: Touch D: Mom T: Ind

6 Uses per day

Wake the Somnolent Magus instantly awakens the magus to alertness, but not if the magus is unconscious from Fatigue, wounds, or magic.

Familiar Bond Powers

Magi Tremēris like Familiars, and they typically begin searching for a suitable Familiar a decade or two after their *Provocatio*. Because Bond powers cause no Warping, they can be enchanted to provide frequent or constant augmentation to the magus and/or the Familiar without fear of Warping. Several examples are provided in this chapter.

(Base 4, +1 Touch, +3 levels 6/day)

Familiaris Magnitudinis

Augens MuAn 30

R: Touch D: Conc T: Ind

Maintains Concentration, 24 Uses per day

Familiar of Great Size increases the Size of the Familiar by +3, increasing damage by +6, but decreasing Defense by -3. This version of the effect will increase the size of a wolf (-1) to that of a horse (+2).

(Base 4, +2 size, +1 Touch, +1 Conc, +5 levels maintains concentration, +5 levels 24/day)

Familiaris Monstruosus

Augens MuAn 40

R: Touch D: Conc T: Ind

Maintains Concentration, 24 Uses per day

Monstrous Familiar changes the Familiar into a monster of terrifying appearance, with enlarged fangs & claws, scaly hide, glowing red eyes, or other traits desired by the magus. The details of this effect will vary according to the nature of the Familiar. It is most effective when combined with *Familiaris Magnitudinis* and *Fortitudo Potens Pro Familiare*.

(Base 15, +1 Touch, +1 Conc, +5 levels maintains concentration, +5 levels 24/day)

Forma Equina Familiaris Fidelis

Movens MuAn 25

R: Touch D: Conc T: Ind

24 uses per day, Maintains Concentration

Equine Form of the Loyal Familiar changes the Familiar into a horse; for most Familiars, a corresponding increase in Size will also be required. Note that a magus should discuss this effect with his Familiar before beginning work on the enchantment, as some Familiars may take offense at having to assume the shape of a horse.

(Base 5, +1 Touch, +1 Concentration, +5 levels maintains concentration, +5 levels 24/day)

Forma Familiaris (land animal)*Augens* MuCo(An,He,Te) 28

R: Touch D: Conc T: Ind

6 Uses per day, Maintains Concentration

Shape of the Familiar transforms the maga, along with her clothing and accoutrements, into the shape of her Familiar (assuming that it is a land animal).

(Base 10, +1 Touch, +1 Conc, +5 levels maintain concentration, +3 6/day)

Forma Familiaris (bird or fish)*Augens* MuCo(An) 38

R: Touch D: Conc T: Ind

6 Uses per day, Maintains Concentration

Shape of the Familiar transforms the maga into the shape of her Familiar (even if it is a bird or fish). This version does not transform clothing or accoutrements, but variants with appropriate requisites might do so.

(Base 20, +1 Touch, +1 Conc, +5 levels maintain concentration, +3 6/day)

Forma Humana Familiaris Fidelis*Augens* MuAn(Co) 27

R: Touch D: Conc T: Ind

3 uses per day, Maintains Concentration

Human Form of the Loyal Familiar gives the Familiar a human form; the Familiar will retain some distinctive feature that symbolizes its true shape. Appropriate clothing must be provided separately.

(Base 10, +1 Touch, +1 Concentration, +5 levels maintains concentration, +2 levels 3/day)

Fortitudo Pro Familiare*Augens* MuAn 32

R: Touch D: Conc T: Ind

3 uses per day, Maintains Concentration

Fortitude for the Familiar makes the flesh of the Familiar highly resistant to physical damage, similar to *Gift of the Bear's Fortitude*, granting a +3 Soak bonus. This bonus is not cumulative with that from the Tough Hide Quality.

(Base 15, +1 Touch, +1 Conc, +5 levels maintains concentration, +2 levels 3/day)

Fortitudo Potens Pro Familiare*Augens* MuAn 42R: *Augens* D: Conc T: Ind

3 uses per day, Maintains Concentration

Potent Fortitude for the Familiar makes the flesh of the Familiar highly resistant to physical damage, granting a +5 Soak bonus. This bonus is not cumulative with that from the Tough Hide Quality.

(Base 25, +1 Touch, +1 Conc, +5 levels maintains concentration, +2 levels 3/day)

Intermissio Vulnium Familiaris*Sustinens* CrAn 51

R: Touch D: Sun T: Ind

2 uses per day

Respite of the Familiar's Wounds heals all of the wounds of the Familiar for the duration of the effect. Natural healing cannot occur while this effect is active, but the Familiar will not suffer any wound penalties and can act as if the wounds are completely healed until the effect ends.

(Base 35, +1 Touch, +2 Sun, +1 2/day)

Intermissio Vulnium Magi*Sustinens* CrCo 51

R: Touch D: Sun T: Ind

2 uses per day

Respite of the Wounds of the Magus heals all of the wounds of the magus for the duration of the effect. Natural healing cannot occur while this effect is active, but the magus will not suffer any wound penalties and can act as if the wounds are completely healed until the effect ends.

This is not a Constant effect; the Familiar must activate the effect again after a Sun event for it to continue.

(Base 35, +1 Touch, +2 Sun, +1 2/day)

Iungo Familiarem In LUSTRO**Eodem***Movens* ReCo 40

R: Touch D: Mom T: Ind

1 use per day

Join the Familiar in its Lair transports the magus instantly to the location of the Familiar. This can be a useful rescue mechanism should the magus fall unconscious due to wounds or Fatigue.

(Base 35, +1 Touch)

Ligo Vulna Familiaris*Sustinens* CrAn 10

R: Touch D: Sun T: Ind

1 use per day

Bind the Familiar's Wounds binds the wounds of the Familiar, so that it can undertake any activity without the risk of worsening the wounds. The Familiar still suffers from the wound penalties, however, and cannot heal naturally while under the influence of this effect.

(Base 3, +1 Touch, +2 Sun)

Liga Vulna Magae

Sustinens CrCo 10

R: Touch D: Sun T: Ind

1 use per day

Bind the Wounds of the Maga binds the wounds of the maga, so that she can undertake any activity without the risk of worsening the wounds. The maga still suffers from the wound penalties, however, and cannot heal naturally while under the influence of this effect.

(Base 3, +1 Touch, +2 Sun)

Subvenio Recreati Familiaris

Saucii

Sustinens CrAn 29

R: Touch D: Constant T: Ind

Aid the Recovery of the Wounded Familiar continuously grants the Familiaris a +15 bonus to all Recovery Rolls.

(Base 10, +1 Touch, +2 Sun, +4 levels constant)

Subveni Recreati Magi Saucii

Sustinens CrCo 29

R: Touch D: Constant T: Ind

Aid the Recovery of the Wounded Magus continuously grants the magus a +15 bonus to all Recovery Rolls.

(Base 10, +1 Touch, +2 Sun, +4 levels constant)

Volatus Pro Familiare

Movens ReAn 35

R: Touch D: Conc T: Ind

Maintains Concentration, 24 Uses per day

Flight for the Familiar moves the Familiar at the direction of the magus, up to the speed of a falcon. It can be set to follow the magus on a set course, but changes in direction require the magus to concentrate briefly. Some Familiars find this very disconcerting; others enjoy it immensely.

(Base 15, +1 Touch, +1 Conc, +5 levels maintains concentration, +5 levels 24/day)

Incantamenta Talesmium

Although lab texts for *incantamenta talesmium* (Talisman enchantments) are not usable by others, the effects listed in this section are common effects used by many magi *Tremēris*.

Forma Caracallis

Sustinens MuHe(An,Te) 20

R: Per D: Conc T: Ind

Maintains concentration, 24 uses per day

Form of a Robe transforms a Talisman of Herbam and Terram material into a long hooded traveler's robe, or *caracallis*. Because many Talismans are smaller than human-sized, the additional Muto effect enlarges the size of the robe to the correct size for the human form of the magus. This effect is handy for shape-shifting magi who carry their Talisman with them and occasionally need clothing suitable for human form.

(Base 4, +1 Conc, +1 additional Muto resizing effect, +5 levels maintains concentration, +5 levels 24/day)

Forma Monilis

Augens MuHe(An,Te) 20

R: Per D: Conc T: Ind

Maintains concentration, 24 uses per day

Form of a Collar will transform a Talisman of Herbam and Terram material into a leather collar. The specific shape and/or decorations on the collar must be decided when the effect is enchanted, although the additional Muto effect will size the collar to fit snugly around the neck in whichever form the wearer takes.

The size of the collar can be small enough to fit around the neck of a rat, or large enough to stretch around the neck of a horse. Each time the collar must be resized counts as a use of the item. While the Talisman is in the form of the collar, Shape & Material bonuses may not be available, depending on the details incorporated into this form.

(Base 4, +1 Conc, +1 additional Muto effect: resizing, +5 levels maintains concentration, +5 levels 24/day)

Hasta Signi

Augens MuHe 15

R: Per D: Conc T: Ind

Maintains concentration, 24 uses per day

A Pike of the Standard is nearly always the first enchantment invested into the traditional Talisman of a *signifer*. Traditionally, *signiferes* enchant a twelve-foot spear as their Talisman. This effect reduces the size of the spear shaft to one-eighth its normal length, resulting in a more manageable three-foot rod, or *Hasta Brevis*.

That length includes a long-necked leaf-shaped bronze blade, which is unchanged by this effect. Special fittings below the blade enable a banner or draco to be attached. If this effect is cancelled, the spear returns to its natural twelve-foot length, so that the banner or draco can be held high; or so that the *Hasta* may be used as a long spear. When in shortened form, the *Hasta* is wielded with Single Weapon Ability.

(Base 4, +1 Conc, +5 levels maintains concentration, +5 levels 24/day)

Sustine Cantionem

Augens ReVi 35

R: Touch D: Conc T: Ind

Maintains concentration, 24 uses per day

Maintain the Spell is a common effect for *Tremēris* Talismans, often the first effect enchanted into a new Talisman. Activation of this effect is quicker and less taxing than casting *Maintaining the Demanding Spell*. It is also more efficient, since the Talisman can maintain multiple spells with multiple uses of this effect. This effect may also be ended at the command of the wielder, preserving the degree of flexibility and control allowed by a Concentration Duration. This version is fairly powerful, capable of maintaining multiple spells of fifth magnitude or less. Variants of greater or lesser power also exist.

(Base effect, +1 Touch, +1 Conc, +5 levels maintains concentration, +5 levels 24/day)

Res Kabbalica

Res Kabbalica are things made by *artifices Kabbalicos*. Magi Tremēris call items made using Craft Amulets *amuleta kabbalica*, and items made using Figurine Magic are called *opuscula kabbalica*. These items are only marginally incorporated into *Doctrina*, as only a single magus, Summanus Zev Tremēris, is capable of making them so far. If more *artifices Kabbalicos* are trained, or if Summanus Zev is able to integrate these abilities into Hermetic Theory, then *res kabbalica* could become more integrated into *Doctrina*. Ideally, both results will happen, and all *artifices* will be able to learn to produce such items.

Although *opuscula kabbalica* may be produced from either wax or wood, Summanus Zev prefers to use wood, as he was a wood carver prior to his *tirocinium*. He will occasionally use wax, however, especially if the need is urgent.

Summanus Zev has implemented an informal code for his *opuscula*; each type of Virtue or Ability granted is carved into a specific animal shape, which has resulted in the names used below for the items.

Bubo Aspectus Alter

Opusculum Kabbalicum

An *Owl of Second Sight* is tiny owl carved of wood, usually hazel. It grants the bearer the Second Sight Ability at rank one.

This is the most popular type of Figurine, especially among *plumbumarii* who lack the Second Sight Virtue. Summanus Zev has suggested to magi that they should teach Second Sight to their *discipuli* prior to Opening the Arts, or have another magus do so, so that all *plumbumarii* will eventually have Second Sight as part of their training. This approach may not always be possible, however, if the *discipulus* already possesses other powerful Supernatural Abilities. Nevertheless, Narcyz Tremēris successfully used this approach in training his current *discipula Viatrix*, having requested his *sodalis* Gabriela to train her in the Second Sight Virtue.

Verres Lentoris

Opusculum Kabbalicum

A *Boar of Toughness* is tiny boar carved of wood, usually oak. It grants the bearer the Toughness Virtue. This item is often requested for *consortes* or *stipatores* who are accompanying a magus on a dangerous journey. Summanus Zev typically makes several from wax for such requests.

Lupus Duritiæ

Opusculum Kabbalicum

A *Wolf of Stamina* is tiny wolf carved of wood, usually hornbeam. It increases the Stamina of the bearer by +1. This is another popular item for magi.

Amuletum Regionis Magicæ

Amuletum Kabbalicum

A *Charm of Magical Regios* is a silver coin pierced with a small hole and enchanted with a Ring duration spell that allows the bearer to see the boundaries and paths of magical Regios. This sort of *amuletum* typically lasts for a season or more.

Summanus Zev has developed a few special spells such as this one, with Ring Duration and Individual Targets, that can be used with *amuleta*. Many minor effects can be imbued using Ceremonial Magic.

Amuletum Visus Nocturni

Amuletum Kabbalicum

A *Charm of Night Vision* is a simple scrap of parchment inscribed with the name of the target inside a ring. The spell cast on the *amuletum* grants the bearer the ability to see in the dark, as per *Eyes of the Cat* (ArM5, 131). This kind of *amuletum* typically lasts for a few weeks or a month.

This is an example of a minor effect that can be quickly produced using Ceremonial Magic and Craft Amulets.

Res Verditia

Magi *Tremēris* aren't sure how some magi *Verditii* make such wonderful weapons, armor and shields, charging only three pawns of *vis* each, but they certainly line up to purchase them whenever available. Magi *Tremēris* call Items of Quality "Verditius Items" (*Res Verditia*) because they don't know anything more about them. Those listed below are the most noteworthy items used by magi *Tremēris* or *auxilia*.

Cassida Verditia

Mysterium Verditii

A *Verditius Helmet* is a fine quality helmet, usually in the style of a Spagenhelm or "sugarloaf" helm. The mystical qualities imparted by the magus *Verditii* who crafts the helmet impart as much as a +6 bonus to affect the wearer's sight, effectively removing any penalty imposed by the helmet. The helmet itself is of fine quality, and typically adds an additional +1 Protection bonus to the wearer.

Clava Verditia

Mysterium Verditii

A *Verditius Club* is actually a long, flanged iron mace. Raynard *Verditii*, a *Tribunale Galliae*, hates faeries with a fiery passion. He crafts these special iron maces for anyone who asks. They might have to wait a bit until he can fit it into his schedule, but he enjoys thinking about how each one is going to hurt some faerie. The mystical quality of Raynard's craftsmanship imparts a +7 Damage Bonus to harm faeries. For a mace, that results in a total Damage Bonus of +15 against faetae.

The *Vexillum Ferrum Frigidum* has procured a few of these items for its magi and *auxilia*. The items are just as useful for intimidation as actual fighting, since faeries can usually sense the menace emanating from each *Clava*.

Clipeus Verditius

Mysterium Verditii

A *Verditius Buckler* is a small round shield of bronze. The mystical qualities imparted by the magus *Verditii* who crafts the buckler impart as much as a +5 defense bonus. For a buckler, that could raise the Defense Bonus to as much as +6.

Caligae Verditiae

Mysterium Verditii

Verditius Boots were made by Aringhieri *Verditii*. A few senior magi still have a prized pair of Aringhieri's boots. He died in 1198 AD (his Longevity Ritual never seemed to function as well as it should have), and

no other magus *Verditii* currently makes such boots. Unlike most medieval boots, Aringhieri's boots are sturdy soldier's boots, such as those that were once worn by Roman legionaries.

The mystical quality of Aringhieri's craftsmanship imparts a +5 bonus to walking activity, reflected in the fact that these are just the most comfortable, sturdy boots ever made. They offer sure footing even in rain and mud, keep the feet dry, and the wearer's feet don't get sore. They don't wear out from normal use, either. Some magi have been wearing the same pairs of *Caligae Verditiae* for over five decades.

Catafracta Verditia

Mysterium Verditii

Verditius Mail is typically a sleeveless mail habergeon. The mystical qualities imparted to the mail by the magus *Verditii* who crafts it provide as much as a +7 bonus. For a suit of superior partial mail armor, that results in a total Protection rating of +14.

Few magi *Tremēris* wear this sort of armor, preferring to use leather armor combined with *Aversum Contra Ferrum*. Some elite *custodes* and *auxilia* are equipped with such armor, however, such as those at *Vigilia Aquilonia a Caledonia*.

Ensis Verditius

Mysterium Verditii

A *Verditius Sword* is a sword of quality. Such weapons possess as much as a +4 attack bonus from the mystical qualities imparted by the magus *Verditii* who crafts them.

Hasta Verditia

Mysterium Verditii

A *Verditius Spear* is a long spear of ash wood topped with a leaf blade of razor sharp steel. The mystical *Verditii* qualities impart either a +3 defense bonus or a +3 damage bonus to the spear. A few magi *Tremēris* have commissioned *Hastae* tipped with bronze instead of steel. *Vexillum Ferrum Frigidum* equips some of its *auxilia* with *Hastae* tipped with cold iron, which provide a +7 Damage Bonus against faeries instead of the defense bonus.

New Shape Bonus: Spear

- Spear
- +3 block single attack
- +3 harm human or animal bodies
- +5 destroy things at a distance
- +3 project bolt or missile

Machaera Verditia

Mysterium Verditii

A *Verditius Machaera* is a specially crafted blade of quality. In the jargon of *Domus Tremēris*, it refers specifically to a version of a *Machaera Stipatoris*, a single-edged cutting sword similar to a short falcata or kopis. Such weapons possess as much as a +4 bonus to attack due to the mystical qualities imparted by the magus *Verditii* who makes them. These weapons are prized awards given only to the most loyal and highly-skilled *stipatores*.

Monile Verditium

Mysterium Verditii

A *Verditius Necklace* is a beautifully crafted item of quality. The mystical qualities imparted by the magus *Verditii* grant a +4 bonus to Communication rolls that involve speaking. This is often sufficient to counteract the effects of The Gift.

Pallium Verditium

Mysterium Verditii

A *Verditius Robe* is a popular item among junior magi *Tremēris*. For three pawns of vis, *Viorica Verditii* will make a special pallium. The mystical craftsmanship that *Viorica* puts into her work provides a +4 bonus to Presence-based social interaction, transforming the wearer into a paragon of noble bearing and poise. The effects can be reduced by less-than-noble speech or actions, however. Although the robe can counter the effects of The Gift when the magus remains silent, it is incapable of affecting Communication-based social interaction.

Scutum Verditium

Mysterium Verditii

A *Verditius Shield* is typically made of layered oak, with a metal boss and rim, and possibly even metal facing. The mystical quality of the *Verditii* craftsmanship imparts up to a +5 Defense Bonus. For a heater shield, that results in a total Defense Bonus of +8. However, savvy customers may prefer a *Clipeus Verditius*, which offers nearly as much protection with a reduced Load.

Sica Verditia

Mysterium Verditii

A *Verditius Dagger* is a broad-bladed Italian-style dagger. The mystical quality of the *Verditii* craftsmanship imparts up to a +2 Damage Bonus (total Damage Bonus +4). The versions that some magi *Verditii* make for magi *Tremēris* are of bronze, which slightly reduces the total Damage Bonus to +3.

Tunica Verditia

Mysterium Verditii

A *Verditius Tunic* is a fine quality tunic. The mystical qualities imparted by the magus *Verditii* grant up to a +4 Protection bonus to the wearer. Despite the name, the style of clothing may be a pallium, or over-robe. Some magi request a bardocullus, or hooded full-body cloak.

Res Fabricae Magicae

Res Fabricae Magicae are items made with the aid of magic, but which are not themselves enchanted. A plethora of such items exist in the stores and armories of the *Domus*, as Rego-based crafting is a common hobby of many *Tremēris*. However, some items have special applications in *Doctrina*, and thus are described in more detail here.

Coctura Sine Igne

Cooking without Fire is a technique that *Tremēris* use in the field when a fire is unwise. A simple Rego Animal, Aquam, and/or Herbam effect can turn raw food into a prepared meal; with an Ignem requisite, it can even be warmed. The quality and taste of the prepared food varies according to the results of a Finesse roll, but an edible meal requires only a 6+ on the roll. Higher results indicate tastier food.

Iaculum Ossis

A *Bolt of Bone* is a specially crafted crossbow bolt made from human bone. Such bolts are typically fashioned from a forearm bone which has been magically straightened with Muto and Rego magic. Fins are constructed of rows of human hairs, and the head of the bolt is fashioned from portions of two or three vertebrae, carved and fused together.

Such bolts are generally not very useful against armored opponents, although they can be quite effective against less heavily protected targets. However, the primary purpose for constructing such a bolt is to deliver a Touch range effect. Although magi and other mystical opponents may have wards to protect from metal or wooden weapons, very few are likely to have a ward against a Corpus missile made entirely of human bone, hair, and sinew.

Such gruesome bolts may thus be very useful as the basis for *missilis* items. Variants may also be constructed of animal bone. This technique predates the Schism War, and was used successfully several times during that conflict. It is not known for certain who first developed the idea, but it seems to have been derived from a trick of the Dacian necromancers (see *Os Manium*)

Katadesmoi et Kolossoi

Katadesmoi and *Kolossoi* are specially made objects that allow *plumbumarii* to create Arcane Connections to ghosts, spirits, and animals (HoH:TL, 143). *Plumbumarii* often use Rego crafting (HoH:S, 60-61) to create these objects.

Katadesmoi are lead tablets or mirrors. Creating a lead tablet from raw lead is Easy (Finesse 9+). Some *plumbumarii* prefer to use the backs of mirrors (HoH:TL, 143). Creating a silver mirror is Easy (Finesse 9+); creating one of polished bronze is Average (Finesse 12+). Magically inscribing a name on the tablet or mirror is Simple (6+) for crude efforts; inscribing it neatly is Easy (9+); artistic inscriptions or other decorations are harder.

Kolossoi are small sculptures or carvings that represent the target. The quality of the representation can vary according to the artistic skill of the magus, but the magus must meet a certain minimum standard for a *kolossos*; a Finesse roll of 15+ is required. Unlike a standard representation, a *kolossos* can function for a *plumbumarius* other than the magus who created it (see Sympathetic Connections, ArM5, 84).

Liquor

A variety of ales, wines, and even distilled spirits such as brandy or *uisge* may be made using Rego magic. Given sufficient material (barley & hops, grapes, honey, etc.), a fairly simple Rego Herbam & Aquam effect can create a fermented beverage. With sufficient Finesse, it may even taste good and not have nasty dregs floating in it!

Tremēris also use an effect they call *Merum Potens* to remove some of the water from alcoholic beverages, making them more concentrated and intoxicating. This can be done to naturally fermented beverages, and to those made by Rego magic.

Ianuae MERCERIS

Domus Tremeris possesses a web of *Ianuae Merceris* (Mercere Portals) in *Dacia*, thanks to an arrangement with *Domus Merceris* negotiated in the tenth century. In addition to providing the *vis* for the Portals, *Domus Tremeris* agreed to never investigate a Portal, nor to allow anyone else access to investigate a Portal under their control.

Domus Tremeris also agreed that all *Merceris*, *Caduceatores*, and servants of the Order of Hermes would have free access to the Portals. Finally, *Domus Merceris* insisted that only *Porta Orphaica* and registered *conventa* within *Dacia* may be linked to Coeris via Portals. Coeris would love to have dedicated links to the other *Conventa Domus* as well, but *Domus Merceris* does not wish to dilute the commercial value of the Harco portals by creating a duplicate network under the control of *Domus Tremeris*.

Although the arrangement began in the tenth century, and three *conventa* (Coeris, *Porta Orphaica*, *Lycaneon*) were linked by Mercere Portals prior to the Schism War, all of the current Portals between *Conventa Domus* date from the eleventh century or later. One of the last actions taken by magi abandoning Coeris immediately prior to the Schism War was to move the arches of the two Portals that connected to the other *Conventa Domus*. That effectively severed the connection and ensured that magi *Diednis* or other enemies of the *Domus* could not use the Portals or investigate them. The Portal to Durenmar was not severed, however. As one of the last magical works of Mercere, magi *Tremeris* were reluctant to destroy it. Instead, they built up a dome of earth and rock over it, sealing it on the Coeris side.

Following the cessation of hostilities, *Domus Tremeris* consulted with several magi *Merceris* about ways to more securely restrict access to Mercere Portals. Many magi were similarly concerned, and some were removing Mercere Portals entirely (HoH:TL, 80). Magi *Tremeris* viewed such over-reactions as shortsighted, but recognized that greater security was needed.

The first Portal to be re-connected was the link between *Porta Orphaica* and Coeris. The new link made use of the earlier arches, which remained valid Arcane Connections for each other, but it also added a new feature. As usual (ArM5, 156 and HoH:TL, 101), the person activating an Portal must speak a command word, identified during the ritual of connection. In addition, for Portals under *Tremeris* control, the person activating a Portal must hold a specific physical object, or one of a set of objects, identified in the ritual of connection. Three of these objects, called *Claves Ianuae* (Portal Keys) were created for each pair of Portals.

One *clavis* of each set is given to the *Ductor* at each *conventum*. The third *clavis* is kept by the *Prima*, who usually stores *claves* in a *Pyx Contextus Arcanos*. *Claves* serve as Arcane Connections with indefinite duration to the Portal for which they function, and to the other *claves* in the set. *Ductores* typically delegate responsibility for managing Mercere Portals to *Ianitores* (Gatekeepers) Each *Ianitor* has a small chime-like bell; one of a pair of *Cymbala Monitionis*.

Unlike *Tintinnabula Monitionis*, *Cymbala Monitionis* do not have clappers; each *Ianitor* has a *caduceum*, a long wooden rod with a leather mallet, to strike the *Cymbalum*, which is hung high above the arch of the Portal. The *caduceum* can also activate the speech transference effect when touched to a *Cymbalum*. *Ianitores* on either side of the Portal are able to communicate via the *Cymbala* to announce the activation of the Portal to the receiving *conventum*.

Coeris traditionally gave this duty to retired *custodes cubicularia*. Over time, women became the traditional *Ianitores*, and most are also former *custodes cubicularia*. Coeris, which has five Portals that connect to *Conventa Domus*, as well as the Portal to Durenmar, maintains an entire watch of *Ianitores*. Each Portal is tended by a *Ianitor* in shifts. The *Optio Ianitorum* leads the watch. Although the Portal to Durenmar lacks *Cymbala* or *Claves*, a *Ianitor* still tends to that Portal.

Chapter VIII: Bestiarius

Dacia is home to a variety of creatures and entities that are rarely encountered in western Mythic Europe. In addition, magi *Tremēris* have developed specific roles within *Doctrina* for creatures they have discovered in other regions.

Several varieties of magical animals were introduced in *Houses of Hermes: True Lineages* (129-131). The versions of fire hawks, shadow owls, and white wolves described in the following pages have been reconciled with the rules for animals introduced in *Houses of Hermes: Mystery Cults*, and with the rules for magical creatures introduced in *Realms of Power: Magic*.

However, the versions of faeries known as *moro* and *wili* presented here are different in some significant respects from those described in *HoH:TL*. *Wili* in particular are based upon a different set of myths.

Ethereal fisherman spiders (*Aranea Piscatoria Aetheria*) are not revised in any way, as they are not suitable as individual characters. The entries for *Legionary* and *Cataphract* may also be used as they were written.

AUROCH OF VIRTUE

Urus Virtutis

Magic Might: 7 (Animal)

Size: +3

Season: Summer

Characteristics: Cun +0, Per +2, Str +6, Sta +2, Pre +0, Com -4, Dex +2, Qui +1

Virtues & Flaws: Magical Animal, Ferocity, Improved Characteristics, Inoffensive to Animals; Magical Monster



Long-horned European wild ox, by Heinrich Harder

Qualities & Inferiorities: No Fatigue, Improved Attack, Improved Defense x2, Improved Damage, Improved Initiative, Improved Soak, Minor Virtue (Tough)

Personality: Auroch +3, Fierce +2

Combat:

Horns Init +5, Atk +12, Def +9, Dam +11

Hooves Init +3, Atk +8, Def +7, Dam +7

Soak: +9

Encumbrance: 0 (0)

Fatigue Levels: N/A

Wound Penalties: -1 (1-8), -3 (9-16), -5 (17-24), Incapacitated (25-32), Dead (33+)

Abilities: Area Lore (food & water) 3, Awareness 5 (predators), Athletics 4 (running), Brawl 4 (horns), Leadership 5 (aurochs), Survival 4 (forests)

Common Animal Traits: Crafty, Defensive Fighter, Extra Natural Weapons, Hardy, Herd Animal, Herd Leader, Keen Sense of Smell, Tough Hide

Powers: N/A

Vis: 2 pawns Animal, in horns

Appearance: a large bull with a dark brown hide and huge spreading horns

The character guideline above describes an Auroch that might be encountered leading a small herd in the forests of *Dacia*. Common aurochs are one of the prey animals of the white wolf packs that live near the *Conventa Domus*.

Azdaja

Hydra Illyrica

Magic Might: 30 (Animal)

Size: +5

Season: Autumn

Ferocity: 1 (3)

Characteristics: Cun +0, Per +4, Str +10, Sta +2, Pre -2, Com -4, Dex +1, Qui -2

Virtues & Flaws: Magical Animal, Ferocity (defending lair), Greater Immunity (iron/steel), Tough; Animal Monstrosity, Magical Monster, Greedy (Minor)

Qualities & Inferiorities: Greater Power, Improved Initiative, Improved Might x5, Improved Recovery, Improved Soak x3, No Fatigue, Ritual Power x3

Personality: Malicious +3, Greedy +2

Combat:

Fiery Breath *

Bite x9 Init +1, Atk +13, Def +7, Dam +13

Soak: +16

Encumbrance: 0 (0)

Fatigue Levels: N/A

Wound Penalties: -1 (1-10), -3 (11-20), -5 (21-30), Incapacitated (31-40), Dead (41+)

Abilities: Area Lore (prey) 3, Awareness 5 (alertness), Athletics 5 (climbing), Brawl 7 (bite), Survival 5 (hills)

Powers:

Fiery Breath

(1 point, Init -5, Auram)

The *aždaja* can breath fire, which immolates any being(s) within about five paces with +25 damage; it can cover a fairly wide area by moving its head as it breathes.

(CrIg 35 Touch/Mom/Group, Base 20, +1 Touch, +2 Group; Greater Power, -3 Might Cost)

Regeneration

(0 points, -8 Init, Animal)

If one of its heads is seriously injured or cut off, the *aždaja* can regenerate the head over the course of a Diameter (note that although the Duration is given as a Diameter, the effects of the Power are permanent once the regeneration is complete).

(CrAn 40 Per/Diam/Part; Ritual Power x3, Might Cost -6)

Vis: 6 pawns Creo, in heart and blood; the blood of the *aždaja* is a powerful toxic acid unless the *vis* is extracted from it

Appearance: a huge nine-headed dragon/hydra

An *aždaja* is a type of dragon or hydra found in various isolated areas in the Balkan region. Various *aždaja* have different powers and various numbers of heads from three to nine (with varying Might).

This *aždaja* dwells in the Travounia region of Serbia, and is a particularly troublesome monster, as it is immune to iron or steel weapons and its nine heads regenerate. Fortunately, it is not intelligent or even particularly cunning, so it can be outwitted.

This profile can be easily adapted to a weaker version by adjusting the number of Improved Might Qualities (i.e. removing all five Improved Might Qualities reduces the Magic Might to 20).

Dedek

Faeta Areae

Faerie Might: 5 (Corpus) **Size:** -3

Characteristics: Int +0, Per +0, Str -6, Sta +1, Pre +0, Com +0, Dex +3, Qui +3

Virtues & Flaws: Faerie Sight, Feast of the Fae, Focus Power (Chores), Hybrid Form, Personal Power (Invisibility), Personal Power (Animal Form), Positive Folktales; Little, Narrowly Cognizant, Traditional Ward: Folk Charms, Vulnerable to Cattails

Personality: Helpful +2, Holds a Grudge +3

Combat:

Dodge Init +3, Def +6

Soak: +1

Encumbrance: 0 (0)

Fatigue Levels: N/A

Wound Penalties: -1 (1-3), -3 (4-6), -5 (7-9), Incapacitated (12-15), Dead (16+)

Pretenses: Awareness 5 (keeping watch), Athletics 3 (climbing), Charm 2 (women), Folk Ken 4 (villagers), Profession: Farmer 6 (chores), Speak Local Language 5 (cursing), Stealth 5 (hiding)

Powers:

Animal Form

(1 point, +1 Init, Animal, Personal Power)

May assume the form of a small common animal.

Invisibility

(0 points, +1 Init, Imaginem, Personal Power)

May become invisible at will.

Master of Chores

(1 point, +2 Init, varies, Focus Power)

May create minor effects up to Level 5 to perform common chores like chopping wood, raking leaves, or tending to tools. This power can also be used to undo the results of chores performed by people, or even to damage tools and implements.

Vis: 1 pawn Corpus in tail

Appearance: Very small person (male or female) with a hairy body, clawed hands, hooves on their feet, and a small furry tail. Can assume the form of a common animal such as a small dog, cat, rat, chicken, or snake.

A *Dědek* is kind of Brownie (RoP:F, 81) that can help or hinder those who perform chores on a farm. They avoid combat due to their small size, but are capable of inflicting numerous annoying problems on those who displease them, and may alert other Faeries to the presence or vulnerabilities of those who anger them.

Fire Hawk

Accipiter Ignifer

Magic Might: 5 (Animal) **Size:** -3

Season: Summer

Characteristics: Cun -1, Per +2, Str -6, Sta +0, Pre +0, Com -2, Dex +1, Qui +6

Virtues & Flaws: Magical Animal, Unaffected by The Gift; Magical Friend

Qualities & Inferiorities: Lesser Power (Kindle), Improved Damage

Personality: Hawk +3, Fiery +2

Combat:

Flaming Claw Strike Init +6, Atk +9, Def +14, Dam +4

Claw Grapple Init +6, Atk +6, Def +11, Dam -

Beak Init +4, Atk +8, Def +12, Dam -5

Soak: +0 **Encumbrance:** 0 (0)

Fatigue Levels: Fresh, 0, -1, -3, -5, Unconscious

Wound Penalties: -1 (1-2), -3 (3-4), -5 (5-6), Incapacitated (7-8), Dead (9+)

Abilities: Area Lore (home area prey) 3, Awareness 4 (prey), Athletics 5 (flying), Brawl 5 (claw grapple), Finesse 1 (precision), Hunt 4 (prey), Penetration 1 (Ignem), Survival 3 (forests)

Common Animal Traits: Accomplished Flyer, Aggressive, Extra Natural Weapons, Fast Flyer, Grapple, Imposing Appearance, Keen Eyesight, Pursuit Predator

Powers:

Kindle (1 point, +6 Init, Ignem)

A fire hawk can ignite flammable objects by touch. This ability may also be used in combat.

(CrIg 5 Touch/Mom/Ind, +2 Init, Finesse 5 pts, Penetration 5 pts)

Vis: 1 pawn Ignem, in tail

Appearance: a small hawk with brown plumage, tinged in reddish-orange colors at the tips of the major feathers

This guideline describes a fire hawk that is associated with *Domus Tremecris*. It is not fully domesticated, but has been trained in similar fashion as a hunting falcon.



European bison, by Heinrich Harder

Vis: 1 pawn Animal, in horns

Appearance: a large bison with a ruddy brown hide

This guideline describes a Great Wisent (vi-zent) such as might be found leading a herd of wisents in the lowland valleys and plains of *Dacia*. The common cousins of this beast are one of the prey animals of white wolf packs.

Great Wisent

Bison Carpathius

Magic Might: 5 (Animal)

Size: +2

Season: Summer

Characteristics: Cun 0, Per 0, Str +5, Sta +2, Pre -1, Com -4, Dex 0, Qui -1

Virtues & Flaws: Magical Animal, Ferocity, Inoffensive to Animals, Tough; Magical Monster

Qualities & Inferiorities: Greater Power (Guide), Improved Attack, Improved Defense x2, Improved Damage, Improved Soak

Personality: Bison +3, Stalwart +2

Combat:

Horns Init 0, Atk +10, Def +7, Dam +10

Hooves Init +1, Atk +6, Def +5, Dam +6

Soak: +9 **Encumbrance:** 0 (0)

Fatigue Levels: Fresh, 0 / 0, -1, -3, -5, Unconscious

Wound Penalties: -1 (1-8), -3 (9-16), -5 (17-24), Incapacitated (25-32), Dead (33+)

Abilities: (Area) Lore (food & water) 3, Awareness 5 (predators), Athletics 4 (running), Brawl 4 (horns), Leadership 5 (wisents), Survival 4 (plains)

Common Animal Traits: Crafty, Defensive Fighter, Extra Natural Weapons, Hardy, Herd Animal, Herd Leader, Keen Sense of Smell, Tough Hide

Powers:

Guide (3 points, -1 Init, Animal)

A Great Wisent can subtly influence a group of animals towards a desired end. This may include influencing predators to hunt elsewhere.

(ReAn 30 Voice/Sun/Group, +3 Init)

Griffin Vulture

Vulturius Gryphis

Magic Might: 5 (Animal)

Size: -1

Season: Summer

Characteristics: Cun -1, Per +3, Str 0, Sta +1, Pre -1, Com -2, Dex +1, Qui +2

Virtues & Flaws: Magical Animal; Magical Friend

Qualities & Inferiorities: Personal Power (Find the Rotting Carcass), Improved Powers, Improved Fatigue x2

Personality: Vulture +3, Greedy +2

Combat:

Beak Init +2, Atk +7, Def +5, Dam +1

Soak: +1 **Encumbrance:** 0 (0)

Fatigue Levels: Fresh, 0 / 0, -1 / -1, -3, -5, Unconscious

Wound Penalties: -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-16), Dead (17+)

Abilities: (Area) Lore (prey) 3, Awareness 5 (searching), Athletics 5 (flying), Brawl 2 (beak), Concentration 2 (Find the Rotting Carcass), Survival 5 (coasts)

Common Animal Traits: Accomplished Flyer, Hardy, Keen Eyesight, Pack Animal

Powers:

Find the Rotting Carcass (1 point, -1 Init, Animal, Corpus)

A griffin vulture can detect a dead carcass, whether animal or human, from a great distance.

(InAn(Co) 25 Per/Conc/Vision, -2 Might point cost, Concentration 15)

Vis: 1 pawn Animal, in body

Appearance: a large vulture

This guideline describes a griffin vulture of virtue that is associated with *Domus Trememis*. It is not fully domesticated, but has been trained in similar fashion as a hunting falcon. Magi *Trememis* employ griffin vultures as aerial scouts (HoH:TL, 130).

Griffin vultures are found throughout *Dacia* and *Graecia*; the largest are typically found along the Dalmatian coast. These scavengers are cooperative hunters, combing large areas of terrain in groups.

Gryphis

Gryphis Carpathius

Magic Might: 15 (Animal) **Size:** +3

Season: Summer

Characteristics: Cun +1, Per +3, Str +6, Sta +2, Pre 0, Com -5, Dex +2, Qui 0

Virtues & Flaws: Magical Animal, Ferocity (hunting), Improved Characteristics, Long-winded; Magical Monster

Qualities & Inferiorities: Personal Power (Penetrating Sight), Lesser Power (Conjure the Zephyr), Improved Powers x2, Improved Attack, Improved Damage, Improved Defense, Improved Fatigue x2, Improved Initiative x2, Improved Soak, Improved Might x1, Auram Resistance

Personality: Gryphis +3, Fierce +2

Combat:

Claw Grapple Init +3, Atk* +11, Def +6, Dam —

*includes +3 bonus for aerial stoop

Claw Strike Init +3, Atk +15, Def +11, Dam +13

Beak Init +0, Atk +10, Def +6, Dam +7

Soak: +6 **Encumbrance:** 0 (0)

Fatigue Levels: Fresh, 0 / 0, -1 / -1, -3, -5, Unconscious

Wound Penalties: -1 (1-8), -3 (9-16), -5 (17-24), Incapacitated (25-32), Dead (33+)

Abilities: Athletics 3 (flying), Auram Resistance 3 (lightning), Awareness 3 (searching), Brawl 5 (claws), Hunt 4 (prey), Penetration 3 (Penetrating Sight), Survival 5 (mountains)

Common Animal Traits: Aggressive, Crafty, Extra Natural Weapons, Grapple, Hardy, Imposing Appearance, Keen Eyesight, Large Claws, Pursuit Predator, Tough Hide

Powers:

Penetrating Sight (0 points, Init -1, Auram)

The *gryphis* can see through clouds, fog, haze, smoke, snow, rain, or similar obfuscating elements. (InAu 20, Per/Constant/Ind, +1 Init, -2 Might point cost from Improved Powers, Penetration 30)

Conjure the Zephyr (1 point, Init 0, Auram)

The *gryphis* can conjure a wind. The typical use for this power is to create a strong updraft, which they can ride while they search for prey.

Griffins

Griffins occupy a position of prominence in mythology similar to that of dragons. Just as there are many varieties of dragons, each with different traits and powers, so there should be different varieties of griffins, with similar distinctions.

There are many different legends about griffins, both ancient and medieval. Ancient legends placed griffins in the mountains of the cold north, while later legends described their homes as being in the mountains of the distant east.

Most legends are consistent in describing griffins as fierce and dangerous, and they are said to epitomize violent retribution. The ancient Romans associated griffins with Nemesis, the goddess of justice; if Nemesis is a Faerie, there may also be Faerie griffins.

The Romans also depicted griffins as the mount of psychopomps, assisting in leading souls between life and death. Because of this traditional association with the psychopomp, many magi *Trememis* hold griffins in high esteem.

New Material Bonuses

Griffin Feathers
+5 arrows

Griffin Rib
+4 bows

(CrAu 10, Sight/Diam/Ind), Init +2, -1 Might Point Cost, Init +2 from Improved Powers)

Vis: 2 pawns Animal, in body, 2 pawns Auram, in large wing feathers

Appearance: *Gryphes* are chimeric animals, combining features of birds of prey and mountain cats. They are feathered over most of their body, including the "cat-like" portions. Only the talons, claws, and cat-like tail are free of feathers. The head of the *gryphis* is more like that of a bird, complete with a beak. The body is more like that of a cat, with the exception of the front feet, which have huge talons like those of an eagle. Their hardiness, coupled with their ability to hunt efficiently in all kinds of weather, enables them to survive and even thrive in the harsh conditions of the Carpathian Mountains.

The preferred feeding method of a *gryphis* is to stoop upon an unsuspecting animal, seize it in its enormous claws, and then carry it up high into the air. The *gryphis* then drops the animal upon rocks or similar rough terrain, killing the animal. Some *gryphes* have favored feeding grounds, to which they carry their prey before dropping it. The *gryphis*

leaves the carcass to rot, then returns to feed upon the body after a day or two.

Sheep, goats, and similar size -1 creatures are the natural prey of *gyphes*. Children and smaller adults are sometimes carried off as well. A *gryphis* is strong enough to carry a Size 0 creature, but even its large claws have difficulty maintaining a hold on something that large for long.

Although Isadore of Seville claims that *gryphes* are "fierce enemies of horses," the Carpathian *gryphes* have displayed no such animosity. *Gryphes* are fierce, and capable of rending the flesh of man or beast, but show no more hostility toward horses than toward any other creature. It is possible that the *gryphes* of which Isadore wrote dwell in the distant east, where they are said to be much larger.

Kogaionon

Genius Loci Coeris

Magic Might: 40 (Terram)

Season: Autumn

Characteristics: Int 2, Per 2, Str 0, Sta 0, Pre 1, Com 0, Dex 0, Qui 0

Virtues & Flaws: Daimon, Magical Spirit, Unaffected by The Gift, Ways of the Mountains; Hatred: Major (Roman Legionaries), Reclusive

Qualities & Inferiorities: Focus Power x4, Gentle Air, Greater Power, Improved Powers, Improved Recovery, Magical Meditation, Ritual Power x5

Personality: Hates Legionaries 3, Reclusive 2

Abilities: Awareness 5 (Kogaionon), Bargain 4 (pacts), Concentration 5 (powers), Finesse 5 (grace), Folk Ken 4 (priests), Guile 4 (keeping secrets), *Kogaionon* Lore 5 (history), Magic Lore 5 (*Kogaionon*), Magical Meditation 5 (Acclimation), Music 4 (natural sounds), Penetration 5 (Terram)

Powers:

Crafter of Earth

(variable points, Init -2, Terram)

Kogaionon can create Creo or Rego Terram effects of 5th magnitude or less, at a cost of 1 Might Point per magnitude.

(Focus Power)

Enliven the Gross Terram

(4 points, Init -7, Terram, Ritual)

Kogaionon can rarify an earth elemental of Might 25 or less. *Kogaionon* can also control elementals with this power, if it can Penetrate Magic Resistance. (Ritual Power)

Guide

(3 points, Init +1, Mentem)

Kogaionon can subtly influence a person toward a course of action for one day per use of this power (RoP:M, 39).

(Greater Power)

Manifestation

(variable points, Init -2, Animal or Herbam)

Kogaionon manifest its consciousness among animals or plants, temporarily granting them a Might Score and controlling their actions (RoP:M, 102).

(Focus Power x2)

Master of Earth

(variable points, Init -2, Terram)

Kogaionon can create Muto or Perdo Terram effects of 5th magnitude or less, at a cost of 1 Might Point per magnitude.

(Focus Power)

Oath-Swearing

(10 points, Init -10, Vim)

Kogaionon can enforce the power of a solemnly sworn oath between two or more parties (RoP:M, 39).

(Ritual Power)

Presence

(0 points, Constant, Imaginem)

Kogaionon is aware of everything that happens within the *Kogaionon* at Coeris (essentially, anything within the sixth magnitude *Aura Magica*), subject to Magic Resistance; because *Kogaionon* is a naturally occurring *genius loci* within Coeris, the *Aegis* does not constrain it.

(Greater Power)

Regio

(15 points, Init -30, Vim)

Kogaionon can create a *Regio* within an *Aura Magica* (RoP:M, 103). It used this power to hide itself away during the centuries since the destruction of Sarmizagetusa.

(Ritual Power x3)

Vis: 6 pawns Terram, as precious stones left buried in the earth of the *Kogaionon*

Appearance: An immaterial spirit, appearing as a face emerging from some natural feature of the *Kogaionon*

Kogaionon is the *Genius Loci* of the *Kogaionon*, the ancient magical summit of the hill upon which Coeris sits. In ancient times, it was the spirit of the sacred plateau of the Dacian capital of Sarmizagetusa. When the Roman legions razed the sacred structures there, *Kogaionon* retreated into a *Regio*, and slumbered through the centuries.

When the *Aura Magica* at Coeris increased to sixth magnitude again around 1200 AD, the *Regio* merged with the strengthened *Aura Magica*, and the spirit re-emerged from its seclusion. It is not entirely awakened; it has meditated for so long that the passage of mere decades has been insufficient to fully rouse it from its meditation. It is beginning to be aware of

the activities of magi within its area, however, and may begin to interact with them.

Most magi are unaware of the existence of *Kogaionon*, but *Quaesitora* Yonka Anahita is aware of the spirit, and has researched its nature as a *Daimon*. She has even created spells to summon and influence the spirit, but has not used them yet. She believes caution should guide *Domus Trememis* in dealing with this newly discovered entity, and has shared a summary of her discoveries with *Prima Poena* and *Exarcha Piroska*.

MORO

Faeta Exponens

Faerie Might: 10 (Corpus) **Size:** -2 or -12
Characteristics: Int 0, Per +2, Str -2, Sta -2, Pre -1, Com -5, Dex +2, Qui +4

Virtues & Flaws: Faerie Speech, Feast of the Dead, Ferocity (taking life from parents), Invulnerable to Normal Weapons, Keen Sense of Smell, Lesser Power, Personal Power x3; Dwarf (Child), Hatred: Major (parents), Nocturnal

Personality: Hatred for Parents +6

Combat:

Dodge (Init +4, Def +6)

Soak: -2, immune to normal weapons

Encumbrance: 0 (0)

Fatigue Levels: N/A

Wound Penalties: -1 (1-3), -3 (4-6), -5 (7-9), Incapacitated (10-12), Dead (13+)

Pretenses: Awareness 6 (Life Sense +3), Athletics 3 (flying), Faerie Speech 4 (childish speech), Stealth 5 (sneaking)

Powers:

Shape of Fluttering Death

(0 points, +2 Init, Animal)

During the night the *moro* can assume the form of a death's head moth. In this form, it can both fly and hide in tiny spaces.

(Base 20, +2 Sun; Personal Power x2, -3 Might cost, +1 Init)

Bite of the Moro

(3 points, -4 Init, Corpus)

The *moro* may bite a victim in its moth form, stealing a long-term fatigue level from the victim. If a victim has no more fatigue levels left, such a feeding will kill the victim. Each fatigue level drained restores two Might Points to the *moro*, although it costs three to activate this power, resulting in a net loss of one Might Point. More importantly, feeding restores vitality.

(Base 10, +1 Touch, +1 transfer of energy; Lesser Power, -1 Might cost)

Life Sense

(0 points, Constant, Corpus)

The *moro* can smell the life force of humans, often over great distances, and can track using this sense. (Base 4, +2 Sun, +1 constant effect, +2 Smell; Personal Power x2, -3 Might cost, +2 Init)

Vis: 2 pawns Perdo, in body

Appearance: "a tiny, blue, emaciated, shivering child, or a death's head moth." (HoH:TL, 129)

The *moro* is a form of dark faerie that arises from the corpse of a child that has died by exposure. They can take the form of a death's head moth, and can drain the life-force directly from humans. They have a supernatural sense that allows them to detect and track the life-force of humans. This sense can only be blocked in a strong *Aura Divina*, or with a magical ward that affects the *moro*.

Moro are invulnerable to most attacks that would kill a human child, with the exception of a weapon made of rowan wood. When attacked, *moro* will wail and cry like an infant, instinctively seeking to exploit whatever human mercy they did not receive when they were left to die.

Moro have a strong hatred for parents, particularly their own. Their primary motivation is to find and drain the life from the parents who left them exposed to die. After killing their own parents, *moro* continue to wander the night, hunting others who may (or may not) have left children exposed to die. Over time, they tend to generalize their hatred toward all humans.

Trememis are sympathetic toward the initial lust for vengeance of the *moro*; which they "think it only just to give them" (HoH:TL, 128). However, the *moro* doesn't go away after its parents are dead. *Moro* are one of the supernatural problems that magi *Trememis* are called upon to deal with on a fairly regular basis. They do so when requested, but often wait until the *moro* has enacted justice upon the guilty parents before slaying the *moro*.

Moro do not arise from just any exposed child; they are an expression of Hunnic Blood (see **The Restless Dead in Dacia**). Although magi *Trememis* do not know why some exposed children arise as *moro*, they do try to rescue exposed infants whenever possible.

ORIAS

Gigas Carpathius

Magic Might: 27 (Corpus) **Size:** +4

Season: Summer

Characteristics: Int -3, Per 0, Str +10, Sta +3, Pre +1, Com -2, Dex +2, Qui -2

Virtues & Flaws: Magic Human, Reserves of Strength, Tough, Warrior; Feral Upbringing, Weak Willed, Wrathful: Minor (shut in valley)

Qualities & Inferiorities: Gigantic x3, Improved Might x9, Improved Soak x3, Major Virtue: Ways of the Mountains

Personality: Wrathful 3

Combat:

Tree Club* Init -1, Atk +13, Def +6, Dam +17

Kick* Init -3, Atk +10, Def +5, Dam +13

*Includes bonuses from Ways of the Mountains

Soak: +12 **Encumbrance:** 0 (0)

Fatigue Levels: Fresh, 0, -1, -3, -5, Unconscious

Wound Penalties: -1 (1-9), -3 (10-18), -5 (19-27), Incapacitated (28-36), Dead (37+)

Abilities: Athletics 3 (jumping), Awareness 3 (alertness), Brawl 4 (kick), Hunt 3 (goats), Single Weapon 3 (cudgel), Stealth 2 (hiding), Survival 3 (mountains), Thrown Weapon 4 (rocks), Valley Lore 2 (goats)

Powers: None

Vis: 6 pawns Corpus, in heart and liver

Appearance: *Oriás* is 15' tall and weighs over 3,000 pounds. He wears no clothing and typically uproots a small tree if he wants to bash something. He has no personal belongings.

Oriás is not the giant's name, it is simply the Magyar word for giant. He may not have a real name. He has been alone in the wilderness ever since he can remember, and speaks no recognizable language, although he speaks in a pattern of grunts and gestures that seems to be an attempt to communicate.

Architecta Jolanta Tremecis closed up the valley in which *Oriás* lives prior to the Schism War, mainly to keep him from terrorizing the surrounding countryside. However, his long seclusion in the valley has boosted the *Aura Magica* in the valley.

Prikulics

Lupus Fallax

Magic Might: 10 (Animal) **Size:** 0

Season: Autumn

Characteristics: Int 0, Per +1, Str 0, Sta +2, Pre +1, Com 0, Dex +1, Qui +1

Virtues & Flaws: Magic Animal, Minor Essential Virtue (Guileful +3), Tough, Unaffected by The Gift; Magical Monster, Mute (wolf form), No Hands (wolf form)

Qualities & Inferiorities: Improved Attack (wolf bite) x2, Improved Damage (wolf bite) x2, Improved Defense (wolf bite) x2, Improved Fatigue, Improved Initiative (wolf bite), Improved Soak x2, Personal Power x2 (*Human Form*); Restricted Power (*Human Form*; when not affected by vulnerability), Susceptible to Deprivation

Personality: Deceitful 3, Ravenous 2

Combat:

Wolf Bite: Init +4, Atk +15, Def +13, Dam +7

Human Scuffle: Init +1, Atk +7, Def +7, Dam +0

Soak: +7 **Encumbrance:** 0 (0)

Fatigue Levels: Fresh, 0, -1/-1, -3, -5, Unconscious

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Animal Handling (sheep) 3, Athletics 6 (running), Awareness 5 (alertness), Brawl 6 (bite), Charm (first impressions) 3, Folk Ken (shepherds) 3, Guile (pretending to be human) 6+3, Hunt 6 (sheep), Magic Lore (acclimation) 3, Stealth (stalking) 3, Survival (forests) 4, Transylvania Lore (sheep herds) 3

Common Animal Traits (wolf form only): Aggressive, Crafty, Fast Runner, Pack Animal, Pursuit Predator, Sharp Ears, Keen Sense of Smell

Powers:

Human Form (1 point, +0 Init, Corpus)

A *prikulics* can assume human form as it wishes, so long as its particular vulnerability is not present. The change lasts as long as the *prikulics* wishes, so long as it retains sufficient Might to refresh the power at each Sun event. It may also change back to its true form at any time.

This power is Restricted, in that it cannot function in the presence of the particular vulnerability that affects the *prikulics* in question. For example, if the *prikulics* is vulnerable to wolfsbane and touches that herb, the power immediately ends and the *prikulics* resumes its true wolf form.

(MuAn(Co) 30 Per/Spec/Ind, +1 magnitude for "constant", +1 magnitude to allow control over the power, - 2 points Might Cost, +2 Initiative)

Vis: 2 pawns Animal, in pelt

Appearance: a *prikulics* may appear in either wolf or man form; either form can vary according to the normal appearance of either creature, although as a wolf, it is larger than is normal. The *prikulics* will acquire clothing appropriate to its role, often by killing a person and then assuming their role (if not their identity).

A *prikulics* is a magical wolf that can assume the form of a man. Unlike a lycanthrope (a man cursed to assume the form of an animal, often a wolf), the *prikulics* is fully aware of itself in either form, and has more control over the change. Under most circumstances, the *prikulics* may change form at will. However, every *prikulics* has a vulnerability that will cause it to assume its true animal form. This vulnerability can vary. For some, it may be a substance, such as wolfsbane (aconite) or silver. For others, it may be an environmental condition, such as rain or direct sunlight.

Magic may be able to detect the nature of a *prikulics*; a variant of *Shiver of the Lycanthrope*, called *Shiver of the Prikulics*, can do so. Second Sight, however, is not able to see through the deception, as the change is physical in nature and not an illusion.

The guileful *prikulics* is usually quite adept at pretending to be a human. One common strategy is to assume the form of a shepherd, in order to gain easy access to meals. They prefer to eat sheep and goats, but will eat almost anything they can kill

and eat fresh, including humans. A human who is attacked by a *prikulics* and survives may become cursed with lycanthropy, but this is unusual.

Prikulics is the Vlach term; the Magyar name for the creature is *csordásfarkas*.

Psoglav

Anthropophagus Caputis Canini

Magic Might: 15 (Corpus) **Size:** 0

Season: Summer

Characteristics: Int -1, Per 0, Str 0+3, Sta +3, Pre -1, Com -1, Dex +2, Qui +1

Virtues & Flaws: Magic Human, Improved Characteristics, Tough, Warrior; Anchored to the Mountains, Cannibal, Missing Eye

Qualities & Inferiorities: Improved Attack x2, Improved Damage x2, Improved Defense x2, Improved Fatigue x2, Improved Initiative x2, Improved Soak, Minor Virtues: Sharp Ears, Keen Sense of Smell, Personal Power x2

Personality Traits: Cannibalistic 3, Fierce 3

Combat:

Axe & Round Shield Init +5, Atk +13, Def +11, Dam +12

Kick Init +5, Atk +13, Def +9, Dam +7

Soak: +11 **Encumbrance:** 0 (0)

Fatigue Levels: Fresh, 0 / 0, -1 / -1, -3, -5, Unconscious

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: Athletics 5 (running), Awareness 3 (alertness), Brawl 5 (kick), Hunt 3 (humans), Psoglav Language 5 (slang), Serbian 2 (insults), Single Weapon 5 (axe), Stealth 3 (sneaking), Survival 3 (mountains)

Powers:

Gait of the Stallion (0 points, Init -1, Corpus)

A *psoglav* can run as fast as a horse.

(MuCo 30, Per/Constant/Ind, +1 Init, -3 Might cost)



Dog-headed man, by Hartmann Schedel, 1493

Vis: 2 pawns Corpus, in eye

Appearance: A *psoglav* is a dog-headed humanoid figure with a single eye directly above its snout, iron teeth, and legs that resemble the hind legs of horses, including hooves. *Psoglavi* warriors typically wear partial leather scale armor and wield heavy axes and round shields. They often wear necklaces of human teeth.

Psoglavi are monstrous cannibals who dwell in small groups in caves in the mountainous areas of the western Balkans. They speak a strange language, unlike that of humans. Most also speak some Serbian; a few may speak some Greek or Magyar as well.

Psoglavi are fierce warriors, deadly swift in battle, who can run as fast as horses. A *psoglav* can also kick with a hoof at a target behind him. Having a single eye hampers a *psoglav* slightly, but the senses of hearing and smell are superb.

They emerge from their caves occasionally to raid human settlements. *Psoglavi* kill and butcher men for food, and abduct women and children to serve them in their hidden strongholds. Captive boys are eventually used for food, as are women who are no longer able to bear children. Fertile women are used to bear children to the *Psoglavi*, for they are all male warriors and must breed with human women to reproduce. Children born out of this mating are always *Psoglavi*, although nearly two of every three pregnancies miscarries or results in a stillborn corpse.

This profile is for an experienced but common warrior; older and Mightier *Psoglavi* are known to exist, while very young *Psoglavi* may be somewhat weaker. Despite the problems caused by *Psoglavi* in the region, magi *Tremēris* seldom slay these warriors, because they are one of the few magical kindreds who are continuing to thrive in Mythic Europe. Magi sometimes rescue children who have been captured by *Psoglavi*, if the opportunity presents itself, and give them to *habitatores* to raise.

Sarolt

Mustela Faetis

Faerie Might: 25 (Corpus) **Size:** 0 or -7

Characteristics: Int 0, Per +1, Str 0, Sta 0, Pre +3, Com 0, Dex 0, Qui 0

Virtues & Flaws: Faerie Sight, Faerie Speech, Feast of the Dead, Focus Power (*Mistress of Weasels*), Humanoid Faerie, Improved Soak, Personal Power (*Transform into Weasel*); Narrowly Cognizant, Negative Reaction, Proud: Major, Sovereign Ward (distaff or spindle), Traditional Ward (distaff or spindle), Wrathful: Minor

Personality: Malicious 3, Proud 3, Wrathful 2

Combat:

Saber Init +2, Atk +11, Def +8, Dam +7

Dodge Init +0, Def +7

Soak: +5**Encumbrance:** 0 (0)**Fatigue Levels:** N/A**Wound Penalties:** -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)**Pretenses:** Animal Handling 5 (weasels), Athletics 6 (jumping), Awareness 5 (searching), Bargain 2 (loopholes), Bows 6 (composite bow), Brawl 6 (dodge), Etiquette 1 (courtly), Faerie Lore 3 (faerie animals), Faerie Sight 5 (glamour), Faerie Speech 5 (haughty), Folk Ken 3 (warriors), Hunt 5 (tracking), Leadership 6 (intimidation), Ride 5 (in battle), Single Weapon 6 (saber), Stealth 5 (stalking), Survival 5 (mountains), Transylvania Lore 3 (Faerie Sites)**Powers:*****Mistress of Weasels***

(variable points, -5 Init, Animal)

Sarolt can perform any non-Ritual Creo, Intellego, Muto, or Rego effect up to 5th magnitude pertaining to weasels, at a cost of 1 Might Point per magnitude of the effect.

(Focus Power)

Transform into Weasel

(1 point, -2 Init, Animal)

Sarolt can assume the form of a large (Size -6) white weasel.

(Personal Power)

Vis: 5 pawns Perdo, in body**Appearance:** a beautiful woman with pale white skin and lustrous long black hair, wearing leggings and leather armor, and carrying a saber, bow, and quiver of arrows, or a large white weasel (white regardless of season)

Sarolt is the Faerie embodiment of the legendary Princess Sarolt, mother of King Stephen I of Hungary. Sarolt was a beautiful, cruel, and fierce woman, whose name meant "white lady" in the Turkic dialect of her parents, but also means "weasel." She was known to have slain many men with her own hand during her life. After her death, Sarolt returned as a dark faerie, spiteful and malicious, who can assume the form of a weasel.

Sarolt is malicious and deadly, but can be warded or driven off by a distaff or spindle, and cannot harm anyone holding one of those items. In addition, Sarolt may be warded from an entire area by tying a spindle to a weasel's tail. The ward lasts for as long as the spindle remains tied to the weasel's tail, but the weasel must be set free in the wild.

Although she is most often encountered in Transylvania, Sarolt may be found anywhere within the domain of Mythic Hungary, which she considers her domain as a royal princess.

**Shadow Owl***Strix Umbrosa***Magic Might:** 7 (Animal)**Size:** -3**Season:** Summer**Characteristics:** Cun -1, Per +2, Str -6, Sta 0, Pre 0, Com -2, Dex +1, Qui +6**Virtues & Flaws:** Magical Animal, Unaffected by The Gift; Magical Friend**Qualities & Inferiorities:** Personal Power (Dapple), Personal Power x2 (Straight Chase), Improved Powers**Personality:** Owl +3, Patient +2**Combat:**

Claw Strike

Init +6, Atk +9, Def +14, Dam -4

Claw Grapple Init +6, Atk +6, Def +11, Dam -

Beak Init +4, Atk +8, Def +12, Dam -5

Soak: +0**Encumbrance:** 0 (0)**Fatigue Levels:** Fresh, 0, -1, -3, -5, Unconscious**Wound Penalties:** -1 (1-2), -3 (3-4), -5 (5-6), Incapacitated (7-8), Dead (9+)**Abilities:** (Area) Lore 3 (prey), Awareness 4 (prey), Athletics 5 (flying), Brawl 5 (claw grapple), Concentration 3 (Dapple), Hunt 4 (prey), Stealth 4 (flying), Survival 3 (forests)**Common Animal Traits:** Accomplished Flyer, Aggressive, Ambush Predator, Extra Natural Weapons, Grapple, Imposing Appearance, Keen Eyesight**Powers:*****Dapple*** (0 points, +8 Init, Imaginem)

A shadow owl can alter the coloration of their plumage to blend in with their environment. They are impossible to detect with the mundane eye if stationary, and have a -3 modifier to spot while flying.

(MuIm 4 Per/Conc/Ind, -1 point Might cost, +3 Init, Concentration 5 points)

Straight Chase

(1 point, +5 Init, Animal)

A shadow owl can become insubstantial and ghostly, allowing it to fly through solid objects.

"Shadow owls cannot strike through objects, like armor, because they need to be solid to harm their

target. Owls pursue game through forests using this power." (HoH:TL, 130)

(MuAn(Me) 30 Per/Diam/Ind, -2 point Might cost, +2 Init)

Vis: 1 pawn Imaginem, in crest feathers

Appearance: a large crested owl with variable plumage.

This guideline describes a shadow owl that is associated with *Domus Tremēris*. It could be a magical companion animal to a magus or *consors*.

Száva

Spiritus Elementius Savus

Magic Might: 45 (Aquam)

Season: Autumn **Confidence:** 1 (3)

Characteristics: Int +2, Per +1, Str +5, Sta +5, Pre +2, Com -1, Dex +0, Qui +1

Virtues & Flaws: Magical Spirit (Magical Air), *Daimon*, Essential Virtue (Major, Aquatic); Wrathful (Minor), Carefree, Anchored to the Rivers

Qualities & Inferiorities: Focus Power x4, Greater Power x4, Major Virtue (Ways of the Rivers), Minor Virtue (Inoffensive to Animals), No Fatigue, Personal Power x2, Ritual Power x4,

Personality: Aquatic +6, Energetic +2, Wrathful +2

Combat:

??? Init +5, Atk +12, Def +11, Dam +5

Soak: ?? **Encumbrance:** 0 (0)

Fatigue Levels: N/A

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: ??

Powers:

Crafter of Aquam

(variable points, Init -2, Aquam)

Száva can duplicate any non-Ritual *Creo Aquam* or *Rego Aquam* spell no greater than 45th level at a cost of 1 Might per magnitude of the effect.

(Focus Power x2)

Donning the Aquatic Veil

(1 point, Init +0, Aquam)

Száva can manifest physically as an enormous water elemental, Size +15. In this form, *Száva* may only be harmed physically by extremely powerful fire-based attacks, and has the following attributes:

Combat:

Bludgeon Init -8, Atk +10, Def n/a, Dam +14

Drown Power

Soak: +10

Wound Penalties: -1 (1-9), -3 (10-18), -5 (19-27), Incapacitated (28-36), Dead (37+)

If the physical manifestation is severely wounded (Heavy Wound or greater), *Száva* will dissolve the

water and return to spirit form to prevent its own destruction.

Cr(Re)Aq 25 Touch/Sun/Ind

(Base 5, +1 Touch, +2 Sun, +1 requisite; Greater Power x2, -2 Might cost, +2 Init)

Enliven the Gross Aquam

(2 points, Init -9, Ignem)

Száva can create water elementals from base water, up to Might 25 (according to the size of the base water).

CrIg 30 Touch/Mom/Ind

(Base 25, +1 Touch, Ritual Power x2, -4 Might cost)

Grant Immunity to Drowning

(10 points, Init -19, Vim)

Száva can grant the Greater Immunity Virtue, either temporarily or (almost never) permanently, as a Ritual power.

(Ritual Power x2)

Manifestation

(4+ points, Init Qik -Might Points spent, Animal or Herbam)

Száva can manifest its consciousness among animals or plant life touching the Sava River, temporarily granting a Might score (RoP:M, 102).

(Greater Power)

Presence

(0 points, constant, Imaginem)

Száva has awareness of everything that happens within the bounds of the Sava River (RoP:M, 103).

(Greater Power)

Ruler of Aquam

(variable points, Init -2, Aquam)

Száva can duplicate any non-Ritual Intellego Aquam or Muto Aquam spell no greater than 45th level at a cost of 1 Might per magnitude of the effect.

(Focus Power x2)

Sight of the River

(0 points, constant effect, Imaginem)

Száva can view any location to which it has an unbroken connection of water, regardless of the distance involved (RoP:M, 137, modified as a Constant Personal Power).

InIm 20 Arc/Constant/Group

(Base 1, +4 Arcane Connection, +2 Sun, +1 constant effect, +2 Group; Personal Power x2, -3 Might Cost)

Vis: 9 pawns Aquam

Appearance: When manifested, or to mystical vision such as Second Sight, *Száva* appears as a massive body of water, sometimes exhibiting feminine characteristics (long hair, breasts, etc.) but in many cases only marginally anthropomorphic

Száva is an aspect of the *Daimon* called by some *Amnis Magnus*, the Mighty River, and by others *Tethys*, the mother of all rivers. Its True Name is known only to certain Theurgists. *Száva's* domain is the Sava River, which flows from tributaries in the eastern Alps through Slavonia, joining the Danube River at Nándorfehérvár.

Szavan Water Elemental

Anima Aquaria

Magic Might: 25 (Aquam) **Size:** +6
Characteristics: Cun +2, Per +2, Str +6, Sta +7, Pre +1, Com -7, Dex +0, Qui -6
Virtues & Flaws: Magic Thing (Temporary Might), Ways of the River, Poor Memory, Short Attention Span, Simple-minded
Qualities & Inferiorities: Greater Power, Lesser Power, Improved Might x 6, Improved Recovery x2, Improved Soak x2, No Fatigue, Personal Power x2
Personality: River +3

Combat:

Bludgeon Init -6, Atk +10, Def n/a, Dam +9
 Drown Power

Soak: +7

Fatigue Levels: N/A

Wound Penalties: -1 & 1 Might Point (1-11), -3 & 3 Might Points (12-22), -5 & 5 Might Points (23-33), Incapacitated & 5 Might Points (34-44), Dead & all Might Points (45+)

Abilities: Athletics 3 (leaping between fuel sources), Brawl 3 (Burn), Charm 3 (small animals), Penetration 3 (Fascination)

Powers:

Drown

(0 points, Init -8, Aquam)

After a successful melee attack, the elemental can engulf a target and attempt to drown it, if the target is smaller than the elemental (RoP:M, 137).

Re Aq(Co) 30 Touch/Sun/Ind

(Base 5, +1 Touch, +2 Sun, +1 requisite, +1 constant effect; Greater Power -3 Might Cost, +1 Init)

Chill Touch

(2 points, Init -4, Ignem)

The elemental's touch extracts heat from a target, inflicting +10 damage (RoP:M, 137).

PeIg 15 Eye/Diam/Group

(Base 10, +1 Touch; Greater Power -1 Might Cost, +6 Init)

Sight of the River

(2 points, Init -8, Imaginem)

The elemental can view any location to which it has an unbroken connection of water, regardless of the distance involved (RoP:M, 137).

InIm 20 Arc/Conc/Group* (Room Target is incorrect in published listing)

(Base 1, +4 Arcane Connection, +1 Concentration, +2 Group; Lesser Power, +1 Init)

Vis: 5 pawns Aquam, in body

Appearance: A large mass of water, such as a small lake, large stream, or part of a larger river

This Water Elemental is the most powerful that *Száva* can generate with her power, requiring an immense body of water as the basis. This profile can easily be adapted to weaker elementals, by reducing the number of Improved Might Qualities taken (and adjusting Characteristics).

Túzvesz

Spiritus Elementius Igneus

Magic Might: 30 (Ignem)

Season: Spring

Ferocity: 1 (3)

Characteristics: Int +1, Per +1, Str 0, Sta 0, Pre +1, Com 0, Dex +1, Qui +3

Virtues & Flaws: Magic Spirit (Magical Air), Ferocity (Vengeance), Improved Characteristics, Strong-willed, Fury (Summoned)

Qualities & Inferiorities: Focus Power, Greater Power, Ritual Power x2, Improved Recovery x2, Improved Might x8

Personality: Fiery +6, Vengeful +3

Abilities: Awareness 2 (escape), Bargain 1 (freedom), Concentration 2 (powers), Folk Ken 1 (magi), Guile 2 (shading the truth), Magic Lore 4 (fires), Nisyru Lore 2 (volcano),

Powers:

Crafter of Fire

(variable points, Init -2, Ignem)

Túzvész can duplicate any non-Ritual Creo Ignem or Rego Ignem spell no greater than 25th level at a cost of 1 Might per magnitude of the effect.

(Focus Power)

Donning the Igneus Veil

(1 point, Init +2, Ignem)

Túzvész can manifest physically as a raging fire elemental, Size +4. In this form, *Túzvész* may only be harmed physically by water-based attacks, and has the following attributes:

Combat:

Burn Init +1, Atk +12, Def n/a, Dam +(Might Pool)

Soak: +0

Wound Penalties: -1 (1-9), -3 (10-18), -5 (19-27), Incapacitated (28-36), Dead (37+)

If the physical manifestation is severely wounded (Heavy Wound or greater), *Túzvész* will dissolve the fire and return to spirit form to prevent its own destruction.

Cr(Re)Ig 25 Touch/Sun/Ind

(Base 5, +1 Touch, +2 Sun, +1 requisite; Greater Power, -2 Might cost, +2 Init)

Enliven the Gross Ignem

(2 points, Init -9, Ignem)

Tûzvész can create fire elementals from base fire, up to Might 25 (according to the size of the base fire). It will only do so if coerced or in pursuit of vengeance (in which case it will use Ferocity)

CrIg 30 Touch/Mom/Ind

(Base 25, +1 Touch, Ritual Power x2, -4 Might cost)

Vis: Six pawns Ignem

Appearance: *Tûzvész* appears as a huge roaring conflagration, white hot in the center and shading to bright orange at the edges.

Tûzvész is a unique Magical Spirit, a powerful elemental spirit of fire. He was "born" in the fiery destruction of an immense forest fire in the eastern Carpathian Mountains. Gaea Elementia Trememis bound the spirit to a large boulder to quench the raging fire. However, *Tûzvész* kept breaking free of the bindings. After several attempts, she realized that a spirit this mighty could not be contained in a simple boulder.

Gaea travelled south to the Aegean, and found a smoldering volcano on the isle of Nisyros. Inside the southern-most caldera, she formed an immense ring from the rock, and imprisoned *Tûzvész* inside a potent ward. The binding ward acts as a constant magical effect that prevents Acclimation (RoP:M, 53). She also developed a unique spell to summon *Tûzvész* to the location of the caster, and grant temporary control over the fiery spirit (see **Chapter VII, Volumen Arcanum**).

Tûzvész does not like being imprisoned, and rages in futility at his captivity. Should the ward ever be broken, *Tûzvész* will undoubtedly seek out any magus who has ever summoned him, to wreak his revenge on those who imprisoned him. Knowing this, magi Trememis rarely summon *Tûzvész*. Only the most powerful and confident magi would even consider putting themselves on that deadly mental list.

Tuzvesz-spawned Fire Elemental

*Anima Ignea***Magic Might:** 25 (Ignem) **Size:** +6**Characteristics:** Cun 0, Per +1, Str -7, Sta -6, Pre +2, Com +2, Dex +6, Qui +7**Virtues & Flaws:** Magic Thing (Temporary Might), Ways of the Forest Fire, Poor Memory, Short Attention Span, Simple-minded**Qualities & Inferiorities:** Greater Power, Lesser Power, Improved Might x 6, Improved Recovery x2, Improved Soak x2, No Fatigue, Personal Power x2**Personality:** Fiery +3**Combat:**

Burn Init +7, Atk +12, Def n/a, Dam +(Might Pool)

Soak: +4**Fatigue Levels:** N/A**Wound Penalties:** -1 & 1 Might Point (1-11), -3 & 3 Might Points (12-22), -5 & 5 Might Points (23-33), Incapacitated & 5 Might Points (34-44), Dead & all Might Points (45+)**Abilities:** Athletics 3 (leaping between fuel sources), Brawl 3 (Burn), Charm 3 (small animals), Penetration 3 (Fascination)**Powers:****Burn**

(0 points, Init +7, Ignem)

Anything touching or being touched by the elemental takes damage equal to a stress die plus the current Might pool (RoP:M, 139).

Cr(Re)Ig 30 Touch/Sun/Ind

(Base 5, +1 Touch, +2 Sun, +1 requisite, +1 constant effect; Greater Power -3 Might Cost, +1 Init)

Fascination

(2 points, Init +8, Mentem)

The swirling colors in the elemental's flames can entrance those who see it. Those failing an Intelligence roll against an Ease Factor of 9 will stare gape-mouthed at the elemental, unable to act. This roll may be attempted once each round.

ReMe 20 Eye/Diam/Group

(Base 4, +1 Eye, +1 Diam, +2 Group; Greater Power -3 Might Cost, +3 Init)

Heat of the Searing Forge

(1 point, Init +9, Ignem)

As the Hermetic effect.

CrIg 10 Voice/Mom/Ind

(Base 4, +2 Voice; Lesser Power -1 Might Cost, +2 Init)

Vis: 5 pawns Ignem, in body**Appearance:** A large roaring fire, such as a forest fire or grass fire covering a large area.

This Fire Elemental is the most powerful that *Tûzvész* can generate with his power, and requires an immense fire as the basis fire. This profile can easily be adapted to weaker elementals, by reducing the number of Improved Might Qualities taken.

Ucigasul Razboinicilor

*Faeta Atrox***Faerie Might:** 9 (Corpus) **Size:** -1**Characteristics:** Int 0, Per 1, Str 2, Sta 0, Pre 0, Com 0, Dex 2, Qui 0**Virtues & Flaws:** Narrowly Cognizant, Faerie Sight, Faerie Speech, Humanoid Faerie, Invulnerable to Normal Weapons, Improved Damage, Greater Power, Personal Power x2, Puissant Brawl Pretense, Puissant Stealth Pretense, Tough; Monstrous Appearance, Small Frame, Sovereign Ward (those who have not transgressed a warrior code of behavior), Vulnerable to Auram

Personality: Violent +4, Merciful -3, Fears Storms +2

Combat:

Bronze Dagger Init +0, Atk +12, Def +10, Dam +7

Soak: +5 **Encumbrance:** 0 (2)

Fatigue Levels: N/A

Wound Penalties: -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-16), Dead (17+)

Pretenses: Athletics 5 (running), Awareness 5 (searching), Brawl 6+2 (dagger), Concentration 3 (Hold power), Faerie Speech 4 (slang), Folk Ken 2 (warriors), Hunt 6 (warriors), Leadership 3 (intimidation), Penetration 2 (Corpus), Stealth 6+2 (stalking)

Powers:

Sense the Distant Progenitor

(0 points, Constant, Corpus)

Ucigaşul can sense the location of Nyirikki Trememis whenever this power penetrates Nyirikki's Magic Resistance vs. Corpus.

(Base 3, +4 Arc, +2 Sun, +1 Constant effect; Greater Power, -3 Might Cost, +1 Initiative to -2)

Hold Powerless the Fearful Warrior

(2 points, Init +3, Corpus)

Ucigaşul can paralyze its victim so that he cannot move, so long as the victim can smell Ucigaşul (within about three paces under most conditions). The precise smell varies from victim to victim, but it will always be associated with one or more transgressions that the victim has committed.

(Base 5, +1 Conc, +2 Scent; Personal Power, +2 Init)

Eyes of the Cat

(0 points, Constant, Corpus)

Ucigaşul can see in darkness as well as a cat.

(Base 2, +2 Sun, +1 Constant effect; Personal Power, -1 Might cost, +4 Init for Hold power)

Vis: 2 pawns Corpus

Appearance: A small goblin-like creature with dark green-black scaly skin, large, powerful hands, wielding a razor-sharp bronze dagger and wearing a leather tunic reinforced with coins from a bewildering variety of ancient kingdoms.

The *Killer of Warriors* stalks and kills warriors who have transgressed against a code of behavior: stolen from their lord, raped a woman of their own tribe, lied about a matter of honor, etc. The specific transgressions vary from tale to tale, but all agree that those who do not violate the code are protected from the killer. Those who have not transgressed are in fact immune to *Ucigaşul Războinicilor*. Since many warriors have transgressed in some way, however, such immunity is unusual.

Ucigaşul Războinicilor only kills those who serve by force of arms; warriors, soldiers, guards. It does

not care about ethnicity or loyalties. It will slay a German mercenary or Cuman caravan guard as readily as a Magyar noble or Bulgar warrior. Although the tales ascribe a variety of forms to *Ucigaşul*, it has only a single form so far (though it could gain additional forms as its Might increases). Very few have actually seen *Ucigaşul* and lived to tell the tale, so most descriptions of its appearance are fanciful. The tales are constant in one feature, however; it kills with a bronze dagger, slowly making a variety of painful incisions as its terrified victim is frozen helpless before it.

Ucigaşul fears storms of any kind, however, and seeks the best shelter it can find from lightning.

Ucigaşul arose from one of the recent victims of Nyirikki Trememis in *Dacia*. His victim was a Székely with strong Hunnic blood, who rose from the dead and assumed the role of *Ucigaşul Războinicilor*. *Ucigaşul* is narrowly cognizant (Realms of Power: Faerie, 9), and is aware that it gains vitality not only from its own victims, but from those of its "father" as well.

It is not aware of who Nyirikki is, exactly, but it can feel where he is briefly whenever he suppresses or renews his *Parma* outside of a powerful *Aegis*. If *Ucigaşul* grows in Might, it could potentially become powerful enough to sense Nyirikki through his *Parma*. It desires to kill Nyirikki and feed on his vitality more than anything else. It somehow senses that this act could complete its current role, and elevate it to a higher state of existence (i.e. fully cognizant).

Ucigaşul gains Might with every victim that Nyirikki slays. Treat each death as an experience point for an Art; after a dozen years, *Ucigaşul* has 46 points, which give it Faerie Might 9. This is the only method by which *Ucigaşul* can gain Might in its current role; should Nyirikki demise before *Ucigaşul* kills him, *Ucigaşul* will be stuck in its current role, at the Might level it reached before his demise. *Ucigaşul* can develop a new Lesser or Personal Power with each point of Might it gains; or it may gain a Greater or Ritual Power from three points. It may also increase an existing Lesser Power to a Greater Power.

Vespertilio Magicus

Vespertilionis Magicus

Magic Might: 5 (Animal)

Size: -8

Season: Spring

Characteristics: Cun 0, Per +2, Str -10, Sta 0, Pre -2, Com -2, Dex +4, Qui +10

Virtues & Flaws: Magical Animal, Improved Characteristics; Nocturnal

Qualities & Inferiorities: Accomplished Flyer, Camouflage, Fast Flyer, Sharp Ears

Personality: Brave -2, Nocturnal +3

Abilities: Awareness 4 (bugs), Athletics 5 (flying), Hunt 4 (bugs), Survival 3 (caves)

Powers:

Eyes of the Bat

(0 points, Constant, Auram)

Vespertiliones can see clearly in the dark.
(Personal Power)

True Sight of the Air

(0 points, Constant, Auram)

Vespertiliones can see clearly through any sort of obfuscation in the air, as per the spell..
(Personal Power)

Vis: none in the body, although *Vespertiliones Magici* produce small amounts of *Vim vis* in their droppings.

Appearance: A large bat

Vespertiliones Magici are magical bats. They live in large caves and fly out in the evening, at vespers (giving them their name).

Viharokon

Spiritus Elementia Aurae

Magic Might: 30 (Auram)

Season: Spring

Characteristics: Int -2, Per 1, Str 0, Sta 0, Pre 1, Com -1, Dex 2, Qui 3

Virtues & Flaws: Magical Spirit, Unaffected by The Gift, Voice of the Winds; Carefree, Short Attention Span

Qualities & Inferiorities: Focus Power x2, Greater Power, Ritual Power, Improved Might x9

Personality: Carefree 3, Changeable 3

Abilities: Awareness 4 (winds), Magic Lore 2 (spirits of the air), Mount Retyezat Lore 4 (winds), Music 1 (winds)

Powers:

Crafter of Auram

(variable points, Init -2, Auram)

Viharokon can create *Creo* or *Rego* Auram effects of 5th magnitude or less, at a cost of 1 Might Point per magnitude.
(Focus Power)

Enliven the Gross Auram

(4 points, Init -7, Auram, Ritual)

Viharokon can rarify an air elemental of Might 25 or less. *Viharokon* can also control elementals with this power, if he can Penetrate Magic Resistance.
(Ritual Power)

Master of Auram

(variable points, Init -2, Auram)

Viharokon can create *Muto* or *Perdo* Auram effects of 5th magnitude or less, at a cost of 1 Might Point per magnitude.
(Focus Power)

Presence

(0 points, Constant, Imaginem)

Viharokon is aware of everything that happens within the storm surrounding Mount Retyezat.
(Greater Power)

Vis: 6 pawns Auram, as an immaterial rolling thunderclap

Appearance: An immaterial spirit, nebulous and indistinct even to those with Second Sight

Viharokon is a powerful elemental spirit of the air who dwells at the peak of Mount Retyezat in the southern Carpathian Mountains (about twenty miles south-southwest of Coeris). Mount Retyezat is continually surrounded by a massive storm at its peak, which is the home of *Viharokon*.



Vodnik

Faeta Aquatica Bulgariae

Faerie Might: 25 (Aquam)

Size: 0

Characteristics: Int 0, Per +1, Str +3, Sta +2, Pre -2, Com -3, Dex +2, Qui +2

Virtues & Flaws: Narrowly cognizant, Faerie Sight, Faerie Speech, Focus Power, Hybrid Faerie, Lesser Power, Puissant Swim Pretense, Ways of the Waters; Greedy (minor), Negative Reaction, Traditional Ward (iron), Vulnerable to Fire, Wrathful (major)

Personality: Greedy +2, Wrathful +3

Combat:

Grapple* Init +5, Atk +12, Def +11, Dam +5

*Includes bonuses from Ways of the Waters

Soak: +2 **Encumbrance:** 0 (0)

Fatigue Levels: N/A

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Pretenses: Animal Handling 3 (fish), Awareness 4 (offerings), Bargain 3 (offerings), Brawl 6 (grapple), Lacus Vodnicus Lore 5 (shoreline), Stealth 3 (swimming), Swim 8+2 (underwater)

Powers:

Extended Glamour

(0 points, constant, Mentem)

The *Vodnik* is aware of everything that happens within the boundaries of its domain: *Lacus Vodnicus*,

Illustration: *Vodyanoy* by Ivan Bilibin, 1934

the surrounding shoreline, and tributaries as far upstream as its fish servants can swim. This area has a fifth magnitude *Aura Faetis*. The fish servants of the *Vodnik* are the superficial manifestation of this power; indeed, if a fish is caught, the *Vodnik* gains awareness for a brief period of all that transpires in the immediate vicinity of that fish.

(Lesser Power; ROP:F, 61)

Wrath of the Vodnik

(variable cost, Init -3, Aquam)

The *Vodnik* can generate any *Creo* or *Rego* Aquam effect, up to its Might in level, at a cost of one Might per magnitude.

The *Vodnik* uses this power to create devastation along the waterways; smashing docks and millwheels, washing away embankments, capsizing boats, and drowning people and animals.

(Focus Power)

Vis: Five pawns Aquam

Appearance: An algae-covered humanoid creature with greenish-black scales, webbed hands, a tail like a fish, and long green hair and beard of water fronds. When angered, the *Vodnik's* eyes glow a bright yellow-green color.

The *Vodnik* is a moderately powerful aquatic faerie that sustains itself on the propitiatory offerings of fisherman and millers. The *Vodnik* does not speak, but understands human language. It likes to consume things that humans consider luxuries: cakes, honey, spices, any alcoholic beverage.

If angered, the *Vodnik* uses *Wrath of the Vodnik* to destroy structures along the shoreline. It may also drag people down into the water to drown them. The *Vodnik* may be angered by people using its waterways without offering it delicacies, or by dropping iron into its waterways.

A *Vodnik* has fish servants, who swim throughout the *Vodnik's* domain, reporting on activity and carrying offerings to the *Vodnik*. Only rarely will the *Vodnik* rise to accept an offering himself. *Vodnici* of varying Might may be encountered anywhere in *Dacia*, as well as *Sarmatia* and eastern *Germania*. These specific *characteristics* describe the *Vodnik* that dwells in *Lacus Vodnicus* at *Navalis Euxinus*.

Vrykolakas

Lemuris Cadaveris

Faerie Might: 5 (Corpus)

Size: *

Characteristics: Int *+0, Per *+1, Str *+2, Sta *+2, Pre *-1, Com *-1, Dex *, Qui *-1

*Characteristics derive from the host, and are modified by the numbers listed above

Virtues & Flaws: Faerie Sight, Faerie Speech, Feast of the Fae, Greater Power (*Possess the Cadaver*), Immune to Iron Weapons, Improved Soak, Personal Power (*Supernatural Agility*); Incognizant, Intangible Flesh, Monstrous Appearance, Restricted Might (exposed to daylight), Traditional Wards (garlic, singing protective chants)

Personality: Terrifying 3

Combat:

Grapple Init *-1, Atk *+5, Def *+4, Dam *+2

Soak: +4 **Encumbrance:** 0 (0)

Fatigue Levels: N/A

Wound Penalties: *

Pretenses: *Vrykolaka* imitate the abilities the host had in life, but in addition most *vrykolaka* have the following minimum *Pretenses*:

Athletics 4 (climbing), Awareness 4 (alertness), Brawl 4 (grappling), Hunt 4 (tracking), Stealth 4 (stalking)

Powers:

Possess the Cadaver

(1 point, Init *-1, Corpus)

The *vrykolakas* can enter and possess a cadaver, using the body as if it were its own.

(Base 10, +1 Touch, +2 Sun; Greater Power, -2 Might cost, +3 Initiative)

Supernatural Agility

(3 points, Constant, Corpus)

The *vrykolakas* can perform minor supernatural feats when using its athletics pretense, such as swiftly climbing walls or leaping great distances.

(Base 10, +2 Sun, +1 Constant; Personal Power; RoP:F 62)

Vis: 1 pawn Corpus

Appearance: a faerie spirit that appears human from the front, but is actually hollow and has only one side

A *vrykolakas* is a faerie spirit that inhabits a corpse as a way of assuming its role. The *vrykolakas* in its spirit form may only be seen by mystical means such as Second Sight. When viewed by those with the Sight, the *vrykolakas* appears quasi-human from the front, but is hollow like a mask—open on the reverse side, and hollow. *Vrykolaka* are found throughout the Balkans and Anatolia, and range as far north as Poland, where they are called *varkolaki*.

Most *vrykolaka* are incognizant, and instinctually possess a corpse. Some few are narrowly cogni-

zant, and are able to use the bodies of animals as well as corpses, and change bodies consciously. A highly cognizant *vrykolakas* is able to create forms for itself, and is the most powerful and dangerous type of *vrykolakas*. The characteristics listed above are for a relatively weak and incognizant *vrykolakas*. This common type of *vrykolakas* is not able to act in daylight, and may be warded off by garlic or by singing certain traditional chants. Other *vrykolaka* may have different vulnerabilities, and more powerful (more cognizant) ones may require more potent wards. Sample profiles of more powerful *vrykolaka* are detailed following this section.

All *vrykolaka* take on the superficial characteristics of their host bodies to some extent. More cognizant types may actually be able to assume personality traits and pretenses related to the role it is playing, which is a particular person that has risen from the dead. A *vrykolakas* may not inhabit a corpse that has received a proper burial, either Christian or Moslem. Nor may it inhabit an animal that has been blessed within the last three days.

Vrykolaka gain vitality through the terror and offerings (traditional wards) that they generate by preying on people. *Vrykolaka* can also gain vitality from their own "destruction" if that comes from a traditional method of destruction such as a thorny rosebush, an iron nail driven through the skull, or burning the body. In actuality, none of these methods affects the *vrykolakas* itself, which may go and inhabit another body elsewhere.

Although *vrykolaka* may attack people in a variety of ways, they do not suck blood from the living. They may strangle people, or drown them. Those who can take the form of an animal, often a wolf, may destroy livestock and attack and eat people, especially children and the elderly.

Incognizant *vrykolaka* are more likely to try to terrify people through weird events, or by following them at night, or entering homes and destroying food or treasured belongings. Incognizant *vrykolaka* generally target those they knew well in life, as this is most likely to generate the terror they need.

Narrowly cognizant or highly cognizant *vrykolaka* are far more dangerous, for they are more creative in the means they use to generate terror. These *vrykolaka* are those most likely to actually attack and kill people as a means of generating terror. Narrowly cognizant *vrykolaka* also have higher Might scores, ranging from 10 to 20, while highly cognizant *vrykolaka* may have Might scores as high as 35.

A *vrykolakas* risen in a corpse can mate with a human in some cases (such as when the corpse is very recently dead). If the human is a woman, she can give birth to a *lamia*; a type of witch whose power is derived from the Faerie Realm (similar to Wise Ones, RoP:F, 136). If the human is a man, the *vrykolakas* can give birth to a new *vrykolakas* spirit.

Vampires

Vampires, in the sense that most modern people think of them, do not exist in Mythic Europe. Although the legends that led to the modern vampire myth originated in the Balkans and Central Europe, the original legends are very different from the blood-sucking creature that inspired Bram Stoker's *Dracula*. For a start, they don't suck blood, and don't have fangs in human form.

The depiction of the *vrykolakas* given here, using the ingenious stratification of Faerie cognizance from *Realms of Power: Faerie*, enables the representation of a full range of "vampire" legends from the region under a single governing principle.

Although the name given here is the Greek version, similar legends exist among the Slavic, Vlach, and Magyar peoples in the region. They might be called *strigae* (or *strigoi*), *strzyga*, *upiór* or *vampir* (from which the English word "vampire" derives), *farkaskoldus*, or even *vârcolac* or *varkolak*, which can refer to a wolf demon or werewolf, but is used imprecisely and can also mean an undead creature or even a wizard capable of assuming the form of a wolf.

Because a more powerful *vrykolakas* can also possess animals such as wolves, this conceptual structure allows for the inclusion of such seemingly inconsistent variations. Although this is described as a Faerie creature, it is possible that an Infernally corrupted variant could also exist.

Vrykolakas (Narrowly Cognizant)

Lemuris Cadaveris

Faerie Might: 15 (Corpus)

Size: *

Characteristics: Int *+0, Per *+1, Str *+3, Sta *+3, Pre *-1, Com *-1, Dex *, Qui *+0

*Characteristics derive from the host, and are modified by the numbers listed above

Virtues & Flaws: Narrowly Cognizant, Faerie Sight, Faerie Speech, Feast of the Fae, Greater Power x2 (*Possess the Cadaver*, *Possess the Beast*), Improved Soak, Personal Power (*Supernatural Agility*); Intangible Flesh, Monstrous Appearance, Restricted Might (exposed to daylight), Traditional Wards (garlic, rose thorns)

Personality: Terrifying 3

Combat:

Grapple Init *+0, Atk *+6, Def *+6, Dam *+3

Soak: +7

Encumbrance: 0 (0)

Fatigue Levels: N/A

Wound Penalties: *

Pretenses: *Vrykolaka* imitate the abilities the host had in life, but in addition more powerful *vrykolaka* have the following minimum *Pretenses*:

Athletics 5 (climbing), Awareness 5 (alertness), Brawl 5 (grappling), Hunt 5 (tracking), Stealth 5 (stalking)

Powers:**Possess the Cadaver**

(1 point, Init *-1, Corpus)

The *vrykolakas* can enter and possess a cadaver, using the body as if it were its own.

(Base 10, +1 Touch, +2 Sun; Greater Power, -2 Might cost, +3 Initiative)

Possess the Beast

(1 point, Init *-2, Animal)

The *vrykolakas* can enter and possess an animal, using the animal's body as if it were its own.

(Base 15, +1 Touch, +2 Sun; Greater Power, -2 Might cost, +2 Initiative)

Supernatural Agility

(3 points, Constant, Corpus)

The *vrykolakas* can perform minor supernatural feats when using its athletics pretense, such as swiftly climbing walls or leaping great distances.

(Base 10, +2 Sun, +1 Constant; Personal Power; RoP:F 62)

Vis: 3 pawns Corpus

This is a more powerful *vrykolakas*, capable of possessing a beast such as a wolf to attack flocks or herds, or even attacking people directly to cause terror and inspire the traditional wards that provide its vitality. Although this type of *vrykolakas* is capable of attacking people, it does not possess the ability to gain vitality or Might directly from such attacks. It still relies on the traditional wards and general terror associated with its actions for sustenance. However, it can also gain vitality, and Might, through its "destruction" by traditional means such as being whipped and bound by rose thorns, and it knows this. The more often it is "destroyed" through such methods, the more powerful it will grow, perhaps even one day ascending to a higher level of cognizance.

Vrykolakas (Highly Cognizant)

Lemuris Cadaveris

Faerie Might: 30 (Corpus) **Size:** *

Characteristics: Int *+0, Per *+1, Str *+3, Sta *+3, Pre *-1, Com *-1, Dex *, Qui *+1

*Characteristics derive from the host, and are modified by the numbers listed above

Virtues & Flaws: Highly Cognizant, Faerie Sight, Faerie Speech, Feast of the Fae, Feast of the Dead, Focus Power (*Body of Vapor*), Greater Power x2 (*Possess the Cadaver*, *Possess the Beast*), Immune to Iron Weapons, Improved Damage, Improved Soak, Personal Power x3 (*Shift Human Shapes*, *Sight Beyond Sight*, *Supernatural Agility*, *Transform into Bat*, *Transform into Wolf*); Intangible Flesh, Nega-

tive Reaction, Restricted Might (exposed to daylight), Traditional Wards (silver, magic), Vulnerable to Fire

Personality: Terrifying 3

Combat:

Grapple Init *+1, Atk *+9, Def *+10, Dam *+6

Soak: +8 **Encumbrance:** 0 (0)

Fatigue Levels: N/A

Wound Penalties: *

Pretenses: a highly cognizant *vrykolakas* imitates abilities according to the role it has chosen, but in addition it will typically have the following minimum *Pretenses*:

Athletics 6 (climbing), Awareness 6 (alertness), Brawl 8 (grappling), Hunt 6 (tracking), Stealth 6 (stalking)

Powers:**Body of Vapor**

(2 points, Init *-5, Auram)

The *vrykolakas* can form a vaporous body from the air, with physical characteristics as follows:

Str +3, Sta -3, Dex -2, Qik +4

The vapor appears as a mist, and can interact with other material things in the manner of a strong breeze, and can of course fly through the air, slip through the smallest gaps, etc.

(Focus Power, as *Loosely Material*, RoP:F, 59)

Possess the Cadaver

(1 point, Init *-1, Corpus)

The *vrykolakas* can enter and possess a cadaver, using the body as if it were its own.

(Base 10, +1 Touch, +2 Sun; Greater Power, -2 Might cost, +3 Initiative)

Possess the Beast

(1 point, Init *-2, Animal)

The *vrykolakas* can enter and possess an animal, using the animal's body as if it were its own.

(Base 15, +1 Touch, +2 Sun; Greater Power, -2 Might cost, +2 Initiative)

Shift Human Shapes

(2 points, Init *-1, Corpus)

The *vrykolakas* change its appearance to any other human configuration, but cannot replicate the features of a specific person. The appearance can include clothing & armor, weapons, accoutrements, etc.

(Base 5, +2 Sun; Personal Power, RoP:F, 62)

Sight Beyond Sight

(1 point, Constant, Imaginem)

The *vrykolakas* can use its senses at a distance, as far as it can see. This makes it supernaturally aware of everything that occurs within that area.

(Base 5, +3 Constant, +4 Vision; Personal Power x2, -2 Might cost, variation on the power listed in RoP:F, 62)

Supernatural Agility

(3 points, Constant, Corpus)

The *vrykolakas* can perform minor supernatural feats when using its athletics pretense, such as swiftly climbing walls or leaping great distances.

(Base 10, +2 Sun, +1 Constant; Personal Power; RoP:F 62)

Transform into Bat

(3 points, Init *-3, Animal)

The *vrykolakas* can transform the body it is inhabiting into that of a bat, giving the *vrykolakas* the flight and sensory advantages of the bat form.

(Base 20, +2 Sun; Personal Power, RoP:F, 62)

Transform into Wolf

(2 points, Init *-3, Animal)

The *vrykolakas* can transform the body it is inhabiting into that of a wolf. This is not necessary if it can possess a wolf, but this gives it the freedom to assume that form even if a wolf is not available.

(Base 10, +2 Sun; Personal Power, RoP:F, 62)

Vis: 3 pawns Corpus

This is an example of one of the most powerful *vrykolakas*, highly cognizant and capable of assuming a variety of forms and even choosing the role it will play. It is able to gain vitality from a variety of means, including directly from dealing death to people. It can still derive vitality from traditional wards, but those wards are less common and may require the *vrykolakas* to target wealthier people or even magi to generate the appropriate terror.

Although its personality is not well-defined, it is capable of assuming personality traits appropriate to the role it has selected.

White Wolf*Lupus Albus Trememis***Magic Might:** 10 (Animal)**Size:** +1**Season:** Summer**Characteristics:** Int 0, Per +2, Str +2, Sta +2, Pre +1, Com +0, Dex +2, Qui +2**Virtues & Flaws:** Magical Animal, Magical Covenfolk, Large, Improved Characteristics x3, Unaffected by The Gift; Proud: Major (Wolf)**Qualities & Inferiorities:** Greater Power (Theft of Voice), Lesser Power (Eyes Like Lanterns), Improved Powers x2, Improved Defense, Improved Fatigue x 2, Improved Initiative, Improved Soak**Personality:** Wolf +4, Loyal +2, Amused by Humans +1**Combat:**

Bite Init +5, Atk +12, Def +11, Dam +5

Soak: +5 **Encumbrance:** 0 (0)**Fatigue Levels:** Fresh, 0/0, -1, -3, -5, Unconscious**Wound Penalties:** -1 (1-6), -3 (7-12), -5 (13-18), Incapacitated (19-24), Dead (25+)**Abilities:** Awareness 3 (prey), Athletics 3 (running) Brawl 5 (bite), Carpathian Lore 4 (fauna), Folk Ken (Trememis) 2, Hunt 4 (prey), Stealth 3 (stalking), Survival 3 (mountains), Swim 1 (lakes)**Common Animal Traits:** Aggressive, Crafty, Fast Runner, Imposing Appearance, Large Teeth, Pack Animal, Pursuit Predator, Sharp Ears, Keen Sense of Smell, Tough Hide, Vocal**Powers:****Theft of Voice**

(1 point, Init +6, Mentem)

The wolf can steal the voice of any human with whom it makes eye contact. The effect lasts until the victim enters consecrated ground, or until the next Sun event, whichever occurs first.

(PeMe 15, Eye/Sun/Ind, -1 point cost, +6 initiative)

Eyes Like Lanterns

(4 points, Init +4, Mentem)

The wolf can paralyze a victim with terror; this requires eye contact and the victim is allowed a Brave check at 9+ to resist the effect. Note that this is a Mentem effect: the victim's body is capable of movement; he simply has no will to do so.

(ReMe 25, Eye/Sun/Ind, +10 initiative from Improved Powers x2)

Vis: 2 pawns Mentem, eyes**Appearance:** large whitish-gray wolf with gleaming yellow eyes

This character guideline describes one of the common white wolves of a *Trememis* pack. Exceptional individuals may vary; a few have been described as Familiars of various Coeris magi. "White Wolves are far larger than normal wolves, and are extremely intelligent" (HoH:TL, 130).

Wila*Faeta Aquatica Illyrica***Faerie Might:** 20 (Corpus)**Size:** 0**Characteristics:** Int 0, Per 1, Str 0, Sta 0, Pre 2, Com 2, Dex 2, Qui 2**Virtues & Flaws:** Faerie Speech, Faerie Sight, Feast of the Fae, Humanoid Faerie, Immune to Weather, Improved Characteristics x2, Improved Damage, Improved Soak x2, Puissant Charm; Carefree, Lecherous: Major, Narrowly Cognizant, Negative Reaction, Sovereign Ward (hair or feather plucked from the wila),**Personality:** Carefree 3, Lecherous 3**Combat:**

Dagger Init +3, Atk +10, Def +9, Dam +6

Soak: +4 **Encumbrance:** 0 (0)**Fatigue Levels:** N/A

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Pretenses: Athletics 3 (running), Awareness 3 (water), Bargain 1 (hair or feather), Brawl 5 (dagger), Carouse 5 (dancing), Charm 5 (seduction), Etiquette 1 (Fae), Faerie Lore 3 (wards), Folk Ken 4 (men), Guile 4 (seduction), Music 5 (singing), Stealth 2 (swimming), Swim 5 (grace)

Powers:

Allure

(1 point, Init +1, Corpus)

Wili are normally beautiful, but they can seem even more beautiful and alluring when they use this power; they gain a +3 bonus to attempts to seduce or persuade others.

(Greater Power)

Dance Through the Night

(3 points, Init +1, Corpus)

A *Wila* can grant a mortal the ability to dance with her for an entire night at the cost of only one Long-Term Fatigue level. A *wila* who does not like a young man, or who is especially weak in Faerie Might, will force him to dance with her without using this power; this often kills the mortal.

(Greater Power)

Enthrallment

(4 points, Init -2, Mentem)

Wili can enthrall a victim for a day by making eye contact.

(Greater Power)

Heal

(2 points, Init -9, Corpus)

Wili can heal a wound. The recipient must swear an appropriate vow to receive the healing power, and if the vow is ever broken, the wound will return. This is true healing, however, so long as the vow is kept (see RoP:M, 39).

(Ritual Power x2)

Mistress of Wave and Storm

(variable points, Init -1, Aquam & Auram)

Wili can create Aquam & Auram effects of 5th magnitude or less, at a cost of 1 Might Point per magnitude.

(Focus Power x2)

Transform to Horse

(3 points, Init -1, Animal)

Wili can assume the form of a white horse.

(Personal Power)

Transform to Swan

(3 points, Init -1, Animal)

Wili can assume the form of a white swan.

(Personal Power)

Transform to Wolf

(2 points, Init 0, Animal)

Wili can assume the form of a white wolf, of ordinary size.

(Personal Power)

Vis: 3 pawns Corpus, 1 pawn Auram

Appearance: A *Wila* can take on one of several different animal forms: horse, wolf, or swan. Usually she will appear as a beautiful young woman, often clothed in a sheer white gown. In any form, *wili* always have white or silver coloring.

Wili (also called *vili* in southern Dacia) are shape shifting nymphs who can take the form of a white horse, wolf, or swan. They are capable of many effects of Aquam and Auram, and enjoy sending storms to torment travelers.

Wili are vulnerable to those who can pluck a hair from their head (in human form) or a feather (in swan form). They must obey one who holds such a hair or feather, but will constantly seek to recover the lost hair or feather.

Wili can gain vitality from traditional offerings left for them: round cakes, fruits, or flowers left at certain groves, wells, or cave entrances. If the offerings are not made often enough, or if the offerings are miserly, then the *wila* will seek out a young man to seduce and acquire vitality from him through dancing and sexual passion. This sometimes kills the young man through extended Fatigue loss.

Zmeu

Draco Radnae

Magic Might: 50 (Corpus) **Size:** 0

Season: Winter

Confidence: 2 (5)

Characteristics: Int +4, Per +2, Str +6, Sta +3, Pre +2, Com +1, Dex +2, Qui +3

Virtues & Flaws: Magical Human (Monstrous Appearance), Improved Characteristics x9, Great Intelligence, Great Strength x2, Mythic Strength; Magical Monster, Lecherous (Major), Avaricious (Minor), Fury (if denied a desired sexual liaison)

Qualities & Inferiorities: Focus Power, Gift of Speech, Greater Power x2, Improved Abilities, Improved Attack x3, Improved Confidence, Improved Defense x4, Improved Initiative x3, Natural Appearance, No Fatigue, Major Virtue (Entrancement), Minor Virtue x4 (Puissant Entrancement, Second Sight, Toughness, Unaffected by The Gift), Personal Power x9

Personality: Lecherous 3, Wise 3, Avaricious 1

Combat:

Fiery Breath *

Scuffling Init +3, Atk +7, Def +8, Dam +6

Dodge Init +3, Atk n/a, Def +9, Dam n/a

Soak: +6

Encumbrance: 0 (0)

Fatigue Levels: N/A

Wound Penalties: -1 (1-5), -3 (6-10), -5 (11-15), Incapacitated (16-20), Dead (21+)

Abilities: *Artes Liberales* 1 (Greek orthography), Athletics 5 (leaping), Awareness 5 (alertness), Brawl 5 (dodge), Carpathian Mountains Lore 3 (geography), Charm 5 (seduction), Concentration 5 (powers), Entrancement 7+2 (seduction), Faerie Lore 2 (Carpathian Mountains), Finesse 5 (powers), Folk Ken 5 (maidens), Guile 5 (disguises), Hunt 5 (tracking), Leadership 3 (intimidation), Magic Lore 7 (Carpathian Mountains), Magical Meditation 4 (preventing Acclimation), Music 5 (singing), Order of Hermes Lore 1 (magi *Trememis*), *Philosophiae* 2 (metaphysics), Second Sight 5 (invisibility), Stealth 5 (sneaking)

Powers:

Crafter of Auram

(variable points, Init -2, Auram)

The *Zmeu* can duplicate any non-Ritual Creo Auram or Rego Auram spell no greater than 25th level at a cost of 1 Might per magnitude of the effect.

(Focus Power)

Fiery Breath

(1 point, Init -5, Auram)

The *Zmeu* can breath fire, which immolates any being(s) within about five paces with +25 damage; it can cover a fairly wide area by moving its head as it breathes. The *Zmeu* can breathe fire in any form, the Initiative given above is for dragon form; add +4 for other forms.

(CrIg 35 Touch/Mom/Group, Base 20, +1 Touch, +2 Group; Greater Power, -3 Might Cost)

Flight

(0 points, Init +0, Auram)

The *Zmeu* can fly through the air on gusts of wind, as per *Wings of the Soaring Wind*. This power may also be used to carry another person, and the *Zmeu* sometimes uses it to carry a maiden back to its lair.

(Cr(Re)Au 30 Touch/Conc/Ind, Base 5, +1 Touch, +1 Conc, +2 highly unnatural, +1 Rego requisite; Greater Power, -3 Might Cost, 5 xp Concentration)

Form of the Dog

(0 points, Init +1, Animal)

The *Zmeu* can assume the form of a large mastiff (Size -1), with the following combat stats:

Combat:

Fiery Breath *

Bite Init +2, Atk +11, Def +9, Dam +7

Dodge Init +3, Atk n/a, Def +10, Dam n/a

Soak: +8 **Encumbrance:** 0 (0)

Fatigue Levels: N/A

Wound Penalties: -1 (1-4), -3 (5-8), -5 (9-12), Incapacitated (13-16), Dead (17+)

(MuCo(An) 25 Per/Sun/Ind, Base 15, +2 Sun; Personal Power)

Form of the Dragon

(1 point, Init +0, Animal)

The *Zmeu* can assume the form of a large winged dragon (Size +4), with the following combat stats:

Combat:

Fiery Breath *

Bite Init +2, Atk +13, Def +10, Dam +15

Claw Init +3, Atk +15, Def +12, Dam +18

Tail Init +4, Atk +12, Def +9, Dam +15

Dodge Init +2, Atk n/a, Def +5, Dam n/a

Soak: +16 **Encumbrance:** 0 (0)

Fatigue Levels: N/A

Wound Penalties: -1 (1-9), -3 (10-18), -5 (19-27), Incapacitated (28-36), Dead (37+)

(MuCo(An) 35 Per/Sun/Ind, Base 20, +2 Sun, +1 for size increase; Personal Power, x2, -3 Might Cost)

Form of the Mundane Object

(1 point, Init +1, Animal)

The *Zmeu* can assume the form of an ordinary item, such as a cloak, a necklace, or a garland of flowers.

(MuCo(An,He,Te) 35 Per/Sun/Ind, Base 25, +2 Sun; Personal Power x2, -3 Might Cost)

Invisibility

(0 points, Init +2, Imaginem)

The *Zmeu* can become invisible at will.

(PeIm 10, Per/Conc/Inv, Base 4, +1 Conc, +1 changing image; Personal Power, -1 Might cost, 10 xp Concentration)

Sight Beyond Sight

(2 points, constant effect, Imaginem)

The *Zmeu*'s senses operate at a distance, as far as the creature can see (RoP:M, 39, modified as a Constant Personal Power).

InIm 40 Per/Constant/Vision

(Base 5, +2 Sun, +1 constant effect, +4 Vision; Personal Power x2, -2 Might Cost)

Swift Wings of Timeless Days

(1 point, Init +1, Vim)

The *Zmeu* can journey through the Magic Realm and Twilight Void with a duration that is three steps reduced from his initial Speed Level (RoP:M, 28).

(Personal Power, -1 Might Cost)

Vis: 10 pawns Corpus

Appearance: When in human form, the *Zmeu* may assume the appearance of a shepherd or a wealthy traveler; either innocuous or very well-dressed. In dragon form, the *Zmeu* is a large winged serpentine dragon, very noble in appearance.

Zmeu (Zmey) are a kind of dragon found in the eastern lands. *House of Hermes: True Lineages* (143) describes them as being fairly common: "Each village has a zmey," but this refers to creatures with relatively minor Magic Might, or to hedge wizards who can shapechange.

The *Zmeu* described here is a very ancient and powerful *Zmeu* that resides in the Carpathian Mountains near [Radna](#). Unlike many dragons, the *Zmeu* is a magical human, not a magical animal. It can assume several different forms, but its "true" form is that of a magical human.

The *Zmeu* spends most of its time in a powerful underground Regio, or in the Magic Realm. It emerges periodically to seduce and/or abduct a suitably attractive maiden. The children of these unions possess Magical Blood, and sometimes The Gift. Those who are not Gifted are still prone to magical powers, and may become hedge wizards (either un-Gifted or Mythic Companions).

The *Zmeu's* Gift of Speech allows it to talk even when in the form of a beast or object. It can be very charming, and its powerful Entrancement Ability enables it to command if its powers of seduction fail.

Although the *Zmeu* is a Magical Monster, and not part of human society in any way, it is not an "evil" creature, simply a lecherous one. Most people who live in the area around its lair have become used to the occasional disappearance of a young woman, or the mysterious pregnancies that can result. Recent Saxon immigrants, however, are less inclined to accept its periodic depredations, and are seeking ways to eliminate the *Zmeu* once and for all. So far, it has been too clever, or too powerful, for their efforts to make any difference. Some magi *Tremēris*, who are aware of the situation, believe that the *Zmeu* actually finds their efforts more entertaining, and may actually be more active now as a result.

Appendix A:

Glossary

This text contains many Latin words and phrases, and a few from other languages as well. Foreign words, with the exception of proper names, are *italicized* throughout this text. This Appendix lists an extensive glossary of Latin terms, including many of those that are used in *De Domo Tremēris*. The definitions given here are specific to their usage for *Domus Tremēris*, although a more literal translation of the Latin phrase is usually listed first.

For many phrases, a feminine (fem.) or plural (pl.) form is also listed, and sometimes a genitive form ("of") with translation is also included. A mixture of nominative and accusative forms are used; each is used in the same form throughout.

Some of these Latin phrases are authentic medieval usage; some are not. Many are obviously used only in "Hermetic" Latin, and some phrases are part of a Hermetic Latin vocabulary that is limited to *Domus Tremēris* and its associates. Magi *Tremēris* also tends to make greater use of classical Latin terminology than is typical in medieval Latin.

Words or phrases that are not listed in this glossary are defined as they are encountered in the text. Many phrases in the text are also hyper-linked to the

relevant glossary page. Latin names of spells and enchanted items that are new in this document (and there are many) are translated within the applicable description in **Chapter VII, *Volumen Arcanum***.

A or Ab

From; starting with; at

Ad

To; towards; at

Acumen Letiferum

Deadly Sharpness: loosely translated, "combat edge"

Aditus Civicus

Civilization Method: a strategy for expansion in Syria that advocates daily interaction in a center of Islamic culture; magi who support this approach are called *Civici* (sg. *Civicus*, fem. *Civica*)

Aditus Vastus

Wilderness Method: a strategy for expansion in Syria that advocates establishment of a secure fortress in a secluded area; magi who support this approach are called *Vasti* (sg. *Vastus*, fem. *Vasta*)

Adiutor

Helper, assistant: a magus of another Hermetic House who supports or helps *Domus Tremēris* in some capacity (fem. *adiutrix*, pl. *adiutores*, *adiutorum* "of the helpers")

Ala

Wing: a unit of irregular troops such as militia or mercenaries (pl. *alae*)

Album

List of names: the *Album Domus* is the roll-call of magi *Tremēris*, including those who have passed through the *Fores Eurydicis*.

A magus is added to the *Album Domus* after his *Provocatio*, and is only removed if declared *orbis* by the *Prima*. Demised magi are noted as *recedens* (withdrawn or departed).

Amuletum Kabbalicum

Kabbalical Charm: a minor enchantment produced using Craft Amulets (RoP:D, 137); a lesser amulet is an *amuletum kabbalicum minor*; a greater amulet is an *amuletum kabbalicum maior* (pl. *amuleta kabbalica*; *minores* & *maiores*)

Animum Vehendum

Mind Riding: in *Doctrina*, a method of using animals as spies

Animus

Mind, will, life: in Hermetic usage, either the mind of a person, or a spirit in general, of any Realm (sg. *animi*)

Why So Much Latin?

Because it is fun.

Including Latin terms adds a distinct flavor that is particularly appropriate for *Domus Tremēris*. *Domus Tremēris* is one of the most 'Latin' *Domus* of the Order. As heirs to the Mercurian tradition, even if they are not all Mercurian magi, magi *Tremēris* view themselves as continuators of the culture of Mythic Rome. Using Latin emphasizes that heritage.

This text also introduces concepts and methods for *Domus Tremēris* that could be interpreted as anachronistic for the period. Such ideas shouldn't be read as anachronistic; all of the concepts and methods introduced in this document are reasonable and even inevitable developments, given the mythic history of the game setting.

Using Latin to describe these ideas grounds them and gives them a context in which they can be understood as appropriate innovations, rather than modern ideas forced into a medieval setting.

Also, because it is fun.

Not to be confused with an *anima* (pl. *animae*), which is a physical thing given life by magic (HoH:MC, 92-95)

Anno Arietis

Year of Aries: the unique Hermetic astrological calendar followed by many Hermetic magi; the year *Anno Arietis* (AA) is 139 years greater than the equivalent year *Anno Domini* (AD)

Arcanum

Secret, mystery: in Hermetic usage, objects of mystic power, including *vis*-bearing objects with special qualities or powers (pl. *arcana*)

Architectus

Architect, designer: in *Domus Tremēris*, a member of the *Collegium Architectorum*; a specialist in Terram (HoH:TL, 132) (fem. *architecta*, pl *architecti*)

Arcuballistarius

Crossbowman: an archer armed with a crossbow or arbalest (fem. *arcuballistaria*, pl *arcuballistarii*)

Argentum Durum

Hard Silver: platinum, which was not known in historic medieval Europe, although in Mythic Europe magi value it for its mystical qualities, including a Material Bonus for Air +4 (HoH:MC, 137)

Ars Magica Hermei

Hermetic Magic Theory: the magical theory of Bonisagus the Founder

Artes Hermei

Arts of Hermes: the magical arts of the Order of Hermes as defined by Bonisagus the Founder; the *Astus* (Techniques) and *Formas* (Forms)

Artifex

Artificer, maker: in *Domus Tremēris*, a member of the *Collegium Artificium*; a specialist in enchanting (HoH:TL, 132) (fem. *artifica*, pl *artifices*)

Aspectus Alter

Other Sight: the Supernatural Ability of Second Sight (also *Aspectus Alter*, "Second-Sighted")

Assectator

Follower: a magus who follows a specific style or school of *Certamen* (ex. *Assectator Gladiatorum*, a follower of the gladiators)

Assectator Andabatarum

Assectator Bestiariorum

Assectator Gladiatorum

Assectator Gladiatricium

Assectator Essedariorum

Assectator Hoplomachuum

Assectator Laqueriorum

Assectator Ossis Mordacis

Assectator Provocatorum

Assectator Pumiliorum

Assectator Retiarium

Assectator Scissorum

Assectator Velitorum

Assessor

Assessor: in *Domus Tremēris*, a member of the *Sodalitium Assessorum*; a specialist agent, diplomat, or spy (HoH:TL, 133) (fem. *assessora*, pl *assessores*)

Astus

Crafts: the Techniques of Bonisagus (sg. *Astum*)

Astum Primoris

First/Foremost Craft: the most favored Technique of a magus; among magi *Tremēris*, this is often Rego (pl *Astus Primores*)

Astum Secundem

Secondary Craft: the second favored Technique of a magus (pl *Astus Secundos*)

Audacia

Audacity: one of the *Decuria*, the ten principles of *Doctrina* (see **Chapter IV**)

Auxilia

Auxiliaries: mundane soldiers who serve *Domus Tremēris* (HoH:TL, 133) (*auxiliorum* "of the auxiliaries")

Aversum

Ward: a form of magical protection against a specific kind of thing (pl. *aversa*)

Bellacosi

Warlike-ones: magi *Tremēris* who favor an emphasis on combat ability over political skills (masc. *bellacosis*, fem. *bellacosa*)

Bellator

Warrior: in casual usage, a grog or a mercenary magus in the employ of *Domus Tremēris*; an *adiutor militaris* (fem. *bellatrix*, pl. *bellatores*)

Bellum Bessorum

Pecheneg War: the campaign fought against Pecheneg shamans (*magi pagani*) in the eleventh century

Bellum in Davnallium

War Against Davnallius: the second war against *Damhan-Allaigh*, in the late ninth century

Bellum Magum

Wizard War (pl. *bella maga*)

Bellum Schismatis

Schism War: war fought to destroy *Domus Diednis* in the early eleventh century (AM5, 8)

Bellum Taltuum

Táltos War: the campaign fought against Magyar *magi pagani* (*Táltos* & shamans) in the tenth century

Betulla

Birch: a plain wand of white birch; the sigil of a magus *Tremēris* who has not yet won it from his *Parens*

Bibliotheca

Library

Caduceator

Herald, one who bears the *caduceus*: a Redcap (fem. *Caduceatrix*, pl. *Caduceatores*)

Caduceum

Herald's rod; a long wooden rod with a leather mallet on the end, used to activate a *Cymbala Monitionis* (see *Ianuae Merceris*)

Caementarius

Mason: a worker with stone, and in *Doctrina*, especially cement and brick (pl. *caementarii*)

Cantionem

Chant, incantation, spell: a magical effect; in Hermetic theory, a spell cast by a magus, as opposed to an effect generated by an *entitas cum vi* or enchanted device (pl. *cantiones*)

Cantionem Extemporalis

Spontaneous Spell: an improvised spell (pl. *cantiones extemporales*)

Cantionem Formulatis

Formulaic Spell: a known, defined spell (pl. *cantiones formulates*)

Cantionem Sollemnis

Ceremonial Spell: an improvised spell that is aided by the inclusion of ceremonial elements and casting props (pl. *cantiones sollemnes*)

Cantionem Ritualis

Ritual Spell: a defined spell requiring an elaborate ritual and the expenditure of *vis* (ArM5, 81) (pl. *cantiones ritualia*)

Cantum

Chant, incantation, spell: commonly indicates a minor spell; may also be used to refer to an effect created by an enchanted item or by an innate power (pl. *cantus*)

Cantum Arcens

Warding Effect: a magical effect that functions as a ward (pl. *cantus arcens*)

Cantum Obsistens

Countering Effect: a magical effect that diverts or dispels other magical effects (pl. *cantus obsistens*)

Cantum Fortuitum

Casual Spell: a spontaneous spell requiring no effort, i.e. no fatigue expenditure (pl. *cantus fortuita*)

Cantum Potentem

Potent Spell: a spell developed using Potent Magic (TMRE, 31) (pl. *cantus potentes*)

Cantum Ultimū

Final Spell: a spell cast at the conclusion of a Certamen match, after an opponent has succumbed to Fatigue (ArM5, 90) (pl. *cantus ultima*)

Capitulum

Little head, chapter house: a subsidiary 'covenant' whose magi are, for the purposes of the Code of Hermes, members of the parent covenant, and who are governed by the charter of the parent covenant (pl. *capitula*)

Causa Amoris

For the sake of love: a phrase used to challenge an opponent to *Certamen* over no specific issue, but for "love of the game" (ex. *Rego Causa Amoris*)

Causidicus pro Domo

Advocate for the House: a magus who is appointed to represent *Domus Tremēris* in a dispute or negotiation

Celox

Cutter (ship): in *Doctrina*, a small sailing ship intended to carry one or two magi and a small contingent of *classiarii* (pl. *celoces*)

Centurio Classiarius

Ship captain: the captain of a naval vessel (pl. *centuriones classiarii*)

Cheiroballista

Metal ballista based on a design by Heron, using two torsion arms to fire large javelins up to 200 paces (pl. *cheiroballistae*).

Chirurgius Summus

Head Surgeon: the head surgeon of a *Valetudinarium Domus* (fem. *chirurgia summa*, pl. *chirurgii summi*)

Chlamysius

Cloak-wielder: a *custos* who is trained in flying using a *Chlamys of the Volitant Custos* (fem. *Chlamysia*, pl. *Chlamysii*)

Classiarii

Fleet marines: soldiers who serve as troops aboard naval vessels

Classis Domus

Fleet of the House: the fleet of ships controlled by *Domus Tremēris* (also *Classis Euxina*, Black Sea Fleet; and *Classis Adriatica*, Adriatic Fleet)

Coetus Curationis

Managing Assembly: in *Doctrina*, an assembly of *habitatores* that advises on matters concerning the habitatores; it has no governing power, acting only as an advisory body

Cognomen Hermei

Hermetic Name: the name by which a magus is known within the Order of Hermes

Cohaerendum

[One Who] Must Be Adhered To: in Hermetic usage, the entity whose connection to a particular object is the strongest, in the sense of the object being an Arcane Connection to that person (pl. *cohaerendos*, fem *cohaerendam*)

Cohors

Cohort: in *Doctrina*, a unit of auxilia of between fifty and two hundred infantry soldiers, led by a *Praetorius* (pl. *cohortes*)

Collega

Colleague: a maga *Tremēris* from the same *collegium* or *sodalitium* (pl. *Collegae*)

Collegium

Brotherhood: a group of magi, of related lineages, trained by their *parentes* to fill a certain role in the service of *Domus Tremēris* (pl. *collegia*, *collegiorum* "of the brotherhoods"; see [Chapter III](#))

Colonia

Colony: in the usage of *Domus Tremēris*, a settlement of covenfolk whose purpose is to establish the foundation for a future *Capitulum* or *Conventum Domus* (pl. *coloniae*)

Columna

Pillar: a *summa* on an Art that is widely recognized as being the finest yet produced (Covenants, 93) (pl. *columnae*)

Communio Magorum

Wizards' Communion: the act and ability, through training or spell, of a group of magi to combine their power to cast spells

Conciliatores

Mediators: magi *Tremēris* who favor political and economic action to avoid the need for armed conflict (masc. *conciliator*, fem. *conciliator*)

Confidentia

Confidence, boldness: the ability to use Confidence; this term has specific meaning to those who can measurably determine its presence, such as the ability to activate a Story Charm; some magi may call it *voluntas* (will) or *audacia* (audacity, valor)

Consiliarius

Councillor, counselor: a magus *Tremēris* who holds his own *sigillum* (fem. *Consiliaria*, pl. *Consilarii*)

Consors

Colleague: an honored companion of a magus or *conventum* (pl. *consortes*)

Consors Ingeniosum

Gifted Colleague: a companion of a magus or *conventum* that possesses The Gift, but is not trained in Hermetic Magic (pl. *consortes ingeniosa*)

Contextum Arcanum

Arcane Connection: a mystical link to a being, object, or place (pl. *contextus arcanos*)

Contextum Bestiae

Connection to a Beast : an Arcane Connection to a beast; sometimes a *katadesmos* or *kolossos* if the beast in question is Named (HoH:TL, 143) (pl. *contextus bestiarum*)

Contextum Certum

Fixed Connection: an Arcane Connection of potentially infinite duration; a distinction is made between innately indefinite connections and connections that have been magically Fixed -see *Contextum Stabilis* (pl. *contextus certos*)

Contextum Entitatis

Connection to an Entity : an Arcane Connection to a person, beast, or spirit (pl. *contextus entitatum*)

Contextum Impetuosum

Attacking Connection: an Arcane Connection intended for attacking an applicable target (pl. *contextus impetuosos*)

Contextum Loci

Connection to a Place: an Arcane Connection to a location (pl. *contextus locorum*)

Contextum Nuntium

Messaging Connection: an Arcane Connection intended for remote communication (pl. *contextus nuntios*)

Contextum Rei

Connection to a Thing: an Arcane Connection to a object (pl. *contextus rerum*)

Contextum Silentem

Silent Connection: an Arcane Connection intended for communication (pl. *contextus silentes*)

Contextum Speculum

Scrying Connection: an Arcane Connection intended for scrying (pl. *contextus speculos*)

Contextum Stabilis

Fixed Connection: an Arcane Connection that has been Fixed by magic (pl. *contextus stabiles*)

Contextum Umbrae

Connection to a Shade: a connection to a spirit such as a shade; magi *Tremēris* use this term for a connection to any spirit, not just for a specific type of ghost; material Arcane Connections may be active or expired; either may be used with *kolossoi* (HoH:TL, 143) (pl. *contextus umbrarum*)

Contextum Viaticum

Traveling Connection: an Arcane Connection intended for *Varicandum* (pl. *contextus viaticos*)

Contractio

Contraction: one of the *Decuria*, the ten principles of *Doctrina* (see **Chapter IV**)

Contus Primus

First Pole: the Pole of the *Primus*, and by extension the office of *Primus* (HoH:TL, 125)

Conventarii

Those Who Covenant: magi *Tremēris* who are formal members of a *Conventum Domus*, as opposed to *convivae* (guests) or *adiutores* (helpers) (sg. *conventarius*, fem. *conventaria*)

Conventum Aestivum

Summer Covenant: see ArM5, 68 (pl. *Conventa Aestiva*)

Conventum Autumnalis

Autumn Covenant: see ArM5, 69 (pl. *Conventa Autumnales*)

Conventum Domus

House Covenant: in the context of this document, a covenant of *Domus Tremēris* (pl. *Conventa Domus*)

Conventum Hiemalis

Winter Covenant: see ArM5, 70 (pl. *Conventa Hiemales*)

Conventum Multigenusa

Mixed Covenant: a covenant composed of magi from multiple Houses, which is not formally affiliated with any single Hermetic House (pl. *conventa multigenusa*)

Conventum Vernum

Spring Covenant: see ArM5, 68 (pl. *Conventa Verna*)

Conviva

Guest (pl. *convivae*, as in *Convivae Domus*, "Guests of the House")

Names for Contextus Arcanos

Contextus Arcanos may be named in reference to both a type of target and intended use. In such cases, the type of target should simply be added to the end of the name pertaining to its intended use.

For example, a connection to a beast, which is intended to be used in attacking the beast, would be a *contextum impetuosum bestiae*. A group of connections to places, intended for travel, would be *contextus viaticos locorum*.

Copiae Domus

Forces of the House: in *Doctrina*, the total military force of *Domus Tremereis*, including *adiutores* and *auxilia*

Copula Familiaris

Bond of a Familiar: the enchantment that binds a familiar to a magus (pl. *copulae familiarium*)

Crepusculum Magum

Wizard's Twilight: the unique reaction of magi Hermei to magical warping (pl. *crepuscula maga*)

Crepusculum Extremum

Final Twilight: the final Twilight experience of a Hermetic magus, from which he does not return

Cultum Mysterium

Mystery Cult

(pl. *Cultus Mysterios*)

Curator

Manager, superintendant: a *custos* who manages a group of covenfolk (fem. *Curatora*)

Curatio

Administration: an Agency; a network of mundane contacts (HoH:S, 140) (pl. *Curationes*)

Custos

Keeper, guardian: a trusted servant or grog (pl. *custodes*)

Custos Cubicularium

Chamber Keeper: a trusted chambermaid or valet (pl. *custodes cubicularia*)

Custos Scutatium

Shield Guardian: a shield grog to a magus (pl. *custodes scutata*) Cf *Stipator*

Decenium

Decennial: a period of ten years; in *Domus Tremereis*, the gathering of all magi *Tremereis* that is held every ten years (HoH:TL, 118) (pl. *decennia*)

Decuria

1) Group of Ten: a unit of *auxilia* cavalry led by a *Decurio* (pl. *Decuriae*)

2) Group of Ten: the ten major principles (*arches*) of *Doctrina* (see [Chapter IV](#))

Decurio

One who leads a *Decuria*: (pl. *decuriones*)

Defensio Magica

1) Magic Resistance: the ability to generally resist magical effects, possessed by most supernatural creatures or granted by the *Parma Magica* (as opposed to the protection granted by *aversa*, wards.

2) Magical Defense: various methods of defending against hostile magic, including Magic Resistance, counter-spells, wards, and the *Aegis*

Desiderium Lethaeum

Desire for Forgetfulness: the desire of a ghost (or person) for the oblivion of true death

Dicio

Dominion: the area under the sway of Divine influence (*dicionis* "of the Dominion")

Discipulus

Apprentice: a Hermetic apprentice (fem. *discipula*, pl. *discipuli*)
cf *Tirocinium*

Disiunctum

Disjoining: the Sundering of the minds of Tremere's lieutenants

Dispensator

Treasurer: a *custos* who manages a treasury, and possibly the finances of a *Conventum Domus* (fem. *Dispensatora*)

Disputatius

Disputer: in *Domus Tremereis*, a member of the *Sodalitium Disputatium*; a specialist in *Certamen* (HoH:TL, 133) (fem. *disputatia*, pl *disputatii*)

Dissensio

Dissent: a state of disagreement with the policies of a superior in the *Domus* (HoH:TL, 124)

Dissipatio

Dispersion: the period in the late eleventh century when magi *Tremereis* began to join *conventa multigenusa* in large numbers

Distortio

Warping: the side effect(s) of exposure to strong mystical energies

Doctor Ballistarum

Trainer in Ballistas: an *Optio* who is knowledgeable in the use of artillery weapons, and can train artillerists

Doctrina

Doctrine: "the Tremere method of war and philosophy for living" (HoH:TL, 116)

Domus Tremereis Lore includes knowledge of *Doctrina*. (see [Chapter IV](#))

Domus

House: also "of the House" since the nominative and genitive forms are spelled the same (though pronounced differently); *Domus Tremereis* is "the House of Tremere" (pl. also *Domus*)

Draco

Snake, dragon: the wolf-headed dragon banner (HoH:TL, 121) of a *Primus* or an *Exarchus*, modeled after those used by the ancient Dacians and Romans (pl. *dracones*)

Dracofer

Draco-bearer: in *Domus Tremereis*, one who bears a *Draco*; usually a *signifer* (fem. *dracofera*, pl *dracoferes*)

Entitas cum Vi

Entity with Might: a being with supernatural Might (pl. *entitates cum vi*)

Equus Diomedei

Diomedean Horse: "a partially fae horse that does not react badly to Gifted riders, and can see in the dark." (HoH:TL, 122)

Although they are not actually descended from the man-eating horses of Diomedes, their fierce natures

led magi *Tremēris* to name them after the mythical horses (pl. *equi diomedei*)

Exarchium

Exarchate: in *Doctrina*, an organizational unit of magi *Tremēris* comprising those residing in one or more *Tribunalia* (HoH:TL, 121)

Exarchus

Latinized form of the Greek *Exarchos*: an Exarch, the leader of an *Exarchium* and *Signum* within *Domus Tremēris* (fem. *Exarcha*, pl. *Exarches*)

Expertus

Skilled: a magus who is recognized by the *Domus* as capable within their area of specialty (fem *experta*, pl. *experti*)

Exsequiae

Funeral procession: the funeral rites of *Domus Tremēris*, where the body or a symbolic representation of the demised magus is burned and the ashes are poured through the *Fores Eurydicis*.

Exsiliendum

Skipping: the tactic of teleporting away from a location, using a Fast-cast spell, to avoid an attack or potential attack (cf *varicandum*)

Factor Curationis

Agent of Administration: a *consors* who manages an Agency, either for a magus or for a *Conventum Domus* (fem. *Factora Curationis*)

Faeta

Faerie: in *Doctrina*, this word refers specifically to a corporeal faerie; although in general Hermetic usage, it is often used to refer to any sort of faerie (pl. *Faetae*; rel. *Faetis*, which indicates Faerie as a mystical force)

Fanum Fundatorum

Sanctuary of the Founders: The Fane of the Founders, located in the Black Forest near Durenmar (GotF, 61)

Foedus Servitii Mortui

Pact of Deceased Service: an agreement for a person to continue to serve *Domus Tremēris* after death, in exchange for one or more benefits during life, such as a Longevity Ritual (pl. *Foedera Servitorum Mortuorum*)

Fons Vis

Power Source: a source of *vis* (pl. *fontes virium*)

Fores Eurydicis

Gates of Eurydice: the entrance to the underworld used by Orpheus; the mythic *Regio* entrance used in the funeral ceremonies of *Domus Tremēris* (HoH:TL, 115)

Forfactum Immunitas

Forfeit Immunity: literally, immunity that derives from a deed (*factum*) that places someone outside the protection of the law (*foris Lex Hermei*)

Formas

Forms: the Forms of Bonisagus (sg. *formam*)

Foruli

Book case: the versions *Tremēris* use are typically latching cabinets, built in tiers against the walls of a *bibliotheca*.

Fundamen

Foundation: a basic *summa* on an Art that is of exceptional quality (Covenants, 93) (pl. *fundamena*)

Furca

[Two-pronged] fork: the “tines” of a magus; his preferred Arts for *Certamen* (HoH:TL, 112) (pl. *furcae*)

Gemellum

Paired: in *Doctrina*, a pair of magi who work together tactically (pl. *gemella*)

Gestum Nuntium

Message Gesture: a gesture with a specific meaning in *Doctrina* (see **Chapter IV**) (pl. *gestus nuntios*)

Genus Faetis

Faerie Lineage: Faerie Blood

Grypheus

Griffin Rider: a magus or consors trained to ride a gryphis (fem. *gryphaea*, pl. *gryphites*)

Habitator

Resident: one of the covenfolk or inhabitants of a *conventum*; typically applied only to *mundani* (pl. *habitatores*, cf *conventarii*)

Hasta Signi

Lance of the Standard: the traditional Talisman of a *signifer* (pl. *Hastae Signorum*)

Heres Exarchi

Heir of the Exarchus: the magus *Tremēris* who has been designated by an *Exarchus* as his successor; often a *Tribunus*

Honor Stirpis

Honor of the Lineage: a custom of a specific lineage within *Domus Tremēris*, which is not a formal part of *Doctrina*, but which is accepted by other magi *Tremēris* as traditional within the appropriate lineage. The use of *Wings of the Soaring Wind* among *Praecursores Mujis* is an example, as is the Shapeshifting talent among *Praecursores Mutarii*. (pl. *honores stirpium*, honors of the lineages)

Hoplites

Hoplite: a magus who serves as guard and enforcer for a *Quaesitor* (pl. also *hoplites*)

Hospitium

Guest Lodging: a temporary residence for guests (pl. *hospitia*)

Ianitor

Doorkeeper: a *custos* entrusted with the key to an *Ianua Mercēris*: a Mercere Portal(pl. *Ianitores*)

Ianua Hermei

Door of Hermes: a Hermes Portal (ArM5, 156) (pl. *Ianuae Hermei*)

Ianua Mercēris

Gate of Mercere: a Mercere Portal (HoH:TL, 80) (pl. *Ianuae Mercēris*; ex. *Ianuae Mercēris ad Harco*)

Impetus

Assault, vigor: one of the *Decuria*, the ten principles of *Doctrina* (see **Chapter IV**)

In Modo

In the Manner: in *Doctrina*, fighting in a certain style of *Certamen* (ex. *In Modo Gladiatoris*, in the manner of a gladiator)

A Note Regarding Magical Virtues

Magi recognize the existence of certain virtues, but generally they would not use the *Ars Magica* game terminology to describe them. For example, a magus wouldn't say, "he has Quiet Magic, twice."

The virtues listed below are those with results that are observably outside the norm for Hermetic Magic. These "Hermetic Latin" phrases are offered for use by *Ars Magica* characters in conversation.

Many virtues aren't listed here: although they may be observable in some cases, they may not be so easily ascribed to a particular talent. For example, "Fast Caster" gives an edge in speed, but those observing the effects don't necessarily know if they are due to an innate talent, training, or luck.

<i>Affinitas cum</i> (Art or Ability)	Affinity (with Art or Ability)
(Form) <i>Efficacem</i>	Deft (Form) ex. <i>Ignem Efficacem</i>
<i>Elementius</i> (m.)/ <i>Elementia</i> (f.)	One who possesses a special affinity with the elements. <i>Elementia</i> may also be used as a cognomen, as in <i>Gaea Elementia Tremēris</i>
<i>Magica Eximia</i>	Magical Focus (both Minor and Major), indicating a natural aptitude for some application of magic
<i>Eximium Genus</i>	Mythic Blood (also Zmey Blood, Hyperborean Blood, etc.) indicating both a natural aptitude for some application of magic (<i>Magica Eximia</i>), and some innate spell-like talent that did not need to be taught; these two observable qualities, when combined, always interfere with the ability to train a discipulus in certain other talents, such as <i>Magica Perfecta</i>
<i>Magica Formulatis Mutabilis</i>	Flexible Formulaic Magic
<i>Magica Mercurialis</i>	Mercurian Magic
<i>Magica Perennis</i>	Enduring Magic
<i>Magica Perfecta</i>	Flawless Magic, indicating a talent for <i>peritia cantionium</i> (spell mastery); a magus with this Virtue is described as a <i>magus perfectus</i> , in the plural as <i>magi perfectuum</i>
<i>Magica Quieta</i>	Quiet Magic (once)
<i>Magica Silens</i>	Quiet Magic (twice)
<i>Magica Vafer</i>	Subtle Magic
<i>Magica Vigoris Extemporalis</i>	Life-linked Spontaneous Magic, indicating a talent with using physical energy to boost spontaneous spells
<i>Magica Vigoris Formulatis</i>	Life Boost, indicating a talent with using physical energy to boost formulaic spells
<i>Magica Vigoris Plena</i>	Life-linked Spontaneous Magic and Life Boost, indicating a talent with using physical energy to boost both formulaic and spontaneous spell-casting
(Art or Ability) <i>Potentem</i>	Puissant (Art or Ability) ex. <i>Ignem Potentem</i>

In Modo Andabatae
In Modo Bestiarii
In Modo Gladiatoris
In Modo Gladiatricis
In Modo Essedarii
In Modo Hoplomachus
In Modo Laquerii
In Modo Ossid Mordacis
In Modo Provocatoris
In Modo Pumilii
In Modo Retiarii
In Modo Scissoris
In Modo Velitis

Incantamentatum

Enchantment effect: an effect created by an enchantment, as opposed to the enchantment itself (*incantamentum*) or a spell (*cantionem*) (pl. *incantamentata*)

Incantamentum

Enchantment: differentiated in Hermetic Latin from a spell or ritual (*cantionem*) (pl. *incantamenta*)

Incantamentum Fruticosum

Bushy Enchantment: an enchantment of a living plant (pl. *incantamenta fruticosa*)

Incantamentum Funis

Enchantment of a Cord: an enchantment of a Familiar Bond or Cord (pl. *incantamenta funis*)

Incantamentum Gravidatum

Impregnated Enchantment: a charged item (pl. *incantamenta gravidata*; sometimes shortened to *gravidatum* or *gravidata*)

Incantamentum Hereditarium

Heirloom Enchantment: an item, usually of minor utilitarian value, passed down from *parens* to *filius* within a lineage. (pl. *incantamenta hereditaria*)

Incantamentum Infusum

Enchantment (having been) Poured Into: an invested device of Hermetic magic (pl. *incantamenta infusa*; often simply *infusum* or *infusa*)

Incantamentum Minutum

Lesser Enchantment: a lesser enchanted item (pl. *incantamenta minuta*; often shortened to *minutum* or *minuta*)

Incantamentum Talesmis

Talisman Enchantment: an enchantment that is a personal expression of the magic of a magus (pl. *incantamenta talesmium*)

Incessum Magi

Wizard's March: a hunt for a renounced magus (cf. Magus Repudians), who has been deprived of the protection of the Code of Hermes by renunciation from the Order (pl. *Incessos Magorum*)

Incolumitas

Safety: one of the *Decuria*, the ten principles of *Doctrina* (see **Chapter IV**)

Index Iussi

Token of Command: a key item that must be possessed and touched to an enchanted device by a wielder as part of the physical action to activate

an effect in the device (cf. ArM5, 98-99) (pl. *indices iussorum*)

Index Limitis

Boundary Marker: in *Doctrina*, a landmark used for reference; often a temporary illusory creation (pl. *indices limitium*)

Index Proelii

Battle Marker: in *Doctrina*, a vivid illusion used for reference during dispersed maneuvering (pl. *indices proeliorum*)

Ingenium

Talent, innate quality or capacity: The Gift (adj. *ingeniosum*, Gifted)

Ingenium Debile

Impaired Talent: an unfavorable reference to the Gentle Gift (see below)

Ingenium Mancum

Crippled or Maimed Talent: a damaged Gift (adj. *ingeniosum mancum*, maimed of The Gift)

Ingenium Mite

Gentle Talent: The Gentle Gift (adj. *ingeniosum mite*, Gentle Gifted)

Sometimes also referred to as *Ingenium Debile*, or impaired Gift, because those with the Gentle Gift are unable to learn other Major Hermetic Virtues (adj. *ingeniosum debile*, impaired of The Gift)

Ingenium Molestum

Troublesome Talent: The Blatant Gift (adj. *ingeniosum molestum*, Blatant Gifted)

Inimicus Domus

Enemy of the House: a person or group that has been formally declared an enemy of *Domus Tremēris*; only an *Exarchus*, *Legatus*, or *Prima* has the authority to make such a declaration (pl. *Inimici Domus*)

Interemptus Omnino

Utterly Destroyed: the state of destruction after a person's spirit has been summoned and obliterated by mystical means, such as *Lay to Rest the Haunting Spirit*

Magi *Tremēris* traditionally complete this act by burning the body and then eliminating the ashes with *Perdo* magic

(vb. *Interimere Omnino*, to utterly destroy)

Inutilis

Useless: in the culture of *Domus Tremēris*, to be useless is to have no purpose within *Doctrina*; it can be a grave insult if directed at another magus *Tremēris*

Iterdiei

Day's March: in *Doctrina*, a distance of 20 *mille passus*, or Roman miles; a distance of about 18 miles or 28 kilometers (pl. *iterdierum*)

Ius Iurandum Vaccae Vitulaeque

Oath of the Cow and Calf: Abbr. *I.I.V.V.*

"an agreement that the purchaser of a book will not sell, or freely give, copies of that book without the seller's permission" (Covenants, 95).

Laterarius

Brickmaker: one who makes bricks, as opposed to a bricklayer (pl. *laterarii*)

cf [Caementarius](#)

Latrunculus

Pawn: the basic unit of measurement for vis (pl. *latrunculi*; abbr. l.)

Legatus Quaestoricus

Quaesitorial representative from a *Domus* to the Magvillus Council (fem. *Legata Quaestoricia*, pl. *Legates Quaestoricii*)

Leges Peripheria

Peripheral Code: the expanded laws of the Order of Hermes, clarified through *Tribunal* rulings (TL, 54) Also *Leges Perepheria Tribunalis Daciae*, the Peripheral Code of *Tribunal Daciae*.

Lemuris

Spectre, shade: in *Doctrina*, this word refers to a Faerie spirit; although Hermetically, the term may be used more generally to refer to a spirit of any Realm (pl. *Lemures*)

Lex Hermei

Law of Hermes: the Code of Hermes (see also *Sacramentum Hermei*)

Librarius

Librarian (fem. *Libraria*, pl. *Librarii*)

Locum Contractionis

Place of Contraction: a key location in a battle or conflict, where effort in support of the propositum should be concentrated (pl. *locos contractionis*)

Locum Certaminis

Place of Contest: a formal location for *Certamen* duels (pl. *locos certaminis*)

Locum Speculandum

Spying Place: a location on which a magus sries using a Arcane Connection linked to something at that place; by generalization from that, any location that one views remotely (pl. *locos speculanda*)

Lupus Solus

Lone Wolf: a magus *Trememis* who typically acts alone, rather than paired with another (cf *Gemellum*) (pl. *Lupi Soli*)

Magus Expertus

Skilled Magus: a *Trememis* who is recognized as being sufficiently capable of serving in a greater capacity (fem. *maga experta*, pl. *magi experti*)

Magus Hermei

Magus of Hermes: a Hermetic magus; member of the Order of Hermes (fem. *maga Hermei*, pl. *magi Hermei*)

Magus Paganus

Rustic Wizard: a Hedge Wizard (fem. *maga pagana*, pl. *magi pagani*)

This phrase could be interpreted to mean "pagan wizard" in Medieval Latin, and has resulted in misunderstandings in the past. This is because the term "pagan" arose from the description "rustic."

In Hermetic usage, only the literal meaning of "rustic" is normally intended. Some magi do intend both meanings, however.

Magus Peritus

Experienced Magus: a *Trememis* who is recognized as a mature and experienced magus, fully capable

of initiating and leading projects (fem. *maga perita*, pl. *magi periti*)

Magus Repudians

Renounced Magus: a magus who has been cast out of the Order; typically associated with a Wizard's March, or *Incessum Magi* (fem. *maga repudians*, pl. *magi repudians*)

Magus Saracenus

Saracen Magus: an Arab or Islamic wizard; this is not generally applied to Islamic magi of the Order, although some magi *Flambonis* in *Hispania* do so as a slight to their Islamic *sodales* (fem. *maga Saracena*, pl. *magi Saraceni*)

Mangonellus

Mangonel, War Engine: a single-arm torsion engine used to hurl missiles; see the discussion of [Artillery Weapons](#) in [Chapter VI](#) (pl. *mangonelli*)

Manis

Ghost, shade: in *Doctrina*, restless spirits motivated purely by emotion; often malevolent; what RoP:M refers to as a "shade" (p 115) (pl. *manes*; *manium* of the underworld)

Manipulus

Company of soldiers: in *Doctrina*, a small unit of up to thirty infantry soldiers, led by an *Optio* (pl. *manipuli*)

Medicum

Physician, healer: in *Doctrina*, a magus who specializes in healing magic (pl. *medica*)

Medicum (neuter) is used only for magi; *medicus* and *medica* are the common terms used for male and female mundane physicians

Mercator

Merchant (fem. *Mercatora*)

Miles

Soldier (fem. also *miles*, pl. *milites*)

Mobilitas

Mobility: one of the *Decuria*, the ten principles of *Doctrina* (see [Chapter IV](#))

Mundani

Mundanes: those who do not possess The Gift. This may be applied specifically to those who lack any supernatural talent whatsoever, or may be applied more broadly to anyone who does not possess sufficient talent to learn Hermetic magic, regardless of other talents they might possess (sing. *mundanus*, fem. *mundana*)

Munus

Function, Office: in *Doctrina*, munus can mean both a specific administrative function, and the physical room or bulding housing the administrative function (pl. *munera*)

Mysterium

Mystery: a specific Mystery ability, such as a Virtue, restricted Ability, or restricted Spell or Ritual (pl. *Mysteria*)

Nepos

Grandson: the Hermetic *filius* of a *filius* or *filia* (fem. *Neptis*, also *Neptis*, "grandchild of")

Nigromanticus

Black Magician; Necromancer: a magus who specializes in summoning and raising the dead (fem. *nigromantica*, pl. *nigromantici*)

Nota Hospitalis Domus

Mark of Hospitality of the House: an identifying symbol placing a residence or storage container under the hospitality of *Domus Tremēris*, with resulting legal protections within *Tribunal Daciae* (pl. *Notae Hospitalis Domus*)

Notarius Testationis

Writer of Testimony: a Redcap authorized by a *Quaesitor* to witness Hermetic contracts such as covenant charters and *vis* loans; a notary for Hermetic affairs

Occasio Supinus

Supine Opportunity: a moment when an opponent is especially vulnerable to attack (pl. *Occasiones Supini*)

Officium Praemiorum

Service of Rewards: a formal event at which awards are presented to magi *Tremēris*; an *Officium Praemiorum* is held at every *Decenium* (pl. *officii praemiorum*)

Olim

Formerly, in times past: used Hermetically to designate the former *Domus* of a magus who has changed *Domus* voluntarily, typically by joining *Domus Ex Miscellanea*, *Flambonis*, *Jerbitonis*, or *Tytali*. (Ex. *Ramius Flambonis olim Tremēris*)

Such magi are sometimes said to have “retired” to the new *Domus*, although this term is more common in *Domus Jerbitonis* than in others. *Olim* is never used to refer to magi who have been declared *orbis*.

Optio

Junior officer: leader of a small unit of *auxilia*, *stipatores*, or *custodes scutata* (pl. *optiones*)

Opusculum Kabbalicum

Little Kabbalical Work: a minor enchantment produced using Figureine Magic (HoH:TL, 33) or Craft Amulets (RoP:D, 137) (pl. *opuscula kabbalica*)

Orbus

Orphan, destitute: in Hermetic usage, a magus who has been renounced by the *Primus* of his *Domus*, removing him from membership in that *Domus*.

Ordo Hermei

Order of Hermes: “an order of wizards stretching across the whole of Mythic Europe” (ArM5, 8) (*Ordinis Hermei*, “of the Order of Hermes”)

Also, *Ordo Meus* “my Order” or *Ordo Noster* “our Order”

Ordo Odinis

Order of Odin: a term used by some magi of the Order of Hermes to refer to a supposed order of Nordic wizards in Scandanavia

Ordo Solomonis

Order of Suleiman: a term used by some magi of the Order of Hermes to refer to a supposed order of Saracen wizards in Islamic lands

Orginatio Domus

Organization of the House: the organizational structures of *Domus Tremēris* within *Doctrina*

Pactum Conventum

Covenant Pact: a covenant charter (pl. *pacta conventa*)

Pallium Lethaeum

Robe of Lethe: the formal robe of a magus *Tremēris*, dyed with the residue of the Waters of Forgetfulness (HoH:TL, 112)

Magi *Tremēris* do not use this formal name when speaking with outsiders, calling it a *pallium formalis* or simply a *pallium* (pl. *pallia Lethaea*)

Parens

Parent: the Hermetic “parent” of a magus (pl. *parentes*)

Parsimonia

Frugality, thrift: one of the *Decuria*, the ten principles of *Doctrina* (see **Chapter IV**)

Patescendum Artium

Opening of the Arts: the process of teaching the Hermetic Arts to an apprentice for the first time (vb. *Patescere Artes*)

Patescendum con Dote

Opening with Talent: Opening the Arts while preserving one or more Supernatural Abilities or Virtues (vb. *Patescere con Dote*)

Peritia Cantionis

Mastery of the Spell: Spell Mastery, either in general or of a specific spell (pl. *peritia cantionum*)

Some specific abilities:

Defensio Magica: Magic Resistance

Iactandum Aptum: Adapative casting

Iactandum Celer: Fast casting

Iactandum Dissimulans: Disguised casting

Iactandum Durum: Stalwart casting

Iactandum Exactum: Precise casting

Iactandum Immotum: Still casting

Iactandum Multiplex: Multiple casting

Iactandum Occultum: Obfuscated casting

Iactandum Pernix: Quick casting

Iactandum Quietus: Quiet casting

Iactandum Ritualis: Ritual mastery (see **Chapter VII, Volumen Arcanum**)

Iactandum Silentem: Silent casting (Quiet x 2)

Iactandum Sollemnis: Ceremonial casting

Iactandum Tranquillum: Imperturbable casting

Permeandum: Penetration

Privatus: Personal (see **Chapter VII, Volumen Arcanum**)

Peritia Mutua

Borrowed expertise: the practice of allowing a ghost to possess a magus in limited, controlled fashion in order to use the ghost’s knowledge and abilities.

Peritus

Experienced: a magus *Tremēris* who is recognized by the *Domus* as being worthy of great responsibility (fem. *perita*, pl. *periti*)

Phalera

Decoration: a type of military award, usually a large medallion, worn on formal *Domus* occasions on a sash over the *Pallium Lethaeum* (pl. *phalerae*)

Pignus

Token: typically refers to a small object enchanted as a charged item. *Pignora* are made in many different shapes, from a variety of materials. (pl. *pignora*)

Pignus Invitationis

Token of Invitation: a casting token for an *Aegis* (pl. *pignora invitationis*)

Plumbumarius

Leadworker: in *Domus Tremēris*, a member of the *Collegium Plumbumarium*; a specialist in summoning (HoH:TL, 143) (fem. *plumbumaria*, pl. *plumbumarii*)

Praeceptum

Rule, precept, order: one of the *Decuria*, the ten principles of *Doctrina* (see **Chapter IV**)

Praecursor

Forerunner, member of an advance guard: in *Domus Tremēris*, a member of the *Collegium Praecursorium*; a scout (HoH:TL, 134) (fem. *praecursora*, pl. *praecursores*; *praecursores mujis* "forerunners of the line of Muj")

Praefectus Auxiliorum

Commander of Auxiliaries: in *Domus Tremēris*, a member of the *Collegium Praefectorum*; a commander of *auxilia* (HoH:TL, 133); often shortened to *praefectus* in actual use (fem. *praefecta*, pl. *praefecti*)

Praefectus Castrorum

Castellan: a veteran *Praetorius* who commands the *auxilia* guarding a *Conventum Domus*

Praeses

Custodian, warden: in *Doctrina*, the senior member of a *collegium* or *sodalitium* (pl. *praesides*); see **Chapter III, *Orginatio Domus***)

Praetextum Curationis

Mask of Administration: a shared Agency that may be managed by a magus assuming a specific identity, or "mask" (pl. *Praetexta Curationium*)

Praetorius

Commander: in *Doctrina*, the leader of a large unit of *auxilia* such as a *cohors* or *turma* (pl. *praetorii*)

Pravitas Tytali

Depravity, perverseness: the Corruption of House Tytalus in the tenth century

Procellium

One of the storm or tumult, from *procella*, storm: an idiom meaning a *discipulus* who is transferred to another *collegium*; derived from the name of *Procellius Tremēris*, the first magus to have been so transferred as a *discipulus* (pl. *Procellia*)

Procurator

Governor, manager: a *consors* who manages a *Conventum Domus* or other significant organization (fem. *Procuratora*)

Propositum

Intention, purpose: one of the *Decuria*, the ten principles of *Doctrina* (see **Chapter IV**)

Provocatio

Challenge: the Gauntlet whereby a *discipulus* earns membership in his *Domus* and the Order of Hermes; commonly used in *Domus* where the Gauntlet is a trial of action, rather than a test of knowledge (pl. *provocationes*)

cf *Tentamen*

Provocatio causa Sigilli

Challenge for the *Sigillum*: the challenge from a maga *Tremēris* to her *parens* to claim her *sigillum*.

Provocatio causa Signi

Challenge for the *Signum*: the challenge of a magus *Tremēris* to an *Exarchus* to claim the title

Psychomantium

Place of Necromancy: a place where the spirits of the dead are interrogated (pl. *psychomantia*)

Quaesitor Praesidens

Presiding Judge: the *Quaesitor* who presides over a *Tribunal* (pl. *Quaesitores Praesidens*)

Ratio Potestas

Pattern of Potestas: use of warding spells to protect a location from various supernatural entities; this may supplement a weak *Aegis* or entirely replace it; named after its early use at *Conventum Potestas*, in *Roma*.

Rationes Exemplaria

Tactical Patterns: standard methods or tactics recommended in *Doctrina* for commonly encountered situations

Recedens

Withdrawn; departed: used to describe a magus who has died or passed into Final Twilight (example: *Vitaris Tremēris Recedens*)

Receptaculum Epistolicum

Letter Shelter: a drop box for correspondence outside of the *Aegis* of a *Conventum Domus* (pl. *receptacula epistolica*, or simply *receptacula*)

Rector

Guide, leader: a *custos* who manages a group of covenfolk (fem. *Rectora*)

Rector Servorum

Manager of Serfs: a *custos* who manages serfs for a *Conventum Domus*

Regina

Queen: an amount of *vis*, equal to 100 pawns (pl. *reginae*; abbr. r.)

Regnum Divinum

Divine Realm: also *Aura Divina*, Divine Aura; the Dominion

Regnum Faetis

Faerie Realm: also *Aura Faetis*, Faerie Aura

Regnum Infernum

Infernal Realm: also *Aura Inferna*, Infernal Aura

Regnum Magicum

Magic Realm: also *Aura Magica*, Magic Aura

Regula Transitus Cohibens

Rule of Restricted Transit: a ruling of *Leges Perepheria Tribunalis Daciae* that restricts the right of magi to travel through *Tribunal Daciae*; non-resident

magi are required to notify a representative of the *Praeco* before traveling through *Tribunal Daciae*.

Rem Domus

Affair of the House: an agenda or stratagem, usually in support of a *propositum*, which is confidential to *Domus Trememis* (pl. *Res Domus*)

Rem Nuntiam

Reporting Thing: a small object with a linked Arcane Connection that is used for communication by magi *Trememis* (pl. *res nuntias*)

Rem Verditium

Verditius Thing: a minor magical item made by a magus *Verditii*, using the Items of Quality Virtue (HoH:MC, 124; pl. *res Verditia*)

Repentissimus

Most Sudden: one of the *Decuria*, the ten principles of *Doctrina* (see **Chapter IV**)

Repudatio

Renunciation: the act of renouncing a magus from the Order

Res Gemellas

Paired Things: two *res nuntias*, each of which is an Arcane Connection for the other.

Retinaculum

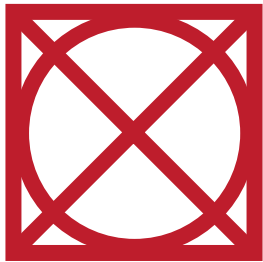
Rope, rein, tether: an unresolved task or motivation that tethers an *umbra magica* to the material world (pl. *retinacula*)

Sacramentum Hermei

Oath of Hermes: the Oath sworn by all magi of the Order of Hermes (cf *Lex Hermei*)

Sanctum

Sanctuary: a building or area designated by a magus as his personal domain by marking it visibly with both a sanctum marker and his personal sigil, and protected to a limited extent by the *Lex Hermei* and *Leges Perepheriae Tribunale Grande* (pl. *sancta*)



Sanctum Hospitalis

Guest Sanctuary: a sanctum for a guest magus, with or without a laboratory (pl. *sancta hospitales*)

Schola Proelii

School of Combat: one of the styles of magical combat favored by magi *Flambonis* (pl. *scholae proelii*)

Scriptum Laboris

Writing of Toil: an Hermetic lab text; sometimes also *textum laboris* (pl. *scripta laboris*)

Sedes Caducifera

Staff-bearing Residence: a Mercer House; a residence for Redcaps (pl. *sedes caduciferae*)

Sedile

Seat, chair: a sponsored position (pl. *Sedilia*)

Senatus Archimagorum

Council of Archmagi

Sigillum

1) Sigil: a physical symbol of membership in the Order of Hermes

2) Sigil: a trace of commonality between the spells and enchantments of a maga; that aspect of a maga's magic that makes it clearly hers (pl. *sigilla*; also *sigillum magicum*)

Signifer

Signaler: in *Domus Trememis*, a member of the *Collegium Signiferium*; a specialist in illusion and communication (HoH:TL, 134) (fem. *signifera*, pl *signiferes*) Cf *Dracofer*

Signum

1) Banner: a military unit of *Domus Trememis*, led by an *Exarchus* and encompassing magi, *auxilia*, and *adiutores* (pl. *signa*, *Signi* "of the *Signum*")

2) Seal: the seal of a magus or *Domus*, used to mark confidential documents (HoH:TL, 71): documents marked with the symbol of a *Domus* are referred to as *Subsigno Domus*; documents marked with the *sanctum* symbol of a magus are referred to as *Subsigno Sanctum*

Simultas in Sirnes

Feud with [Clan] *Sirnas*: a series of Wizard's Wars in the 12th century between *Praecursores Mutarii* and members of the lineage of Ricimer Tauri *Bjornaer Sirnaus*.

Sodalitium

Association: a group of magi who are trained to perform specific related tasks in the service of *Domus Trememis*, but who are not necessarily of related Hermetic lineages (pl. *sodalicia*; see **Chapter III**)

Sollemnitas Gratulatoria

Congratulatory Ceremony: a formal gathering at which a new magus is welcomed into *Domus Trememis*; this traditionally occurs the evening following the *Provocatio*. The new magus is presented with his *Pallium Lethaeum* and *Betulla* (pl. *sollemnitates gratulatoriae*)

Also known as a Ceremony of Welcome (HoH:TL, 116)

Sollemne Longaevitatis

Ritual of Longevity: a means of mystically sustaining the life force of a magus (ArM5, 101) (pl. *sollemnia longaevitatis*)

Spectrum

Phantom, ghostly spirit: in *Doctrina*, a type of spirit that is primarily motivated to act in the role it possessed in life; what *Realms of Power: Magic* classifies as a "spectre" (p. 116) (pl. *spectra*)

Speculandum

Observing, spying out: in Hermetic usage, scrying with magic

Statio

Station; Guard Post (pl. *stationes*)

Stipator

Bodyguard, retainer: in *Doctrina*, a *custos* trained to serve as a bodyguard for magi (pl. *stipatores*)

Cf *Custos Scutum*

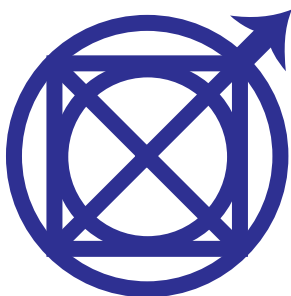
Subsidium Sortitionis

Casting Support: a Casting Item for a Potent spell (TMRE, 31)

Subsigno Domus Tremēris

Under the Sign of *Domus Tremēris*: a text, item, or place sealed to *Domus Tremēris* and protected by Hermetic law (HoH:TL, 71)

Domus Tremēris uses a special symbol for its seal, which combines the symbol of the *Domus* with the *sanctum* symbol

**Subsigno Sanctum**

Under the Seal of the *Sanctum*: a document sealed with the personal *sanctum* symbol of a magus and protected by Hermetic law (HoH:TL, 71)

Suggestum pro Viatico

Platform for Traveling: a designated platform for *varicans* travel (pl. *suggesta pro viatico*)

Supernumerarius

Supernumerary, "above the counting": a magus who does not muster with any *signum* or *vexillum*, but reports to the *Primus* individually (fem. *supernumeraria*, pl. *supernumerarii*)

Sustentum

Support: one of the *Decuria*, the ten principles of *Doctrina* (see **Chapter IV**)

Tabellam pro Contextu

Tablet for the Connection: a wax tablet for temporary storage of an Arcane Connection, along with notes as to its origin (pl. *tabellas pro contextibus*)

Tabulam Sortitionis

Tablet of Casting: a lab text authored in such a way that others may cast the spell without having to invent it (Covenants, 89) (pl. *tabulas sortitionis*)

Tabularium Fontum Vis

Power Source Registry: the registry of *vis* sources for a *Tribunal* maintained by *Domus Merceris* (ex. *Tabularium Fontum Vis pro Dacia*)

Tentamen

Attempt, effort: the Gauntlet whereby a *discipulus* earns membership in his *Domus* and the Order of Hermes; commonly used by *Domus* in which the Gauntlet is traditionally a test or examination, rather than a trial of action (pl. *tentamines*)

cf *Provocatio*

Textum Laboris

Structure of Toil: an Hermetic lab text; sometimes also *scriptum laboris* (pl. *textus laboris*)

Tirocinium

Apprenticeship (pl. *tirocinia*)

Torques

Torc or wreath: a type of military decoration in the shape of a torc, worn as a sash pin at the upper breast/shoulder (pl. also *torques*)

Torques are only awarded to magi *Tremēris* or *adiutores* who have slain an enemy of the *Domus* or the Order of Hermes.

Tribunal Grande

Grand Tribunal (ArM5, 14)

Tribunal Primum

First Tribunal: the original *Tribunal* of the Order of Hermes, held in 767 AD and again in 773 AD, prior to the establishment of regional *Tribunalia* and the Grand Tribunal (HoH:TL, 41)

Magi of *Tribunal Germaniae* sometimes refer to their *Tribunal* as *Tribunal Primum*, as a mark of prestige.

Tribunalia

Tribunalia (*Tribunalium* "of the Tribunals")

Tribunalia Exteriores

Outer Tribunals: *Tribunalia* on the periphery of Mythic Europe; *Hibernia*, *Caledonia*, *Britannia*, *Hispania*, *Syria*, *Graecia*, *Dacia*, and *Sarmatia*

Tribunalia Interiores

Inner Tribunals: *Tribunalia* in the center of Mythic Europe; *Aquitania*, *Gallia*, *Germania*, *Helvetia*, and *Roma*.

Tribunus

Tribune: a magus appointed by an *Exarchus* to direct the activities of the *Domus* within a *Tribunal* (pl. *Tribuni*; *Tribunatus*, the office of Tribune)

Turma

Squadron of cavalry: in *Doctrina*, a unit of *auxilia* of between fifty and two hundred cavalry, led by a *Praetorius* (pl. *turmae*)

Turris

Tower: an amount of *vis*, equal to 10 pawns; a rook (pl. *Turres*; abbr. t.)

Umbra

Shade, ghost: in *Doctrina*, a ghost that possesses reason and the full complement of memories and Abilities that the person possessed in life; what *Realms of Power: Magic* refers to as an "apparition" (p. 115) (pl. *umbrae*)

Umbrae Incorporae

Embodied Shades: in *Doctrina*, the *umbrae* of dead *candidati* who are raised with their preserved bodies to serve *Domus Tremēris* (sg. *umbra incorporea*)

Varicandum

Striding: the use of spells such as *Seven League Stride* or *The Leap of Homecoming* to travel instantly between two locations (rel. *varicans*, a category of movement in *Doctrina* using such spells)

Varicandum Caecum

Blind Striding: the use of *Varicandum* spells without first sensing the target location

Veneficum

Sorcery: non-Hermetic magic, particularly that associated with Infernal power

Veneficus

Poisoner, sorcerer: a non-Hermetic magus, especially one who uses Infernal power or is suspected of diabolism (fem. *Venefica*, pl. *Venefici*)

Although both *magus paganus* and *veneficus* may be used as pejorative terms, *veneficus* is always derogatory in Hermetic usage, in contrast to *magus paganus*, which may or may not have negative connotations.

Vexillarius

Standard-bearer: Leader of a *Vexillum* (fem. *Vexillaria*)

Vexillarii

Troops serving in a *Vexillum*: in *Doctrina*, this term refers only to the magi serving in a *Vexillum*, and does not include *auxilia vexilli*

Vexillum

Banner: a detachment of magi and supporting troops with a specific mission (pl. *Vexilla*; *vexilli* “of the *Vexillum*”)

See also the sidebar discussions on “Vexillations” in HoH:TL on pages 121 and 122.

Vexillum Exarchi

Banner of the Exarch: a *vexillum* formed by an *Exarchus* for a specific mission (pl. *Vexilla Exarchium*)

Vigilia Forum Eurydicis

Watch of the Eurydicean Gates: magi who are responsible for guarding and maintaining the *Fores Eurydicis*; typically part of *Signum Graeciae*, although occasionally the *Vigilia* has been formed as an independent *Vexillum* (as was the case during the Schism War)

Vis Extraordinarius Cantionis

Extraordinary Spell *Vis*: *Vis* that is capable of creating a spell-like effect (RoP:M, 119)

Vis Extraordinarius Incantamenti

Extraordinary Enchantment *Vis*: *Vis* that is capable of creating an enchantment-like effect (RoP:M, 120)

Hermetic Latin Ranges, Durations, and Targets

In a minor concession to ease of reference, this document uses the standard English terms and abbreviations for Ranges, Durations, and Targets in the descriptions of spells and enchantments.

However, Hermetic magi speak Latin, and it may be useful to list the standard Hermetic terms magi use to refer to the ranges, durations, and targets defined by Hermetic Magical Theory.

Standard Hermetic Latin terms and their common abbreviations (such as might be used in lab notes, for example) are listed below.

These terms are not used elsewhere in this document.

Ranges

Personal	<i>Privatus</i>	Prv
Eye	<i>Obtutus</i>	Obt
Touch	<i>Contactus</i>	Ctc
Voice	<i>Vox</i>	Vox
Sight	<i>Conspectus</i>	Csp
Arcane Connection	<i>Contextum Arcanum</i>	C.A

Durations

Momentary	<i>Brevis</i>	Brv
Concentration	<i>Sedulitas</i>	Sdl
Diameter	<i>Diametros</i>	Dmt
Sun	<i>Solis</i>	Sol
Ring	<i>Orbis</i>	Orb
Moon	<i>Lunae</i>	Lun
Year	<i>Annum</i>	Ann

Targets

Individual	<i>Individuum</i>	Ind
Circle	<i>Circulus</i>	Crc
Part	<i>Partis</i>	Prt
Group	<i>Corona</i>	Crn
Room	<i>Spatium</i>	Spt
Structure	<i>Structura</i>	Str
Boundary	<i>Confinium</i>	Cnf

Appendix B:

Assumptions & Points of Divergence

This appendix elaborates some key assumptions that underpin *De Domo Tremeris*, and several points of divergence from published material regarding *Domus Tremeris*.

Assumptions

Heritable Virtues

Certain Virtues, especially Hermetic Virtues, are passed from *parentes* to *fili* through Hermetic training during apprenticeship. This process begins with Opening the Arts, and continues through personal instruction in Magic Theory, the Arts, and specific spells.

Specific Hermetic Virtues are shared within certain lineages of *Domus Tremeris*, identifying the possessing magi as members of that tradition of training, and preparing them to assume certain roles in the *Domus*. This assumption is described in more detail in **Appendices C** and **D**. This assumption does not in any way imply that all Hermetic Virtues are passed from *parentes* to *fili*. The spontaneous manifestation of appropriate Hermetic Virtues among apprentices remains possible.

Longevity

Very few magi *Tremeris* die of old age. The likely causes of demise for magi *Tremeris* are, in order of frequency:

- Final Twilight
- Conflict
- Accident
- Illness (age-related or supernatural)
- Decrepitude

If a significant conflict involving the *Domus* were to occur, the ratio of deaths due to conflict could increase, but there have been no major conflicts involving *Domus Tremeris* as a whole for over a century.

Individual magi *Tremeris* do serve as *hoplites* and are involved in the occasional Wizard's War or Wizard's March, and such activities have their risks. In addition, as the *Domus* investigates powerful non-Hermetic wizards such as those in the Islamic lands,

conflicts sometimes arise that are more deadly than the magi involved had expected. Murder, where it occurs, is also included under "conflict." One magus died in a lab accident (Vespasianus *Alchymista*), and only one in over a century has succumbed to illness related to aging (Dezsér *filius Moderatus*, who was burdened with the Difficult Longevity Ritual Flaw).

Even after accounting for all of that, however, the vast majority of magi *Tremeris* who have demised since the Schism War have passed into Final Twilight. Such magi are referred to as *recedens*, or withdrawn. The reason for this trend is simple: since the mid-eleventh century, *Domus Tremeris* has provided efficient Longevity Rituals for all of its magi. *Medica* provide Longevity Rituals with a minimum lab total of 50 (including the assistance of the magus involved) to all new magi within a few years after their *Provocationes*.

Magi *Tremeris* that are joining distant *conventa* are generally given the Longevity Ritual before they leave, or in conjunction with a *Decenium*, either before or after the meeting. The year surrounding a *Decenium* is typically a busy time for *Medica*. Longevity Rituals are frequently provided at a fairly young age, often before the magus reaches the age of thirty. This is more economical and efficient than the alternatives.

Longevity Rituals require less *vis* at a younger age, and once a powerful lab text is available to a magus, he can renew the Ritual as needed on his own for many decades without consuming further resources of the *Domus*. A Longevity Ritual with a lab total of 50 or more can reasonably be expected to last until a magus is nearly 90, with possibly one or two instances of renewal in the event of bad luck. Given an initial investment of six pawns of *vis*, that is quite efficient, and a significant number of these early Longevity Rituals have totals higher than 50.

As a magus nears the age of ninety, or if circumstances indicate a more potent Ritual is required before that time, a senior *Medicum* or highly capable hired specialist will generate a more powerful ritual for the magus, with a lab total in excess of 100. The oldest magi, over the age of 120, who typically have the wealth and contacts to hire some of the best specialists, have Longevity Rituals with totals in excess of 150.

As a result of this policy of efficiency, magi *Tremeris* do not have to concern themselves with such matters very often, thus leaving more *vis* resources for other purposes, and leaving more time for productive

service. Barring death from conflict or accidents, magi *Trememis* could expect careers of more than two centuries.

Unfortunately, Final Twilight usually claims them before they reach two centuries. Only the luckiest or most cautious magi reach the bicentennial mark. The current record for longevity within *Domus Trememis* is held by *Nigromanticora Graecina filia Kore*, who passed into Final Twilight in 1217 AD at the age of 205.

Greek Influence

Although magi *Trememis* quickly developed a rivalry with Greek magi, they also absorbed (or never lost) many aspects of Greek culture. The culture of *Domus Trememis* retains a Latin focus, but magi *Trememis* have been exposed to more of Greek culture than many members of the Order and most of Western Europe.

Because of this exposure to Greek ideas and methods, even magi *Trememis* who do not speak or read Greek are conversant with ideas and concepts that have been lost in Western Latin culture. Magi *Trememis* adopted aspects of Aristotelian methodology, for example, well in advance of the spread of such ideas among *mundani*. The *Doctrina* of *Domus Trememis* clearly reflects the enthusiasm for empirical study and classification that is characteristic of Aristotelian thought.

Despite this appreciation for Greek ideas, magi *Trememis* do not share the priorities of magi *Jerbitonis* with regard to Greek culture. Magi *Trememis* are not opposed to preserving works of Greek scholarship and art, but they typically leave such activity to *Domus Jerbitonis*.

Organic vs Plastic

Domus Trememis is not an amorphous generic prop or a static collection of NPCs, but is an organic evolving community of characters. This concept is most significant for longer Sagas where more than a few years pass. Such changes may not matter in a shorter Saga.

Sometimes Storyguides, due perhaps to lack of time or creative impulse, define large elements of the setting using what the author refers to as a "plastic" method. It is as if the various setting elements were popped out of a mold in their current form with minimal thought as to how the setting came to exist as it is.

This is probably unavoidable to some extent, but whenever possible, the author prefers to create setting elements that are "organic." This means that the current setting grew out of something that was at one time different, and will continue to grow in

Side Effects of Longevity

Because of the relatively young age at which magi begin their Longevity Rituals, *Trememis* tend to look younger than other magi of comparable age. Many *Trememis* maintain the appearance of someone in their late twenties through their fifties, and a magus who appears to be fifty years old is likely to be more than twice that age.

Magi *Trememis* also tend to have fewer children, if any. Some within the *Domus* worry that this might contribute to a reduction in the prevalence of *Ingenium* (The Gift), but others point out that so far, there does not seem to be a shortage of Gifted children in *Dacia* to take as *discipuli*.

There is some dispute among theoreticians in *Domus Bonisagi* over whether this circumstance invalidates the theory that The Gift is heritable.

the future, into something that may become even more different.

The actions of the player characters may have the most significant impact on how the future setting elements will appear, but their actions need not be the only seeds of change in the setting.

If one assumes that an NPC came from somewhere, and had experiences in the past that shaped their personality, motivations, and capabilities, then one can also assume that the NPC, even if not encountered by the player characters, will continue to have experiences that will shape and change them.

NPC magi train apprentices. They move around; they die or pass into Final Twilight. If there were 92 magi *Trememis* in 1220 AD, it is a safe bet that there are probably a few more than that ten years later. New magi have sworn the Oath, and old magi have demised.

From a Storyguide perspective, it is as if all of the "off-stage" actions continue to happen, even if the audience (i.e. the players) never sees those actions.

This assumption guides the choices made for NPCs in this text. Odd characters have to fit into the setting as a whole; their oddities are part of the setting, and will influence events. When one envisions an entire *Domus* of one hundred or more magi, they can't all be exceptional, odd, or "interesting."

Quite often, what players view as an interesting character idea is something that stands out from the pack. This is good, because that makes for more interesting stories; ones that focus on the player's character and her uniqueness in the setting.

NPCs can't all be as unique as player characters should be. A few NPCs can be, and this doesn't mean that NPCs have to be dull or generic clones. It simply means that in order for someone to stand out from the pack, there must be a pack to begin with.

Most magi *Tremeris* are members of the pack, as it were, not the uniquely quirky characters that players might create.

1232 AD

For an organic setting, at any given moment, a “snapshot” could be taken, but that snapshot is unique and ephemeral. Every year, every season, the image of the setting would be different to some extent.

This document takes such a snapshot in the year 1232 AD. There is nothing inherently special about that year, it was simply the year in the author’s current Saga when he decided to make the material he had developed for *Domus Tremeris* available to others.

There are some useful side-effects of this time-frame, however. It is sufficiently distant from the “official” starting year of 1220 AD that minor differences aren’t critical. For example, in 1232 AD, Clemens *Tremeris*, the eldest *filius* of *Exarchus Stentorius Tremeris*, no longer resides in *Germania*. He moved to the Black Sea region following the 1228 AD *Decenium* because the *Domus* needed him there.

A number of similar moves happened in conjunction with the *Decenium* of *Anno Arietis* 1367 (1228 AD), because the new *Prima* had by that time had a full decade to begin shaping the *Domus* to her vision, and the AA 1367 *Decenium* was an opportunity to realize several elements of that vision. Other changes were instigated during the *Decenium* because of the initiatives of other influential magi *Tremeris*. Still others were a reaction by the *Domus* to outside events. Various references to the events of that *Decenium* are found throughout this text.

Mystery Cults

The attitude of *Domus Tremeris* toward the various *Cultus Mysterios* is ambivalent at best. The *Domus* recognizes the potential power of initiatory talents, but disapproves of secret organizations in general and regards the emphasis on highly specialized secretive abilities as distracting and unsupportive of *Doctrina*.

Thus, the *Domus* stays at arms length in its dealings with most *Cultus Mysterios*, even the exoteric *Domus Mysteria*. The *Domus* does make use of specialists in two key areas, however: magi *Verditii* as enchanters and magi *Merinitae* as consultants on matters regarding faeries. Magi *Bjornaer* and *Criamonis* are seldom approached, at least in regards to their *Mysteria*.

In addition to specialists, the *Domus* allows a small number of its magi to participate in selected esoteric

Archimagi TREMERIS

Exarcha Archmaga Amphelisia *filia* Sergius

Secutor Archmagus Valerius *filius* Pilumnus

Legatus Archmagus Nyirikki *filius* Amphelisia

Prima Archmaga Poena *filia* Tiberius

Vexillarius Archmagus Umno *filius* Flumen

Exarchus Archmagus Timon *filius* Anaxagoras

Exarchus Archmagus Pherenikos *filius*
Kostandini

Exarchus Archmagus Stentorius *filius* Sergius

Tribuna Archmaga Eliza *filia* Austinus Doveris

Exarcha Archmaga Piroska *filia* Amphelisia

cults, but in most cases does not provide significant support in their efforts to attain status within *Cultus Mysterios*.

The most notable *Cultum* is the *Senatus Archimagorum*; the Council of Archmagi. Although known throughout the Order, the vast majority of magi are unaware that it is also an initiatory *Cultum Mysterium*, dedicated to strengthening the Order of Hermes.

Magi *Tremeris* are enthusiastic participants in the *Senatus*. The *Domus* encourages senior magi to challenge for Archmagus rank, and eases the burdens of service placed on those who are known to be preparing for a challenge. In 1232 AD, three magi *Tremeris* are known to be preparing for a challenge: Tryestram, *filius* Dagwalus; *Quaesitor* Yonka Anahita, *filia* Graecina; and Mercurio, *filius* Orsina.

Participation in the *Senatus* has also led to greater involvement in other *Cultus*, as the relationships developed between Archmagi resulted in greater awareness by *Domus Tremeris* of the natures and goals of other *Cultus*.

Tremeris are most active currently in *Legio Mithrae*, which has goals that are broadly compatible with those of the *Domus*. *Tremeris* of the *Collegium Praefectorum* (see **Chapter III**) have the most members, although most *collegia* are represented. Several sites of historical and mystical significance to *Legio Mithrae* lie within *Dacia*. *Tremeris* initiates of *Legio Mithrae* tend to these sites, and periodically host ceremonial rituals.

Both *Legio Mithrae* and *Domus Tremeris* expect that, should a general mobilization of *Legio Mithrae* occur, *Tremeris* members would combine as one unit. However, due to the competing demands of

service to the *Domus*, only Archmagus Valerius has achieved senior rank in *Legio Mithrae*. This reveals one practical reason why participation in *Cultus* is restricted to a few magi: participation in *Cultus Mysterios* has not proven to be the most effective way to achieve the major goals of the *Domus*.

Serpens Baculumque, an organization of healers, currently has a single maga *Tremeris* as a member (Angyalika *filia* Gaetulica), although the *Domus* is evaluating the possible benefits of greater participation. *Domus* leaders are concerned that the Oath of the *Cultum* - to devote one season in eight to healing and easing the suffering of the poor—will place too great a burden on magi who already devote time in service to the *Domus*.

Lastly, given the general distaste magi *Tremeris* have for secret organizations, their involvement with *Excubitores Clavis Septimani Solomonis* (Guardians of the Seventh Key of Solomon) is highly unusual. Such is the secrecy of the *Excubitores*, that, were it not for the involvement of several influential Archmagi, *Domus Tremeris* probably would not have known of its existence.

Since it is aware of the *Excubitores*, however, and because of the superior capabilities in summoning and controlling mighty spirits granted by the *Cultum*, *Domus Tremeris* grooms a few uniquely talented magi for membership in the *Excubitores*. The leaders of the *Domus*, who are themselves Archmagi (or in the case of *Vexillaria* Yonka Anahita, a member of

Tremeris Legionis Mithrae

<i>Secutor</i> Archmagus Valerius	<i>Perses</i>
Austinus Doveris	<i>Miles</i>
<i>Tribuna</i> Frania Popovich	<i>Miles</i>
<i>Vexillarius</i> Philostratus	<i>Miles</i>
<i>Vexillarius</i> Andronicus	<i>Miles</i>
Martinus	<i>Miles</i>
Amber	<i>Miles</i>
Jázon	<i>Miles</i>
Gwenaelle	<i>Nymphus</i>
Gavril	<i>Nymphus</i>
Joudain	<i>Nymphus</i>

Example Cultus Mysterios

Of the four *Cultus Mysterios* mentioned in this text, only one is defined as such in *The Mysteries, Revised Edition* (TMRE). *Legio Mithrae* is, for the purpose of this document, the Legion of Mithras as defined in TMRE.

Senatus Archimagorum, which has been described in other published material, initiates its members into a variety of useful Virtues, the first of which is usually Cautious Sorcerer.

Serpens Baculumque is a group of healers who venerate Aesclepius and have taken his serpent and staff symbol as their own, and as the name of their *Cultum*. For the most part, it is a fairly open "secret" and thus *Domus Tremeris* regards it as a beneficial *Cultum*.

Members of this *Cultum* focus on healing and longevity, and senior members are pursuing paths to immortality and even, it is rumored, methods of resurrecting the dead. Their focus is not merely personal longevity, but on more effective ways to extend and improve life for all humanity.

In contrast to the relative openness of *Serpens Baculumque*, the *Cultum* called *Excubitores Clavis Septimani Solomonis* is a highly secretive organization. It is known to only a few outsiders, including

the inner Council of Magvillus and some members of the *Senatus Archimagi*.

The *Cultum* follows an ascetic Gnostic philosophy, and the inner circle pursues a form of apotheosis to transcend the material world. *Excubitores* pursue the *Mysteria* of Theurgy as noted in TMRE, and a few others besides. Name Magic is reserved for the inner circle, however, and thus no magus *Tremeris* currently possesses that *Mysterium*. Most *Mysteria* from Theurgy and Spirit Magic are known.

The *Cultum* imposes three restrictions on its members: First, betray no confidence of the *Cultum* or of a fellow member. This provision has the potential to conflict with the Code; *Excubitores* are expected to find a way to betray neither oath. The existence of the *Cultum*, its name, the identities of members, and the secrets of its magic are all confidences which may never be betrayed.

Second, assist the *Excubitores* whenever help is requested. Third, assist fellow members in their struggle for transcendence. For most members, this means supporting others in their own efforts to Initiate further *Mysteria*, even beyond one's own understanding.

the *Excubitores*), know of the *Excubitores* and the identities of the magi *Trememis* who participate in the *Cultum*.

Currently, only *plumbumarii* who for some reason lack the Major Hermetic Virtue of their lineage are developed as candidates. Despite dedicated service to the *Cultum*, no magus *Trememis* has ever risen to the inner circle of the *Excubitores*. This is probably due both to the degree of distraction caused by service to the *Domus*, and to the secret apothecic aims of the inner circle.

Although some magi *Trememis* within the *Cultum* suspect those secret aims, their oaths of secrecy prevent them from revealing those suspicions to other magi *Trememis*. Most have seen no merit in pursuing advancement to the inner circle, given such aims. Natalya *Trememis* is considering further initiation into the inner circle, however, and is discussing the implications with the *Prima* and *Quaesitora Vexillaria Yonka Anahita Trememis*.

Why So Little Infernal?

Some readers may notice a distinct paucity of Infernal creatures, items, sites, or characters in *De Domo Trememis*. This is intentional, as the author feels that such elements are best inserted by individual Storyguides where they feel appropriate, rather than mandated by some book. The Infernal, devious as it is, could be anywhere, and so to place it somewhere in specific can constrain the potential for other possible stories.

Points of Divergence

Fixing Arcane Connections

The rules for fixing Arcane Connections (ArM5, 94) seem excessive. In the author's opinion, requiring an entire Season to fix an Arcane Connection is far too long, and raises many game-play questions that are awkward to resolve in-character.

For example, what if a magus obtains an Arcane Connection lasting hours, in the next-to-last week of a Season? There isn't enough time to Fix that connection in the current Season, and the connection will have expired by the start of the next Season.

What if the connection is obtained in the fourth week of a Season? Can the magus still fix the connection in that Season? How much of the Season is required, since there are no lab totals involved? There are several possible ways to deal with such questions, but most of them amount to saying "it just works that way." The author prefers to use that particular answer as infrequently as possible.

Trememis Excubitorum

<i>Quaesitora Vexillaria Yonka Anahita filia Graecina</i>	<i>Katharizon Pneumae</i>
<i>Vexillaria Natalya filia Lazlo</i>	<i>Katharizon Pneumae</i>
<i>Hugues filius Stentorius</i>	<i>Katharizon Psychei</i>
<i>Tass filius Natalya</i>	<i>Katharizon Psychei</i>

These rules recommend the following change: fixing an Arcane Connection can be done over a one week period, which is treated as a seven-day distraction from other activities. To preserve the purity of the Arcane Connection, no other lab activity may be undertaken in the same week-long period; although another lab activity could be completed in the same season, subject to the distraction penalty.

Fixing an Arcane Connection does require one pawn of *Vim vis*. The author feels the *vis* cost should be the most significant constraint on fixing Arcane Connections, rather than the amount of time involved. Note that the Leadworker Virtue allows some magi *Trememis* to create some Arcane Connections without spending time or *vis*. However, those Arcane Connections are limited to named entities: a ghost, spirit, or animal that can recognize its name.

This change may increase the likelihood of having Fixed Arcane Connections in a Saga, since less time must be devoted to the process of creating them. Because of the importance of Arcane Connections, in the absence of this change *Doctrina* would advise an even greater use of enchantments or spells that temporarily sustain Arcane Connections. Ritual *Creo Vim* effects to quickly Fix Arcane Connections would also become more attractive.

Gates of Eurydice

Coeris is not the location of the *Fores Eurydicis*, the Gates of Eurydice. Coeris is specifically located in the southern Carpathian Mountains. Although a mythical site such as the *Fores Eurydicis* cannot be "proven" to exist anywhere, the mythology indicates that the Rodopi Mountains in Bulgaria are a much more suitable location for the *Fores Eurydicis*.

This doesn't change the funeral practices of the *Domus*, just their location. There is a *Conventum Domus*, *Porta Orphaica*, at the site of the *Fores Eurydicis*. Funerals are held there, not at Coeris.

Since the Rodopi Mountains are within *Tribunal Graeciae*, *Porta Orphaica* belongs to *Graecia*, and not *Dacia*. *Porta Orphaica* is the large *Conventum*

Domus in Graecia (HoH:TL, 115), and is second only to Coeris in age and prestige. This registration dates from the establishment of the regional *Tribunalia* at *Tribunal Primum* in 773 AD. *Exarchium Graeciae* is therefore the senior *Exarchium*, not *Exarchium Romae* as stated in *True Lineages* (HoH:TL, 122).

Extent of Tribunal Daciae

Houses of Hermes: True Lineages (117) states that the Transylvanian Tribunal includes “all of Bulgaria north of the Rodopi Mountains.” This text revises that statement to draw the border at the Haemus Mountains (now called the Balkan Mountains) in northern Thrace.

At the time that Tremere and the Greek magi were negotiating over the boundary between their *Tribunalia* (c. 799 AD), the Byzantine Empire controlled most of Thrace. Key cities, such as Serdica (Sofia) and Phillipopolis (Plovdiv), had been re-taken by Constantine V in the late 8th century.

Given that the *de facto* border between the Bulgarians and Greeks at the time ran just south of the Haemus Mountains, that was the most reasonable way to define the boundary between *Graecia* and *Dacia*. *Dacia* includes the Haemus Mountains and the range of hills known as the Sredna Gora, but *Graecia* includes the Thracian plain and the major trade route leading through Serdica (Sofia) to the southern Morava River (the Balkan Morava, not the Czech Morava).

Soon after the *Tribunal Primum* of 799 AD, the Bulgarian Khan Krum conquered Thrace and expanded Bulgarian territory far to the south. However, this text assumes that Byzantine magi were successful in “de-linking” the changeable borders of mundane kingdoms and the boundaries between *Tribunalia* of the Order of Hermes.

Material Aid

The system of Material Aid outlined in *Houses of Hermes: True Lineages* (119-121) is focused on player characters and balancing the perceived benefits and requirements of playing a magus *Tremēris* compared with other magi.

However, it does not work as well when viewed from the perspective of *Domus Tremēris*. Some things that could be perceived as unbalancing are simply required for a magus *Tremēris* to function effectively under *Doctrina*. Many beginning characters may lack enchanted items of any kind, but beginning magi *Tremēris* will soon receive certain types of enchanted items from the stockpiles of the *Domus*, and will receive others as they become available. The enchanted items the character receives will likely be offset by requirements for creating different enchanted items for others, as well as the necessary

development to achieve the lab total required to enchant the items.

Other aspects required for beginning magi *Tremēris*, such as specific Arts and Abilities, may be viewed as restricting player choices. Magi *Tremēris* are expected to learn specific spells and improve certain Artes and Abilities. This may limit the choices available to beginning characters.

Overall, the system of Material Aid presented in HoH:TL should be viewed as a loose guideline for the support available for initiatives generated by the player. It should not be used to limit or control the aid given to a character to support their development as a magus *Tremēris*.

Exarchates

With one exception, this text uses the outline of *Exarchia* (Exarchates) presented in *House of Hermes, True Lineages* (121). *Tribunal Galliae* (Normandy) is part of *Gallia*, rather than *Britannia*, for both historical and organizational reasons.

Hungarian Amber

Although fossil resins may be found in modern Hungary and Romania, those resins are not true amber. Further, those resins occur in lignite coal deposits (ajkaite and telegdite are two fossil resin minerals found in the region’s coal deposits). As coal mining in those areas did not begin until the 19th century, there are no amber deposits in the *Tribunal* at all, let alone under the control of *Domus Tremēris*.

However, the author has located the “Covenant of Lycaneon” (HoH:TL, 132) in western Hungary, near to the historical Amber Road from the Baltic coasts to Italy. This position enables the *conventum* to obtain amber conveniently.

Supernatural Abilities

Magi *Tremēris* do not value most non-Hermetic supernatural abilities, and rarely try to preserve them when Opening the Arts in a *discipulus*. Second Sight is the major exception to this, especially among *plumbumarii*. As noted in the respective descriptions (see **Chapter III**), one small lineage has preserved an ability with the Shapeshifter Virtue, and another even smaller lineage preserves the Craft Amulets and Figurine Magic Virtues.

Contrary to statements in HoH:TL (131), the Entrancement Virtue would be virtually unheard-of among magi *Tremēris*, as it is *inutilis* for a properly trained magus. Were such a talent to appear natively in a *discipula*, a *parens Tremēris* would attempt to integrate this ability into a talent for

Mentem. Other Supernatural talents would normally be similarly integrated into Hermetic magic. Even the Shapeshifter Virtue is not highly valued outside of the one traditional lineage.

Waddenzee

Waddenzee isn't entirely as piratical as *Guardians of the Forest* states. Although some of the other magi, especially Eric Ribecus, were inclined to profit from criminal activity, Hygwald Veritas had a more complex goal in mind. He sought to learn as much as possible about magically supported naval combat. In the absence of a major war, piracy seemed to be the quickest way to achieve that objective.

Exarchus Stentorius supported the Waddenzee Test, as he called Hygwald's effort to develop a seafaring *conventum*. Now that other magi *Tremēris* are expanding on his efforts, Hygwald has been transferred to *Caledonia* before Waddenzee gets into serious trouble.

Roznov

The covenant of Roznov, described in *Guardians of the Forest*, doesn't exist. The *Conventum Domus* in *Germania* is *Capitulum Pohlesee*, a chapter of Fengheld located on a lake island in the rustic Margravate of Brandenburg. More detail may be found in **Chapter VI, *Conventum Domus***.

Leadworkers

The Leadworker Virtue (HoH:TL, 143) is common in *Domus Tremēris*. Although Ancient Magic states that the Virtue is not "widespread" (AM, 42) within the *Domus*, that conflicts with the assumptions made in this document. One could attempt to reconcile the two perspectives by noting that this text gives the Leadworker Virtue to less than a third of magi *Tremēris*, but such an attempt at reconciliation would be semantic at best. This document assumes the Virtue is more prevalent than Ancient Magic would seem to indicate.

Theban League

Tremere began attacking magi in Greece prior to 775 AD: this conflicts with the date given in *Houses of Hermes: Societates* (HoH:S). In part, this results from the history of *Domus Tremēris* in this document having been written prior to the publication of HoH:S. Moreover, certain event sequencing depends upon Tremere having "betrayed" Jerbiton prior to *Tribunal Primum* in 773 AD. The change in date should not affect the history of *Domus Jerbitonis* as published.

The Lion and the Lily

Most of the material in *The Lion and the Lily* (TLatL) that specifically concerns *Domus Tremēris* is inappropriate for use with the material in this document. Rotgiers de Gerberoy is more appropriately assigned to *Domus Flambonis*, possibly of the School of Ramius; he is not suitable for play as a magus *Tremēris*. Runild is also better assigned to a different *Domus*.

The *Conventum Domus* in *Gallia* is *Nemus Saxatilis*, which is located quite near to Carnac. The specific material regarding Carnac in *The Lion and the Lily* may be used if desired; if so, then *Nemus Saxatilis* assumes a guardian nature, protecting the region from the evils of the area.

Alternatively, the specific Infernal nature of Carnac may be downplayed in favor of a more nuanced approach to its history and legend; perhaps there are Infernal elements at work there, vestiges of the deeds of foul magi *Diednis*. Whatever the case, the area is rich in *vis*, and *Nemus Saxatilis* claims much of it according to the customs and traditions of *Tribunal Galliae* as presented in *The Lion and the Lily*.

Magi *Tremēris* of *Gallia* are often winners of the *Certamen* contest at Tourney; the ability to defeat the *Nemus Saxatilis* team in that event is a recognized mark of honor, although no special prize is awarded when this happens.

Occasionally a specially formed *Tremēris* team from outside *Gallia* will enter the Tourney. Such a team invariably wins most events, as the team is drawn together from the entire *Domus* for that specific purpose. The commitment of the reputation of *Domus Tremēris* to performance at the Tourney is a decision made by the *Prima*, and has not occurred since 1186 AD.

Hedge Magic

For the purposes of this text, *Certamen* was not derived from Laplander shamanic magic, as stated in *Hedge Magic* (117). However similar the illusory elements might be, the author believes that the tendency to drag every possible exotic myth into the lives of the Founders should be resisted with vigor.

The likelihood of Bonisagus or even Tremere having contact with a Laplander shaman is remote at best, and contact with Tremere might have gone very badly for the shaman.

Additionally, Nightwalkers as presented in *Hedge Magic* are basically ignored for the purposes of this document. The mythic origins of that "tradition" appear very late in the medieval period, and are, in the author's estimation, inappropriate for Mythic Europe. The game mechanics, suitably modified, may be useful for other hedge traditions, however.

Lords of Men

Combat statistics in this text have been revised in line with some of the rules presented in *Lords of Men*, with a few exceptions. Most notably, skill with crossbows is not listed as a separate Ability, but is instead reflected as a specialty under the Bows Ability. Although there are specific details of use that differ between bows and crossbows, a separate Ability is not necessary in a game system that lumps staves, poleaxes, and greatswords under a single Great Weapon Ability.

Blood & Sand

As no Fifth Edition supplement has significantly revised the setting material presented in *Blood & Sand*, some of the material in that supplement has been used. A few elements were not used, however. Although the covenants of Urania and Urbs Rubra were founded in the early ninth century, as written, they were initially considered part of *Tribunal Graeciae*; there was no "Tribunal of the East" at that time. Urania remained registered in *Tribunal Graeciae* even after the formation of *Tribunal Syriae* in the 12th century, as travel to Constantinople was far easier than travel to Antioch or Novgorod.

Of the later *conventa* mentioned in *Blood & Sand*, most are discarded or modified in some way. Venti Rosa is not a caravan, although Redcap trading caravans such as that described do travel to the east to conduct trade, and may deliver messages to distant *conventa* such as The Hermetic Embassy in Baghdad. The *Sedes Caducifera* (Mercer House) in Syria is located in Antioch, where it hosts *Tribunal Syriae* in a large hall. Most of *conventum* Venti Rosa is dedicated to commercial operations on behalf of *Domus Merceris*. No Gifted *Merceris* reside at Venti Rosa.

Appendix C:

A Sample Course of Apprenticeship

Characters created using the “Detailed Character Creation” rules found on pages 28 to 33 of the core rules can be unrealistic, and often less capable than characters generated using the “Extremely Detailed Character Generation” option discussed on page 33 of the core rules (hereafter referred to as the EDC rules). This happens because characters generated through play, season by season, often gather more experience than the set number of points assigned in the Detailed Character Creation rules (“DCC rules”).

Several factors support this relative increase in experience. Certain Virtues are difficult to administer when using the DCC rules. Examples include Secondary Insight, Elementalism, Study Bonus, Book Learner, Apt Student, and Free Study. Even affinities can be more valuable when spread over multiple seasons of study, rather than simply applied to a lumped set of points.

Another factor is the relative inadequacy of the Skilled *Parēns* Virtue, which is nice for a quick off-the-cuff character creation, but doesn’t do justice to a *parēns* who has the Good Teacher Virtue, or has already trained one *discipulus*, and thus is a more effective teacher. This kind of thing could get out of hand – for example, many players would prefer to have a more powerful *parēns*, who has the Good Teacher Virtue, is an experienced teacher, and who is a member of a powerful covenant with a great library. A degree of restraint should be maintained in creating new player characters. However, the fact remains that *parentes* with those traits exist, and a *discipulus* taught by such a *parēns* would have significant advantages over a *discipulus* trained by a less capable *parēns*.

A third factor is the relative strength of high-quality, basic level *summae* in developing the Arts. Fundamen-quality *summae* are more effective than all but the most distinguished teachers for imparting a basic competency in the Arts. Although only nine of the fifteen Arts have *Fundamen*-quality *summae* (Covenants, 93), progress in those nine Arts can be extremely fast. Since copies of these books are readily available in all *Conventa Domus*, they are often used in the training of *discipuli*, or by young magi who need to round out their Arts. Other Arts, which may not have *Fundamen*-quality *summae*, are still likely to have high-quality *summae* available. Progress in those other Arts may not progress quite as rapidly as when studying from *Fundamēna*, but progress will still be rapid when studying from a high-quality primer.

This text assumes that magi *Tremēris* who are training *discipuli* have the goal of creating a competent soldier Magus who can integrate into operations under *Doctrina* immediately following his *Provocatio*. Other magi in other *Domus* may treat their *discipuli* like lab slaves, and deny them access to the best available *summae* and lab texts, but magi *Tremēris* view that approach as foolish and self-defeating. Only in the case where a relatively young *parēns* is located away from a *Conventum Domus*, without ready access to the training resources of the *Domus*, would a *discipulus* face any lack compared to his fellow *discipuli Tremēris*.

The relative teaching talent and skill of the *parēns* does result in differences, but access to standard texts and expert trainers for many mundane abilities mitigates those differences to a large degree. The

Fundamēna

<i>Provocandum Formas Platonium</i>	Dalmatius Merceris Priamiti	Creo	L10	Q20
<i>Observito Intellegentia</i>	Ricardo Criamonis	Intellego	L10	Q20
<i>Peritia Dominatus</i>	Eutropia Tremēris	Rego	L10	Q21
<i>Prooemium Corporis</i>	Vagdvaraestus Bonisagi	Corpus	L10	Q20
<i>Natura Plantae</i>	Vuissance Merinitae	Herbam	L10	Q20
<i>Ignis Vitam Est</i>	Marozia Flambonis	Ignem	L11	Q22
<i>Origo Specierum</i>	Cantacuzenes Jerbitonis	Imaginem	L10	Q20
<i>Mens Animadversus Est</i>	Romualdo Jerbitonis	Mentem	L10	Q20
<i>Exordium Virium</i>	Erchantrudis Bonisagi	Vim	L9	Q23

resulting *discipuli* are thus able to meet the minimum standards of performance under *Doctrina* that are expected of them after their *Provocatio*.

This sample course of apprenticeship assumes one season each year, on average, is spent assisting the *parens* in some endeavor, for which they gain exposure experience. By default, this is a lab activity, and this is when most *discipuli* gain their experience in magic theory. These seasons are likely to occur in lumps, rather than at a steady rate of one season per year, and are more likely to occur in the middle of the apprenticeship.

The first years of apprenticeship are typically focused on learning Latin and other basic academic abilities; learning about the Order, the Code of Hermes, *Domus Trememis*, and learning basic soldier skills. The last years of apprenticeship are spent learning or inventing spells, or pursuing subjects of personal interest to the *discipulus*. Thus, the middle of the apprenticeship is typically spent studying texts, helping in the lab, and receiving teaching in Arts and other arcane subjects from the *parens*.

As mandated by the Code, one season each year is spent in one-on-one instruction by the *parens*. This leaves two seasons each year for training or teaching by a suitable specialist, or for study of texts.

Late in the apprenticeship, the *discipulus* will be given time in the lab to invent spells on his own, and for non-directed study according to his own interests. Thus, a typical course of apprenticeship results in:

Exposure: 15 seasons
Parens: 15 seasons
 Specialists: 12 seasons
 Text Study: 10 seasons
 Personal: 5 seasons
 Spells : 3 seasons

A detailed seasonal breakdown example is included on the following pages. This example assumes a *parens* who has previously trained a *discipulus*, and thus begins with a Teaching score of 3, but who has no other bonuses to teaching from Characteristics or Virtues. Similar results would be achieved by a *parens* with a high Communication score or Good Teacher Virtue.

The *discipulus* has an Affinity in Rego and in one Form (the "Specialty Form"), and an Intelligence of +1 or better. *Fundamena* are available as listed in this appendix. The example assumes that seasons of teaching in Arts by the *parens* occur after the text study of the appropriate *summa* has been completed, and that teaching of spells and invention occur in the last years of apprenticeship, after Art studies.

Magi *Trememis* at *Conventa Domus* do not typically spend any time teaching Latin, *Artes Liberales*, or Profession: Soldier. Teachers are available for Latin and other academic abilities, and skilled trainers are available for martial and other military-oriented general abilities. The result is a focused beginning

magus, with a broad array of basic abilities and sufficient capability to serve as a soldier magus under *Doctrina*. Given the minimum 120 xp for native language and early childhood abilities (which are not included in the sample character summary), the character will be even more capable.

Note that the total experience gained during this sample 15 years of apprenticeship is 612 experience points – far more than the 240 allocated by the DCC rules, even allowing for the Art affinities or the additional 60 xp that might be received from the Skilled *Parens* Virtue. The total number of spell levels is 257, again far more than the DCC 120 levels, and also far more than the 150 levels granted by a "Skilled *Parens*." The *parens* in this example was skilled, with best lab totals of 60, but not extraordinarily skilled.

Also note that although the number of experience points accumulated is vastly superior to the DCC amount for apprenticeship, the actual ability scores are very low – at least at *Provocatio*. However, most of the Arts and Abilities are very close to increasing to the next rank, and such a beginning magus could improve much more quickly in core abilities than a similar character created using the DCC rules.

One could argue with the assumption that only one season per year on average is devoted to assisting the *parens* in the lab, but frankly, most magi *Trememis* aren't lab rats. They aren't likely to take *discipuli* along on some of the tasks they perform for the *Domus*, especially in the early years, leaving the *discipulus* time for training and/or study apart from the *parens* (but still under supervision by *consortes* or *custodes*).

The most important factor supporting the limited amount of lab assistance is the basic intent of apprenticeship: to produce a competent soldier magus. More than 15 seasons of lab assistance would likely only result in a longer apprenticeship, and make the *Domus* and the *Quaesitores* start to ask questions. Some magi might desire to curtail the personal seasons of the last years in favor of more lab assistance, but this text assumes that such magi are relatively rare in *Domus Trememis*, due to the culture of the *Domus* and the fact that they were likely given such seasons during their own apprenticeship.

One could also argue that *discipuli* might accompany their *parentes* on missions for the *Domus* late in their apprenticeship, and that such "adventures" should replace a few seasons. Some of the "Personal" seasons or exposure seasons could be re-allocated toward that idea, with no real reduction in the overall capability of the character. In fact, such *discipulus* adventures could result in increases to several ability scores as a result of judicious application of experience.

The only note of caution is that an additional season or more of study in Magic Theory might be required if exposure seasons do not sufficiently prepare the

discipulus in that subject. There are primers in Magic Theory that could be used in such an event – even a single season with a high quality primer could substitute for 6-7 seasons of exposure, allowing the *discipulus* to accompany the magus on missions for the *Domus* without harming their progress. If this were done, the resulting character would have even more experience compared to a similar DCC-generated character!

One should also note that the seasons of Personal Training in abilities or languages could readily be traded out for seasons spent studying or practicing Spell Mastery, resulting in two Mastered Spells with a score of 1. Candidates include *Iaculum Crystallinus* (Penetration or Multiple Casting) and *Viginti Mille Passus* (Still Casting).

When using the EDC rules, some Virtues should be carefully evaluated for appropriateness. Virtues such as Warrior, Privileged Upbringing, Well-Traveled, or even Skilled Parens may not be appropriate, since in most cases they simply add experience points to the character. Rather than selecting such Virtues, the types of abilities that are gained by the character should reflect that type of background. Instead of selecting Warrior, for example, the character could be trained for several seasons by a skilled fighter.

Instead of selecting Well-Traveled, seasons of travel and associated experience in languages and other appropriate abilities should be selected (if necessary, “Adventure” seasons can be used in place of Exposure seasons for such activities). For Skilled *Parens*, allow the Virtue, and simply increase the experience and lab totals of the *parens*. This method could also apply to Flaws such as Weak *Parens*, which instead of simply subtracting points, could be represented by reducing the experience and lab totals of the *parens*.

Mastered Spells is also problematic, as that Virtue grants the equivalent of ten seasons of practice, far more than most apprenticeships could spare. Even if appropriate *summae* or *tractatus* were available in the appropriate spell mastery abilities, or if the *parens* substituted instruction in Spell Mastery for a season or two, the *discipula* would tend to learn such abilities in uneven lumps, rather than evenly spread out over ten spells, or in neat groups of 5, 15, or 30 (as might happen when simply assigning points).

For this reason, Mastered Spells is probably inappropriate in conjunction with the EDC method, but spell mastery should be taught, practiced, or studied on a seasonal basis during apprenticeship.

One final comment: this example did not include any of the “problem” Virtues mentioned earlier, such as Book Learner or Secondary Insight. If one or more Virtues of that sort had been taken, the discrepancy between the DCC and EDC character creation methods would be even more dramatic. Such Virtues are especially valuable in combination with each other, and especially in combination with affinities.

Imagine if Secondary Insight were part of this sample character’s Virtues, and that for each season of study in a Form, one of the additional experience points were invested into Rego. With the affinity, that one point becomes two. Eight of the above seasons were spent studying Forms, which would increase Rego by 16 xp, enough to increase the score to 15. The other eight points could be placed into Techniques that were neglected or could be used to bump the Technique of Interest (Muto) to 11.

Similarly, eight seasons of study were dedicated to Techniques. If eight points were invested in the Specialty Form, that would become 16 xp, enough to boost that score by one, and the remaining 24 points

Sample Discipulus Summary

By the end of apprenticeship, the sample magus has the following Arts and Abilities, in addition to whatever abilities he had from early development.

Rego	14	(107 xp)
Mentem	13	(99 xp)
Muto	10	(58 xp)
Corpus	8	(42 xp)
Animal	5	(16 xp)
Herbam	5	(20 xp)
Terram	5	(16 xp)
<i>Artes Liberales</i>	1	(13 xp)
Athletics (running)	1	(8 xp)
Code of Hermes	1	(12 xp)
Concentration (spells)	1	(12 xp)
<i>Domus Tremēris</i> Lore	1	(12 xp)

Early development might increase scores for some abilities listed below or might round out abilities not listed, such as Folk Ken or languages.

Finesse (precision)	1	(12 xp)
Latin	4	(52 xp)
Lore of Interest	1	(12 xp)
Magic Theory (spells)	3	(30 xp)
Order of Hermes Lore	1	(12 xp)
<i>Parma Magica</i>	1	(12 xp)
Penetration	1	(12 xp)
<i>Philosophiae</i>	1	(13 xp)
Profession: Soldier	1	(8 xp)
Survival	1	(10 xp)
Weapon	3	(30 xp)
Misc. Ability or Language	2	(8-16 xp)

could be used to grant minor scores in the various Forms that were neglected. In total, Secondary Insight combined with two Art affinities would add 64 experience points in this sample apprenticeship alone.

The results as the character progressed season by season would continue to diverge from the results of a DCC generated character. Other “problem Virtues” give similar increases when combined with affinities.

Detailed Seasonal Record

Category	Time	Art or Ability	Exp.
Specialist Teacher	2 seasons	Latin	26 xp
Specialist Trainer	1 season	Athletics	8 xp
Parens Teaching	1 season	Open Arts	-
Specialist Teacher	2 seasons	Latin	26 xp
Specialist Trainer	1 season	Survival	10 xp
Parens Teaching	1 season	Order of Hermes Lore	12 xp
Specialist Teacher	1 season	<i>Artes Liberales</i>	13 xp
Specialist Teacher	1 season	<i>Philosophiae</i>	13 xp
Specialist Trainer	1 season	Weapon	10 xp
Parens Teaching	1 season	Code of Hermes	12 xp
Text Study	1 season	Rego	32 xp Aff
Exposure	1 season	Magic Theory	2 xp
Specialist Trainer	1 season	Profession: Soldier	8 xp
Parens Teaching	1 season	<i>Domus Tremēris</i> Lore (<i>Doctrina</i>)	12 xp
Text Study	1 season	Specialty Form (Mentem)	30 xp Aff
Exposure	1 season	Magic Theory	2 xp
Specialist Trainer	1 season	Weapon	10 xp
Parens Teaching	1 season	Concentration	12 xp
Text Study	1 season	Corpus	20 xp
Exposure	1 season	Magic Theory	2 xp
Specialist Trainer	1 season	Weapon	10 xp
Parens Teaching	1 season	Finesse	12 xp
Text Study	1 season	Technique of Interest (Muto)	18 xp
Exposure	1 season	Magic Theory	2 xp
Exposure	1 season	Magic Theory	2 xp
Parens Teaching	1 season	Penetration	12 xp
Text Study	1 season	Rego	32 xp Aff
Exposure	1 season	Magic Theory	2 xp
Exposure	1 season	Magic Theory	2 xp
Parens Teaching	1 season	Rego	18 xp Aff
Text Study	1 season	Other Art (Terram)	16 xp
Exposure	1 season	Magic Theory	2 xp
Exposure	1 season	Magic Theory	2 xp
Parens Teaching	1 season	Rego	18 xp Aff
Text Study	1 season	Specialty Form (Mentem)	30 xp Aff
Exposure	1 season	Magic Theory	2 xp
Exposure	1 season	Magic Theory	2 xp

Detailed Seasonal Record (continued)

Category	Time	Art or Ability	Exp.
Parens Teaching	1 season	Specialty Form (Mentem)	18 xp Aff
Text Study	1 season	Technique of Interest (Muto)	18 xp
Exposure	1 season	Magic Theory	2 xp
Exposure	1 season	Magic Theory	2 xp
Parens Teaching	1 season	Specialty Form (Mentem)	18 xp Aff
Text Study	1 season	Corpus	20 xp
Exposure	1 season	Magic Theory	2 xp
Exposure	1 season	Magic Theory	2 xp
Parens Teaching	1 season	<i>Aura of Rightful Authority</i>	
	1 season	<i>Coerce the Spirits of the Night</i>	
	1 season	<i>Lay to Rest the Haunting Spirit (L10)</i>	
	1 season	<i>Sight of the Transparent Motive</i>	
	1 season	(Rego, Sp. Form)	4 xp Aff
Text Study	1 season	Technique of Interest (Muto)	18 xp
Personal Study	1 season	Other Art (Animal)	16 xp
Personal Training	1 season	Ability or Language	8 xp
Parens Teaching	1 season	<i>Viginti Mille Passus</i>	
	1 season	<i>Magicus Volitans</i>	
	1 season	<i>Spasms of the Uncontrolled Hand</i>	
	1 season	(Rego, Corpus)	3 xp Aff
Personal Study	1 season	Lore of Interest	12 xp
Personal Study	1 season	Other Art (Herbam)	20 xp
Personal Training	1 season	Ability or Language	8 xp
Parens Teaching	1 season	<i>Bind Wound</i>	
	1 season	<i>Legi Vis Magica</i>	
	1 season	<i>Repel the Wooden Shafts</i>	
	1 season	<i>Iaculum Crystallinus</i>	
	1 season	<i>Wizard's Sidestep</i>	
	1 season	(Rego, Corpus)	3 xp Aff
Spell Invention	1 season	<i>Conclave Aequum</i>	
	1 season	(Rego, Sp. Form)	4 xp Aff
Spell Invention	1 season	<i>Gift of the Bear's Fortitude</i>	
	1 season	(Muto)	2 xp
Spell Invention	1 season	<i>Sense the Nature of Vis</i>	
	1 season	<i>Scales of the Magical Weight</i>	
	1 season	<i>Sense of Magical Power</i>	
	1 season	(Vim)	2 xp
Parens Teaching	1 season	<i>Parma Magica</i>	12 xp

The spells listed assume Mentem as the Specialist Form and Muto as the Technique of Interest, with the other Arts learned being Terram and Vim. *Discipulus* lab totals assume Intelligence 1 and Aura 3. Lab totals for the *parens* are assumed to be 60 or more for

the Rego Corpus and Rego Mentem combinations, and 40 or more for other combinations. Those *parens* lab totals are moderately conservative; a more experienced *parens* could teach many more levels of spells in a single season.

Appendix D:

Antecedant, Heritable, and Imparted Virtues & Flaws

Many of the lineage-specific details in this document assume that certain Hermetic Virtues are transmissible from *parentes* to *fili*, while others are not heritable, but appear independently of the training of the *parens*. Virtues that are not heritable through the training of a *parens* are termed **antecedent** Virtues. Virtues which may be imparted through training are termed **heritable** Virtues. Virtues which may only be imparted through training, and never

appear without such training, are termed **imparted** Virtues. Note that these designations apply only to Hermetic Virtues and Hermetic Flaws.

Note also that some Virtues, while heritable generally, may not be heritable in a specific manifestation. For example, one type of Personal *Vis* Source might be generated by the magus's own body, and thus would in that case be antecedent, not heritable.

Antecedant Virtues & Flaws

Hermetic Virtues:

Major

Faerie-Raised Magic
Gentle Gift
Hyperborean Blood
Mythic Blood
Zmey Blood

Minor

Boosted Magic
Harenarius
Harnessed Magic
Nyktophylax
Tethered Magic

Hermetic Flaws:

Major

Blatant Gift
Difficult Longevity Ritual

Minor

Bound Magic
Fettered Magic
Weird Magic

Imparted Virtues & Flaws

Hermetic Virtues:

Major

Craft Automata
Diedne Magic
Holy Magic
Major Potent Magic
Mercurian Magic
Tamed Magic

Minor

Clan Ilfetu
Colens Arcanorum
Leadworker
Masterpiece
Minor Potent Magic
Mutantum Magic
Planetary Magic
Rhine Gilde Training
Skilled Parens
Spell Binding
Tenens Occultorum
Tremere Certamen
Focus
Vulgar Alchemy
Withstand Casting

Hermetic Flaws:

Major

Karaite Magic

Minor

Hedge Wizard
Infamous Master
Weak Parens
Illegitimate Lineage

Heritable Virtues & Flaws

Hermetic Virtues:**Major**

Cthonic Magic
 Elemental Magic
 Flawless Magic
 Flexible Formulaic Magic
 Hermetic Sorcery
 Life-linked
 Spontaneous Magic
 Major Magical Focus
 Secondary Insight

Minor

Affinity with Art
 Cautious Sorcerer
 Cyclic Magic, positive
 Deft Art
 Enduring Magic
 Fast Caster
 Free Study
 Inventive Genius
 Life Boost
 Magical Memory
 Mastered Spells
 Method Caster
 Minor Magical Focus
 Performance Magic
 Personal Vis Source
 Puissant Art
 Quiet Magic
 Side Effect
 Sorcerous Music
 Special Circumstances
 Spell Improvisation
 Study Bonus
 Subtle Magic

Hermetic Flaws:**Major**

Chaotic Magic
 Deficient Technique
 Magic Addiction
 Necessary Condition
 Painful Magic
 Restriction
 Rigid Magic
 Short-ranged Magic
 Study Requirement
 Twilight Prone
 Unnatural Magic
 Unstructured Caster
 Vulnerable Magic
 Waster of Vis
 Weak Magic Resistance
 Weak Spontaneous Magic

Minor

Bound Casting Tools
 Careless Sorcerer
 Clumsy Magic
 Consumed Casting Tools
 Creative Block
 Cyclic Magic: negative
 Deficient Form
 Deleterious Circumstances
 Difficult Spont. Magic
 Disjointed Magic
 Disorienting Magic
 Flawed Parma Magica
 Harmless Magic
 Incompatible Arts
 Inconstant Magic
 Limited Magic Resistance
 Loose Magic
 Poor Formulaic Magic
 Rhine Gilde Enmity
 Short-lived Magic
 Slow Caster
 Spontaneous Casting Tools
 Stockade Parma Magica
 Susceptibility to Divine Power
 Susceptibility to Faerie Power
 Susceptibility to Infernal Power
 Unimaginative Learner
 Unpredictable Magic
 Vulnerable Casting
 Warped Magic
 Weak Enchanter
 Weak Magic
 Weak Scholar

Appendix E:

Historical Growth of the Order of Hermes

In 767 AD, even if only for a moment, there were twelve members of the Order of Hermes. This moment did not last long. Trianomae joined under Bonisagus, Diedne led a priesthood, Tremere had his allies, and several of the Founders had *discipuli* who soon became magi in their own right.

However brief that moment was, however, it illustrates that the Order has not always consisted of “about 800” or “about 1200” magi. In the beginning, there were only twelve. Over the course of four and a half centuries, the size of the Order expanded from twelve magi to “about 1200 members” (ArM5, 9).

How did this growth occur? Was it a constant rate of expansion, or were there bursts of growth followed by long periods of slower growth or even stagnation? Were there periods of negative growth, when the size of Order actually decreased? Given the history of the Order, one can safely assume that the rate of growth wasn’t constant. Episodes such as the *Pravitas Tytali* and the Schism War indicate periods of stagnation and even negative growth.

Nevertheless, there are many possible variables to consider. How frequently may *discipuli* be trained? This question alone assumes answers to other questions, such as “how many *discipuli* will the average magus train?”, “how prevalent is The Gift?” and “how easily can magi detect The Gift?” A second question, “how long do magi live?” is nearly as variable in its answer.

Given the nature of these kinds of questions, the answers must, at some point, rely upon some assumptions. The history of *Domus Tremēris* presented in this document relies on certain assumptions to answer these and other questions. The table on the next page outlines the growth of the Order, based upon a set of such assumptions.

The table lists snapshots of the population of the Order, mostly in 60 year intervals. There are three exceptions. The period between the Founding in 767 AD and 820 AD shows how rapid early growth was. The 820 AD date is mostly a convenience, but it does mark the death of Mercere and accounts for the entrance of *Domus Ex Miscellanea*.

The period between 1000 AD and 1012 AD is included to show the dramatic reversal in the population of the Order related to the Schism War, and resets the 60 year interval. The period between 1190 AD and 1220 AD brings the population current to the size of the Order of Hermes as stated in the various Houses of Hermes supplements. Each listing includes several remarks about demographic trends or events that influenced the rate of growth during the period.

Even these aggregate numbers do not necessarily require specific answers to the questions mentioned earlier. For example, if magi live a very long time, even a slow and gradual accumulation of new magi will result in sustained population growth. On the other hand, if the longevity of magi is assessed at a shorter period, the rate of *discipulus* training could be higher, and still result in numbers much like those listed here.

One assumption is consistent throughout, however: more magi require more *vis*, and new *conventa* require new *vis* sites. As *Tribunalia Interiores* become increasingly constrained by mundane growth, new magi will more frequently journey to *Tribunalia Exteriores* to join growing *conventa* or to found new ones where *vis* is relatively plentiful.

Year (AD)	# Magi	% Growth	Notes
767	12	---	Founding of Order of Hermes
820	136	946%	Extreme growth as magi join w/out lengthy apprenticeships <i>Domus Ex Miscellanea</i> joins Order of Hermes
880	218	60%	Sundering reduces effective numbers in <i>Domus Tremēris</i> Rapid growth & expansion from other <i>Domus Magnae</i> into new <i>conventa</i>
940	319	46%	Rapid growth & expansion of new <i>Tribunalia</i>
1000	411	29%	<i>Pravitas Tytali</i> reduces numbers in that <i>Domus</i> and others Slowing growth & expansion (no new <i>Tribunalia</i>) Increasing numbers of Wizard's Wars toward end of period
1012	210	-49%	Schism War eliminates <i>Domus Diednis</i> (the second largest house at the time) and causes numerous collateral casualties to <i>Domus Ex Miscellanea</i> <i>Flambonis</i> and <i>Tremēris</i> numbers are reduced by half; various losses in other <i>Domus</i>
1070	312	49%	Recovery from the Schism War begins, although growth is slow
1130	527	69%	Growth rate increases throughout Order of Hermes Crusades sap strength of <i>Domus Jerbitonis</i> & <i>Flambonis</i> , but expansion begins into <i>Syria</i>
1190	924	75%	Sustained period of expansion in <i>Tribunalia Exteriores</i> Growth in <i>Tribunalia Interiores</i> slows dramatically due to pressure from mundane populations and constraints on <i>vis</i> supplies
1220	1239	34%	Sustained growth in <i>Tribunalia Exteriores</i> Growth in central <i>Tribunalia</i> continues to slow
1250	1540	67%	<i>Projected population @ sustained growth</i>

Appendix F:

The Art of the Final Spell

Certamen duels, in which one magus reduces his opponent to unconsciousness, allow a final spell to be cast using the Arts of the duel (ArM5, 90). The *cantum ultimum* (final spell) is taken very seriously by magi *Tremēris*, as the nature of the spell cast adds a subtle connotation to the result of the duel.

Some combinations of Arts allow very obvious possibilities. The Forms of Corpus and Mentem allow the victor to affect the loser directly in some fashion. Magi *Tremēris*, however, are typically less concerned with affecting the defeated opponent directly, and more concerned with the message that the final spell conveys, either to the opponent, or more commonly, to observers of the duel.

This is the one “art form” that *Tremēris* universally praise and appreciate. In a sense, magi *Tremēris* aspire to be performance artists, and *Certamen* is their chosen art form. To this end, the use of the Arts to convey a symbol of some kind is popular. Animal, Herbam, Terram, or even Aquam may be used in many cases to affect a possession of the loser, such as clothing or accoutrements.

Any duel involving Creo is likewise straightforward, as a desired effect may be conjured directly. Similarly, many Imaginem combinations allow convenient if transient messages. However, other combinations of Arts do not lend themselves so readily to direct effects.

Most Intellego combinations, for example, are of little utility. Short of using magic to peer into the opponent’s affairs (via Corpus, Mentem, or perhaps even Vim), Intellego combinations do not lend themselves well to a final spell.

Some Form combinations, such as with Rego, allow the caster to “target” the opponent with an environmental spell. The degree of Finesse employed typically differentiates an elegant final spell from a merely functional one.

Finding innovative ways to use difficult Art combinations is highly regarded among *Tremēris*. However, *Tremēris* consider it disgraceful to use a final spell during a duel *causa amoris*.

The Defeat of Aroex Flamdonis

One *cantum ultimum* that has achieved legendary status is the spell cast at the defeat of Aroex *Flamdonis* in 1186 AD. Aroex, who was a fervent proponent for the right of magi to rule as lords of the land, had arranged a marriage to the daughter of a minor noble.

Quaesitor Camerino *Guernici* wanted to prevent this potential code violation without bringing a case against Aroex, with the risk of inflaming a delicate balance in *Hispania*.

He approached Cervidus *Tremēris*, a *Disputatius* and Creo specialist, requesting that he challenge Aroex over this planned marriage.

Cervidus challenged and defeated Aroex in the Arts Creo and Ignem. For his final spell, Cervidus burned a quote from Cicero into the length of Aroex’s staff Talisman: *quanto superiores simus, tanto nos geramus summissius*. (the higher we are placed, the more humbly should we walk).

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