

[[BEGIN INSERT]]

[Vinitania—The Snow Queen]

Characteristics: Int +2, Per +1, Pre +1, Com +1, Str –1, Stm +2, Dex +1, Qik +2

Age: 130

Apparent Age: 40

Afflictions: None

Size: –1

Confidence: 6

Virtues and Flaws: Jack-of-all-Trades +2, Magical Affinity: Ice & Snow +2, Adept Student +1, Inspirational +1, Knack: Certámen +1, Social Contacts (Quaesitores and Redcaps) +1, Strong Writer +1, Blatant Gift –1, Driving Goal (don't lose) –1, Dutybound –1, Enemies –1,

Personality Traits: Pedagogue +2, Loyal +2, Patient +1, Focused +1, Cruel –1

Reputations: Demanding with [those it affects] +2, Loyal with House Tremere +3, Inspiring with Covenant +2

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+6	+4	+6	+1	+5
Dagger	+7	+5	+8	+4	+5

Soak: +1

Fatigue levels: OK, –1, –3, –5, Unconscious

Body levels: OK, –1, –3, –5, Unconscious

Abilities: Area Lore: Transylvania Tribunal (Covenants) 6, Artes Liberales 5, Awareness 6, Bargain 5, Brawling 3, Certámen 11, Concentration 8, Disputatio 6, Empathy 3, Etiquette 6, Faerie Lore 4, Finesse 8, Folk Ken 5, Guile 9, Hermetic Law 4, Intrigue 6, Leadership 7, Lectio 4, Legend Lore 4, Magic Theory 7, Occult Lore 2, Order of Hermes Lore 5, Parma Magica 12, Penetration 8, Philosophiae 4, Scribe Greek 4, Scribe Latin 6, Speak French 4, Speak German 4, Speak Greek 4, Speak Italian 4, Speak Latin 6, Storytelling 2

Arts:

Cr 20	In 18	Mu 20	Pe 17	Re 23
An 12	Aq 22	Au 22	Co 19	He 14
Ig 36	Im 14	Me 23	Te 28	Vi 17

Twilight Points: 12

Twilight Effects: Increased Understanding (Rego)

Decrepitude: 0

Equipment: Dagger

Encumbrance: 0

Spells Known:

Many and varied as appropriate. All Mentem from ArM4 and many ice elemental-type spells as appropriate.

Vis: She only uses vis in Certámen against those who use it against her or those she *must* win against.

Physical Description:

Vinitania seems as a middle-aged woman with a powerful demeanor. She has a certain poise, or nobility, that radiates from her—she speaks from authority as if whomever she is speaking with works for her, even visiting magi. She often dresses in fantastic flowing white cloaks and robes, her long salt and pepper hair streaming freely down her back.

Background:

She comes from a path in the House that seeks to unify the Order, not on the same level as Tremere and the Sundering, but rather she feels the Order was meant to be a way for magi to come together, to communicate, to be equals (as one). The “Join or Die” sentiment is taken to heart; Houses Ex Miscellanea, Bjornaer, and even Crialmon all exhibit powers that are aberrant. These need to be brought into the fold or considering threats.

She is part of a grand plot to unify the Order, to bring all magic under one roof. The Sundering went about it the wrong way. She is only a cog in a grand plan that she won't see the end of. Bathanare is part of this

path as well, though the two of them have disagreements, but not about the plan. Vinitania doesn't see the utility in being an archmagus. Bathanare takes this viewpoint personally. It's not meant that way, it's just that Vinitania doesn't see that all the time and effort nets any overall use other than feeding an ego.

There is a faction of House Jerbiton that deals with mundanes. They want mundanes to be equals, or rather for magi to embrace "mundane magic." The two factions are thus always quarreling and fighting. This is the modern face to the old argument Jerbiton and Tytalus had.

She wants everyone around her to be at their best. She seeks a "strong chain" for the house. She is a writer. She believes that she who controls the past controls the present. Being such a revered magus and such a good writer, she is part of the Tremere tractatus circle.

Vinitania holds all the sigils of those at this covenant for use at tribunal. She also holds the sigils of several other magi in this tribunal. Including her own, she holds the sigils of eight magi. However, due to her state, Vilarious holds them for her and uses them as per her instructions. She hasn't issued him any since their only council almost two years ago where she told him to "use his best judgment."

The spell on Vinitania has not allowed her much time for personal hygiene. Similarly, she has on what she was wearing the day she started experimenting with the tainted vis. She has access to many magical items and other things of import, but most likely she will not be encountered with them as the play does not dictate their use. Luckily the play has scenes wherein she eats and sleeps. She has subconsciously picked up her talisman, as it is connected to her magically.

Magic Items:

Sceptre of Frost and Hoar

Vinitania's talisman is a 24 inch long rod of steel, encrusted with gems which are lodged within the metal with magical ice.

Aura of Rightful Authority ReMe 20 R: Sight D: Const

Effects:

+2 Repel Things

+3 Project Bolt or other Missile

+4 Control or destroy things at a distance

Various gems bonuses as well (Emerald, diamond, ruby, quartz, pearl, topaz, onyx, jade, beryl, et cetera)

Others the storyguide cares to include

Role-playing hints:

Vinitania is caught in a vicious spell causing her to interact with the world through a theatrical play.

Alternate Plot Hooks:

1. Vinitania is crazy. She's killing everyone in her spare time. The darkness and lack of arcane connections are a result of her not wanting to be caught and using her powers to conceal the evidence.
2. Ice faeries are coming. They are moving into the cold mountain. It's not like they used to be here, but rather, they are looking for a new place to live and this was accessible. They know there are magi here and they are attempting to move them out. During some odd star alignments the magical aura briefly dips and displays faerie properties for a few minutes. During these times people disappear. The howls of the faerie hounds echo through the covenant as the hunters look for prey. The faerie king is playing for the fate of the covenant with Vinitania, however he's cheating. He's fogged her faculties such that she cannot effectively fight both battles at the same time. The darkness is a result of the faeries using their powers and the lack of arcane connections

is because the victims are being taken into a regio.

3. The fact that there are no ghosts in the covenant, may suggest that there is a spirit loose, keeping the others “on a leash.” This ghost may inhabit Vinitania. Trying to cast spells on her to confirm this will cause big problems with the other wizards of the covenant, not to mention Vinitania if she realizes it is happening. It possesses Vinitania, causing her to kill others, giving the “king ghost” more power. The darkness and lack of arcane connections are a result of the ghost not wanting to be caught and using her powers to conceal the evidence.

[[END INSERT]]

[[BEGIN INSERT]]

[Occultes Serpentis—The Ice Snake]

Characteristics: Int +0, Per +0, Pre +0, Com +0, Str –7, Stm –2, Dex –2, Qik +2

Magic Might: 15

Size: –4

Confidence: 4

Virtues and Flaws: Inventive Genius +1, Free Thinker +1, Strong Writer +1, Common Fear: Fire –2, Reclusive –1

Personality Traits: Bitter +2, Loyal +2, Incisive +1

Reputations: Vinitania's familiar +1, with Tremere 1

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Bite	+5	+0	+8	+7*	–3

Soak: –7

Fatigue levels: OK, –3, Unconscious

Body levels: OK, –3, Incapacitated

Abilities: Athletics (slithering) 1, Awareness 3, Stealth (creeping) 2, Magic Theory (Mentem) 7, Artes Liberales 4, Scribe Latin 5, Speak Latin 5, Philosophiae 3

Arts:

Cr –	In –	Mu –	Pe 12	Re 14
An 8	Aq –	Au –	Co –	He –
Ig –	Im –	Me 20	Te 11	Vi –

Powers:

*Poisonous Bite: The bite of the snow snake is deadly poison. The victim must make a Stamina stress roll of 12+ to only lose one Body level, otherwise he starts to suffer from frostbite. This works much like *The Wound That Weeps*. Instead of losing Body levels, the victim loses a Fatigue level instead. When the victim falls unconscious, the victim will freeze to death in a matter of minutes if not in a warm area. Otherwise the victim must roll a Stamina stress roll of 12+ or lose the bitten limb. Also, the venom of the snow snake has no natural remedy and magic must be used if the victim is to survive.

Occultes Serpentis has learned Arts, though she doesn't have any spells. She can spontaneously cast some spells, but generally doesn't. Her favorite spells are *Unseen Arm* (ReTe 10) for writing and a PeTe spell for making holes in walls.

Cords: Golden 2, Silver 3, Bronze 1

Cord Powers: –10At Odds

+10 Unlimited Bond

+5 Camouflage Attunement (*Shape of the Vulnerable Beast* ReIm 10) 1 point
Look like a prey animal. Good for hunting predators.

+5 Material Bond (Stamina)

+5 Shared Ability (Pe, Me, Te)

+5 Primary Power (Rego)

+10 Secondary Powers (Rego)

+10 Shared Speech

Equipment: Writing materials in Octavian's sanctum.

Physical Description:

A two-foot long, white-furred snake, Occultes Serpentis is still bitter over treatment by the Order. She feels she is the equal of a magus (or most magi, anyway). A tribunal ruled otherwise. See the sidebar on page Chapter 4, page 6. Vinitania feels otherwise too, which really riles up Occultes Serpentis. She is, however, still loyal to her and defends her from others, even while railing against her for the injustice of it all. This is the fundamental argument between them.

Role-playing hints:

Occultes Serpentis is a furred snow-snake, a very rare magical animal only found in the Alps and in the far northern climes of Ultima Thule. She is Vinitania's familiar, and as such is very intelligent and can speak very well if she wishes to.

Occultes Serpentis is an angry familiar. She will not countenance magi telling her what to do in her own covenant. Her first meeting with them will probably consist of her railing on the party about the cruelty of her situation. The object of her ire will slowly change into their own ineptitude, tied to Clavius' lack of respect and competence. It is possible for the characters to get on Occultes Serpentis' good side, though even then her sharp, forked tongue slips at the characters' every mistake. To do this, however, the characters must have a great deal of compassion for her and her situation. She will recognize that the characters are trying to help (provided they are) and cut them some slack over time, however the characters will have to work at lowering her defenses against "nice magi who turn out to only be using me for my brilliance."

The snow snake is very intelligent, has written many books, several on Mentem and has collaborated on several large magical works, but gets no credit. Brought up on charges for deceiving a magus, she was deemed to have no rights to any of her ideas unless her master snow queen pressed the case. Inventive genius, freethinker, high magic theory, and strong writer are some of her virtues. She is very reclusive and bitter at being a second-class thing. She has high mental faculties and perceptive magical insights. She was a friend of the Bonisagus before he died. After her mistress was smitten, she found even misses Nick the ferret as someone to talk to once in a while, she knows the situation dictates Vilarious needs to be out of the covenant, the snake will "keep him in his place" doing the things one in her spot in the chain of hierarchy must do. As the Archon's familiar, she was inherently involved with the battles for position that she has won.

Occultes Serpentis feels Vinitania sees her as merely an achievement, as if to say to the Order, "Look what I've created!" The more brilliant she is, the better Vinitania looks to her sodales. She's not amici, not sodales—Occultes Serpentis is the familiar and Vinitania is the *master*. Their relationship is not one of amicable congeniality, but one of benevolent lady to resentful slave. Vinitania does not laud her familiar's brilliance to the world, or even to her covenant mates. To Vinitania, Occultes Serpentis feels, her facility with magic is merely another power *her* magical animal possesses, another advantage to give *her* an edge if necessary, an extension of her powers, much like any tool or talisman might be.

She sees herself as an individual, not an object or magical curio. She refuses to "work for free." She is a conscious, thinking being, not a possession or commodity; she's an equal, or perhaps sometimes superior, to those who she sees as her peers—the magi of the Order of Hermes.

Perhaps she could be seen as a type of Larta magus, but that status, she thinks, is an insult. She is not merely an "associate with a gift that must be preserved," but rather she feels she is a magus without recognition as such. Not that anyone has mentioned it. At least such an offer would be a friendly gesture toward an obviously potent magical being.

Though it may seem so, she's not really conceited, but feels jilted that she hasn't been taken seriously. Her work has been stolen, then the thief admits his deed and not only is he lauded by the tribunal but her closest friend, dearest confidante... her *master*... refuses to back her claim of authorship. The thief's joke became reality and she has been relegated to the low status of a novelty, a dwarf who dances with bears at a festival—a mere talking snake.

Occultes Serpentis has a great mastery of the Art of Mentem, but she genuinely likes magic theory. She often would be found in Octavian's lab discussing various arcane topics. Octavian found her a capable sounding board for his own theories. This friendship was a different sort than he shared with Rex, his familiar. Octavian was the only person who truly understood Occultes Serpentis. She often wished Octavian was the magus who initiated the familiar ritual, but such thoughts only serve to send her into a fit of rage. She often finds herself on the edge of despair at her fate: an intelligent animal whom everyone sees as either a curiosity at best, or a possession or magical milestone at worst.

Alternate Plot Hooks:

1. Occultes Serpentis killed Chalcis and may be killing those around Vinitania to “save her” in her madness. She doesn’t want people to see Vinitania as insane, so she’s killed them. Maybe she’s got the same insanity Vinitania has, transmitted through the familiar bond, and mentally sees people who aren’t there, just like Vinitania, and bites them, thinking real people are part of some play in her head. The darkness is a Mentem effect Occultes Serpentis casts when people get too close. She destroys the corpses and ghosts by dragging them via *Unseen Arm* down to the mausoleum where the covenant’s spirit sifting device gets the vis from them. She then uses *Dust to Dust* on the corpse severing any arcane connection to the body.

[[END INSERT]]

[[BEGIN INSERT]]

[Laertes—Pious and Repentant Tremere]

Characteristics: Int +2, Per 0, Pre 1, Com 2, Str 0, Stm 1, Dex –1, Qik –1

Age: 150

Apparent Age: 45

Afflictions: Bad Knees 2, Sore Back 1, Weak Grip 2

Size: 0

Confidence: 1

Virtues and Flaws: Fast Learner +5, Adept Student +1, Empathy +1, Sense of Doom –3, Overconfident –2, Blatant Gift –1, Driving Goal (Improve the understanding of Hermetic fundamentals) –1

Personality Traits: Loyal +3, Diligent +2, Emotional +2

Reputations: Teacher, with Tremere +2

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+5	+3	+4	+2	+3
Dagger	+6	+4	+6	+5	+3

Soak: +1

Fatigue levels: OK, –0, –1, –3, –5, Unconscious

Body levels: OK, –0, –1, –3, –5, Incapacitated

Abilities: Area Lore: Transylvania Tribunal (Covenants) 4, Artes Liberales 6, Awareness 3, Bargain 3, Brawling 2, Certámen 9, Concentration 9, Disputatio 8, Empathy 6, Etiquette 4, Faerie Lore 5, Finesse 5, Folk Ken 6, Guile 6, Hermetic Law 5, Intrigue 4, Leadership 5, Lectio 7, Legend Lore 4, Magic Theory 8, Occult Lore 5, Order of Hermes Lore 5, Parma Magica 8, Penetration 4, Philosophiae 5, Scribe Greek 7, Scribe Latin 8, Speak French 5, Speak German 5, Speak Greek 6, Speak Italian 5, Speak Latin 7, Storytelling 4

Arts:

Cr 19	In 28	Mu 15	Pe 22	Re 12
An 17	Aq 13	Au 20	Co 10	He 10
Ig 22	Im 19	Me 25	Te 19	Vi 10

Twilight Points: 13

Twilight Effects: Blatant Gift

Decrepitude: 0

Equipment: as necessary

Encumbrance: 0

Spells Known:

Many and varied as appropriate. All Intéllego and all Mentem from ArM4.

Vis: none

Physical Description:

Laertes looks as a middle-aged man. His Longevity Potion has recently given out. His mind is elsewhere, however, so he has not fashioned a replacement. He dresses as a mere artisan, simple breeks and a tunic, more because of the comfort than anything else. When necessary, he can dress very ostentatiously, but really prefers not to.

Role-playing hints:

Laertes would have taken control of the covenant long ago, but Vinitania was simply better qualified. He has taken solace in the fact that he is a good teacher, and well known for it in his house. His place is best served in that role. Laertes tends to form bonds of friendship with those he teaches. Unlike many magi, Laertes comes to see those he teaches as his own children. Their achievements and successes are his. Unfortunately, the recent deaths have hurt him deeply because of this. He does tend to get a bit too attached to his pupils. This is what has got him into his current emotional state—he feels guilty for “getting all those young ones killed.” He really didn’t have much at all to do with their fates, but he feels that if he could have only taught them that one extra thing, that one thing that would have saved them, they’d still be here.

Laertes suffers from the combination of the Flaws Sense of Doom and Overconfident. His version of the Sense of Doom Flaw incapacitates him for periods of up to a season. When the problems started occurring recently for the covenant, he felt he could teach his students something special and sent them out to

investigate. Over time, when his plan failed, he fell into a deep depression, not only because he failed, but because he failed his students. He was blinded by his overconfidence. He honestly felt that he had trained them well enough to handle any situation. When they ended up (presumably) dead, he was crushed. How could he have taught them so poorly?

Alternate Plot Hooks:

1. Laertes feels guilty for a reason. He secretly didn't like how his apprentices were learning so he killed them. Or, he was jealous that they could be more than he could. He's only a cog, but they could be leaders, something he'll never be. They would have been standing on the shoulders of a giant (him) and may have gone out and done great things, and he could never have had that. The covenfolk were mere dressing on the stage so that he wouldn't be Marched for wasting resources. It's been two years and a quaesitorial investigation and no one has caught him yet. The arrival of characters may push him over the edge, such that there will be no witnesses. The darkness and lack of arcane connections are a result of his not wanting to be caught and using his powers to conceal the evidence.

[[END INSERT]]

[[BEGIN INSERT]]

[Octavian—The Dead Bonisagus]

He was a Bonisagus who was a member of this covenant. About five years ago, he was working in his lab. Now he is dead. His familiar, Rex, died with him. Well respected within his house, if seen somewhat as an eccentric, he did not like to visit Durenmar for reasons he never specified. He did all his correspondence via redcap or magical means.

He was known to be working on very high-end research projects, most recently longevity in general. Only Occultes Serpentis, Vinitania, and Altresecus knew that he was working on a regio tangent to the problem.

Physical Description:

Octavian was a very old looking man. He was relatively unassuming. He rarely cared for his personal appearance and tended to wander about with whatever he clothing had on at the time, usually a brown monk's robe, his long white hair tussled and waving in the wind. At formal events, however, he could present a very different demeanor. He has been known to wear some impressive silken robes, tie back his hair, and make use of his commanding voice.

Occultes Serpentis was a good friend to Octavian and Rex. They often discussed Magic Theory and things in general. They were peers, which were hard to come by for Occultes Serpentis.

His sigil was a booming voice. This can be found in the gatehouse when the alarm sounds.

The lab accident led to his final twilight. What kind of lab experiment was he working on that would “explode” and kill him is unknown. He was not a careless researcher. He seems to have been trying a few experiments with the regio to test a few things. Perhaps there was too much vis around or perhaps there were some properties of the regio of which he was unaware. This last theory seems not very believable since he is the one who created the gatehouse. That would have required a thorough knowledge of the regio.

What was he working on? He was known to have been researching in the area of longevity. He has collected info on longevity potions of wizards from across the Order. He has a mass of Lab texts, now in the library. If collected and collated, they may give some insight into a minor magical breakthrough. Magical people live in magical auras—the higher the aura, the better the potion that can be created there, even if the person taking it leaves that aura. It takes a Magic Theory score of at least 5+ to read through them and understand this point.

To those who knew him, he was something of a Vim enthusiast. Well over 100 years of age, his interest in longevity was natural. He had not yet to publish anything of import. What is not so well known is that he was looking for ways to live in regiones and increase thereby a magus' longevity. There is a correlation between some regiones and time. The party can find this out by asking someone, or researching it in the library (Laertes put his notes there). This will reveal that he was looking for a way to tie a magus' longevity to the aura he lives in. His notes are just that, notes. They aren't worth much regarding longevity. They are just too sparse. His collected lab texts, on the other hand, are like gold.

How could the party find this out? Talking with Occultes Serpentis or looking through his papers in the library is a good place to start. His apprentice, Altresecus, would know something of his recent research, as he went through his dead pater's lab after he died. Rex, the Bonisagus' familiar would know of it as well. The best resources would be Occultes Serpentis, the library, the apprentice, then Rex. Rex would be the best resource, except he's currently pretty hard to get to.

If the party has all of Octavian's longevity notes, or Rex as a resource a researcher could get a +5 bonus on a longevity potion using personalization of various symbols and astrological times, symbolic aging, et cetera. His current regio research would probably be a Hermetic breakthrough. Add a bonus for this type of research as appropriate. He was working on symbolic aging and regiones: create a little symbolic doll or something and leave it in a regio where the time runs slowly. Also, if such a thing is put in a regio where time runs quickly, it would be a great weapon. The Corpus wizards of the Order, if they had found out

about this could use this to hurt anyone for whom they've made a potion. Anyone who realized this would not want a Bonisagus to publish this information to the Order and may have taken some action here to stop this.

Reputations: Bonisagus 3, with the Order, Vim researcher 2, House Bonisagus

Role-playing hints:

None. He's dead. His ghost is lost to Final Twilight.

Alternate Plot Hooks:

1. The covenant's problems are the results of a magical botch. Octavian was working on something related to longevity. Now everyone is "dead" or soon to be dead based on the effect of this botch. The darkness and lack of arcane connections are a result of this botch.
2. Octavian isn't dead but is "sucking the life out of everyone" in his quest for longevity and eternal life. The darkness and lack of arcane connections are a result of his not wanting to be caught and using his powers to conceal the evidence.

[[END INSERT]]

[[BEGIN INSERT]]

[Rex—The Ghost Dog]

Characteristics: Int +2, Per +4, Pre +0, Com -2, Str +2, Stm +4, Dex +1, Qik -2

Magic Might: 20

Size: 0

Virtues and Flaws: Keen Sense of Smell +1

Personality Traits: Loyal +6, Good Natured +3

Weapon/Attack

	Init	Atk	Dfn	Dam	Fat
--	------	-----	-----	-----	-----

Bite and Claw	+6	+3	+6	+5	+3
---------------	----	----	----	----	----

Soak: +7

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Awareness 5 (Smell), Athletics 5 (Running), Guile 3 (Detect Lies), Folk Ken 3 (Sizing People Up)

Powers:

Howl of the Forlorn Protector, ReMe 20, 1 point: Rex can wake everyone at a range of Far (effectively everyone inside the covenant). He acts as an alarm for the monster's attacks. His howl does not reach outside the covenant, as any noise from within the covenant that does not originate in the gatehouse cannot be heard through the regio level.

Vis: If killed, Rex's collar is worth 4 Vim vis.

Physical Description:

Rex is a big dog, a forerunner of the Saint Bernard breed. Unfortunately, he's also dead. He's a ghost dog. His fur is light brown and white. He cannot communicate normally with most people—he's a dog. Anyone able to communicate with animals can understand him just fine, however.

Role-playing hints:

Rex feels guilty that he wasn't able to protect Octavian. Now that Octavian is gone and Rex is dead he is trying to protect anyone he can find. He doesn't know what happened to Octavian, except that his master was working on some kind of regio project and that something went wrong. The next thing Rex knew, he was in this insubstantial state. Now, he's following the monster around and howling to warn people when it is near. This is the source of all the howling people have been hearing. Rex is not the monster that people fear, he is trying to protect everyone from it.

Alternate Plot Hooks:

1. He's "protecting" his master. He thinks these people killed him somehow and is now killing them in return. The darkness surrounding the deaths is merely a side effect of the ghostly aura surrounding Rex. Rex "eats" all arcane connections to build up his magic might.

[[END INSERT]]

[[BEGIN INSERT]]

[Dominica—Vinitania's last Apprentice]

She was technically a magus but was never turned out at tribunal. Her spell book is in the library. She was the first one to look into the disappearance of the covenfolk. She had a low self-esteem as her mistress had lost her mind. She was reckless and a klutz.

German:

French: Dominique

Slavic: Domka

[[END INSERT]]

[[BEGIN INSERT]]

[Barnabus—Vilarious' Last Apprentice]

He was 17, but was only an apprentice for 4 years. He was strong, smart, always willing to lend a helping hand, and always flirting with the women.

German:

French: Barnabe

Slavic: Barna

[[END INSERT]]

[[BEGIN INSERT]]

[Lucius—Clavius' Apprentice]

Nobody knows much about him, he was quiet and was blamed by Clavius for losing his lab. He had only been an apprentice for two years at the time he disappeared.

German:Lukas

French: Lucien

Slavic: Lukacs

[[END INSERT]]

[[BEGIN INSERT]]

[Carmine—The Hiding Apprentice]

Characteristics: Int +2, Per +2, Pre +0, Com +0, Str +1, Stm +1, Dex +0, Qik +0

Age: 14

Afflictions: none

Size: -1

Confidence: 3

Virtues and Flaws: Educated +1, Light Sleeper +1, Magical Affinity, Hiding +1, Secret Hiding Place +1, Versatile Sleeper +1, Common Fear (Groups) -2, Hatred (Magi that brought him here) -1

Personality Traits: Quiet +1, Brave -2

Reputations: none

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+2	+1	+2	+1	+2
Dagger	+3	+2	+4	+4	+2

Soak: +0

Fatigue levels: OK, -1, -3, -5, Unconscious

Body levels: OK, -1, -3, -5, Incapacitated

Abilities: Area Lore 1, Artes Liberales (Trivium) 3, Awareness (Keeping Watch) 1, Brawl 1, Carouse 1, Disputatio 2, Folk Ken 1, Lectio 1, Magic Theory 2, Magical Affinity: Hiding 1(1), Scribe Latin 2, Speak Latin 3, Speak Own (Regional Accent) 4, Stealth 3, Survival 1, Swim 1

Arts:

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

Spells:

Unseen Arm (ReTe 5/+2)

Twilight Points: 0

Twilight Effects: none

Decrepitude: 0

Equipment: Dagger

Encumbrance: 0

Physical Description:

A lad of 14, Carmine has been on the lamb for a number of months. His mid-length brown hair is mussed and his clothes dirty and unkempt. He tries to avoid speaking if possible, as he really is uncomfortable around more than a couple of people. He feels strangers are all looking at him (which any party finding him will be). He wasn't always this bad with people but his encounter with the monster has left him mentally scarred.

Role-playing hints:

Carmine and his grogs were attacked by the monster. He is the only currently living survivor of the monster's attacks. He is terrified beyond belief. He has set up a series of "safe areas" from scrounged lab spaces in the hidden areas of the covenant. He sneaks into the kitchens at night after everybody has gone and eats the food left out for him by the cook, Margareta. Every time he makes to leave the covenant, he hears more howling or grogs running about such that he is terrified to leave his bolthole. He's been caught once or twice by Vinitania as he snuck through the great hall. This has only cemented in him his fear of those within the covenant. Anyone he meets will see only a scurrying flurry of feet as he runs ducking and dodging to another "safe area." After some talking, and yet further sweet-talking, he may come out, like a rat coaxed with cheese.

Investigators may find clues that there is someone living in the back sections of the covenant if they start looking there.

Alternate Plot Hooks:

1. Carmine is a murderer. He might be a werewolf. He sneaks around, can make things dark (for hiding). He knows all about the back rooms and secret areas. He was being trained as the

gatekeeper so he also knows something of how to travel the regio. The blackness is a Mentem effect he's found a copy of in one of the deserted labs. He casts this when people get too close. He destroys the corpses and ghosts by dragging them via *Unseen Arm* down to the mausoleum where the covenant's spirit sifting device gets the vis from them. He then uses *Dust to Dust* on the corpse.

German:Charles

French: Charlot

Slavic:

[[END INSERT]]

[[BEGIN INSERT]]

[Michael—The Gatekeeper]

Characteristics: Int -1, Per -1, Pre -1, Com -2, Str +3, Stm +2, Dex +2, Qik +1

Age: 70

Afflictions: Arthritis 2, Dementia 2, Loss of Eyesight 3, Loss of Memory 3, Pox Scars 2

Size: 0

Confidence: 3

Virtues and Flaws: Second Sight +1, Tough +1, Strong-Willed +1, Vow (Oath to covenant) -2, Compulsion (Drinking) -1

Personality Traits: Loyal +3, Brave +3, Gruff +3

Reputations: Gatekeeper 2, Covenant

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+6	+6	+5	+7	+6
Dagger	+7	+7	+7	+10	+6
Magical Longsword and Magical Kite Shield	+12	+11	+19	+15	+8
Gauntlet	+6	+6	+6	+8	+6
Magical Longsword	+8	+9	+14	+14	+7

Soak: +19

Fatigue levels: OK, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -1, -3, -5, Incapacitated

Abilities: Area Lore 4, Athletics 4, Awareness 4, Guile 3, Concentration 2, Bargain 2, Brawling 4, Carouse 5, Craft (Regio Walker) 6, Hermetic Law 1, Leader (Intimidation) 5, Legend Lore 2, Order of Hermes Lore 2, Speak Own 5, Speak Latin 4, Scribe Latin 3, Shield and Weapon 6, Singing (Bar Songs) 2

Decrepitude: 2

Equipment: Shiny Magical Full Chain, Magical Longsword, and Magical Kite shield.

Encumbrance: +0

Physical Description:

Michael is grizzled and worn. He is gruff, drunken, and insubordinate. His short, white hair contrasts with the dirt he's picked up in the last few years of "guard duty." The covenant has been too busy to request his old covenant gatekeeper gear back. He continues to wear them even though they have quite a bit of grime and wear upon them—he doesn't want to take them off in case the covenant wants them back.

Role-playing hints:

This guy is the old gatekeeper. He was getting to be very old so a replacement was being trained (the lost apprentice). Now that he is out of his gatekeeping job, he sits drinking around at the base of the path to the covenant harassing whoever comes or goes. He's set up his own impromptu, imaginary "gate" that everyone must go through. The Seneschal puts up with his antics as long as no one complains or Michael doesn't actually keep anyone from coming or going.

Being old and drunk all the time, he can remember certain things if you're nice, and if he can actually remember.

Alternate Plot Hooks:

1. The retired gatekeeper is old, hairy, grumpy and prone to fits of forgetfulness. The amount of dogs in the village and the reports of howling may suggest there is a werewolf loose and this will naturally implicate Michael. He's no longer got a job and is a bit disgruntled. Some characters might think he's got an axe to grind against the covenant, which he does.... The darkness and lack of arcane connections are a result of his werewolf powers.
2. Michael is a disgruntled gate worker. He is taking out his anger on those around him at the covenant. He is dragging off people into the regio. The darkness is a result of the regio. In addition to traveling through this regio, he can also sever arcane connections.

German:Michael

French: Michel
Slavic: Miska
[[END INSERT]]

[[BEGIN INSERT]]

[Corbin—The Dead Grog]

Characteristics: Int +1, Per +1, Pre +0, Com +0, Str n/a, Stmn/a, Dex n/a, Qik n/a

Magic Might: 15

Size: 0

Virtues and Flaws: Reckless +1, Tough +1, Clumsy -2

Personality Traits: Driven (to help Carmine) +5, Brave +2, Regretful +2

Weapon/Attack Init Atk Dfn Dam Fat

n/a - - - - -

Soak: n/a

Fatigue levels: OK, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -1, -3, -5, Incapacitated

Abilities: Area Lore 1, Awareness 3, Brawl 1, Carouse 1, Chirurgy 1, Folk Ken 1, Ride 1, Shield & Weapon 7, Single Weapon 4, Speak Own Language 4, Survival 1

Powers:

Command, CrMe 25, 2 points: Corbin can command someone to do one thing for him. Rather he can project his need to find Carmine into another, thus causing them to want to do the same. The target of this power gains the Personality Trait Driven +5 while Corbin is extolling the need to find the lost boy (who must be around here somewhere).

Equipment: None.

Vis: 3 pawns of Rego vis in his heart.

Physical Description:

Though a ghost, Corbin looks much like the other grogs at the covenant. He wears shining chain mail, a helm, and a longsword. His light colored hair is cut just below the line of his helmet, sometimes getting in his eyes. Except for his need to find his lost charge, Corbin has a pretty dull personality.

Role-playing hints:

He was guarding Carmine when he freaked out at the sound of Rex. He fell down some stairs and died. Carmine has not been seen since this time and is assumed dead. Now Corbin is hanging around trying to save Carmine. If the party saves Carmine, his mission will be fulfilled and he will be able to rest. As long as his arms and armor are with his corpse, he may fight as if he were substantial. He will not give or take damage from normal weapons, however magical weapons damage him as if they were normal (without any magical effects they may otherwise have). Without his armor, he begs and pleads for the characters to help him find his charge.

German: Cort

French: Cornell

Slavic: Nelk

[[END INSERT]]

[[BEGIN INSERT]]

[Aldino—The Librarian]

Characteristics: Int +3, Per +2, Pre +0, Com +0, Str +0, Stm +0, Dex -3, Qik -3

Apparent Age: 50's

Real Age: 144

Afflictions: Bad Leg +5*, Wrinkled +3*, Bad Eyes (near sighted) +1*

Size: +0

Confidence: 3

Virtues and Flaws: Book Learner +1, Strong Writer +1, Obsession (books) -1, Reclusive -1

Personality Traits: Brave +0, Loyal +4, Calm +3, Reclusive +3

Reputations: None.

Weapon/Attack Init Atk Dfn Dam Fat

None

Soak: +0

Fatigue levels: OK, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -1, -3, -5, Incapacitated

Abilities: Area Lore (Cavernius covenant library) 7, Speak Latin 4, Speak Italian 4, Scribe Latin 4, Any other knowledge 3

Decrepitude: 6*

Equipment: step stool

Encumbrance: 0

Physical Description:

Withered and old, Aldino is the stereotypical crotchety, old librarian.

* Aldino only feels the effects of his age when outside the library.

Role Playing Hints: Aldino is the most recent in a long line of librarians. He acts as a lord over his domain. No one gets anything he doesn't want them to, especially if they aren't nice to him. Visiting players may expect him to merely hand over things, especially since they are "helping the covenant." Aldino has been in this room for the last 56 years. His contact with the outside world is limited to the occasional magus looking for some book, and Margareta leaving a meal outside his door. Philippe used to come around before the trouble started, but he hasn't been seen in the library for quite some time. Aldino is still holding some books for him.

The library is enchanted such that anyone taking the Oath will live practically forever while within this room. Such a librarian will not feel the effects of aging while within the room, including death. The rolls are still made each year, but as long as he doesn't leave the room, the effects are not felt by him. Aldino has also inherited the filing system. Each book in the library is literally torn apart, each page or section is filed in some esoteric manner whereby nothing can be easily found. Aldino has some method of finding the next section from the last. He can often be found wandering about looking for the next section of the book someone wants. Needless to say, without the librarian, not much can be found.

[[END INSERT]]

[[BEGIN INSERT]]

[The Monster]

Characteristics: Cun +1, Per 0, Str +4, Stm+2, Dex +3, Qik 0

Magic Might: 30

Size: -1

Personality Traits: Ferocity 3, Cautious 5

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
----------------------	------	-----	-----	-----	-----

Brawling (Bite)*	+9	+6	+7	+7	+7
------------------	----	----	----	----	----

Brawling (Grab)**					
-------------------	--	--	--	--	--

Soak: +10

Fatigue levels: OK, -1, -3, -5, Unconscious

Body levels: OK, -1, -3, -5, Incapacitated

Abilities: Athletics 8, Awareness 5, Climb 8, Craft: (Weaving) 8

Powers:

CrAn 10, 0, *Arachnes' Trap*.

PeCo 25, 0, *Sever the Connection*. Webbing severs arcane connections.

PeVi 25, 0, *Grounds of Reality*. Webbing eats through regiones creating holes where it lies.

PeIg 20, 1, *Darkness of the Assassin*. Creates darkness from which to attack. The darkness fills one medium sized room.

Vis: The monster's spinnerets are worth 8 pawns of Animal vis. Its egg sack is also worth up to 10 pawns of Animal vis at the storyguide's discretion.

* Anyone bitten by the monster's poison must make a Stm+ Size roll of 9+ every round. If this roll succeeds, the victim may act normally for that round. Add one to the difficulty each round until the victim succumbs. Roll until the victim is magically cured or a Int + Medicine roll of 15+ is made on the victim's behalf. The monster's poison paralyzes, and slightly preserves its victim. The victim will last potentially a season or more without food or drink before dying.

** The monster always attacks from surprise. The Monster will bite then grab in the same round. Grabbing involves an opposed Str + Size roll. If the monster wins, the character has been hauled off to the monster's lair. Unless the character has a special defense, the character is doomed.

Combat usually goes as follows:

Round 1: The monster attacks from surprise (darkness). This equals an automatic bite to one character. That character makes a Stm+ Size roll to determine if he may act this round.

Round 2: The monster will try to grab the bitten character. They both make opposed Str + Size rolls. If the character missed the bite roll, he may not oppose the grab. If the monster tries to grab three times and fails, he will run off and fight another day.

If there is another target of opportunity, the monster may make a Cautious vs. Ferocious Personality Trait roll. If Ferocious wins, the monster will stalk and attack the new target.

Physical Description:

The monster of this story is a large spider, some three feet across, not including its legs. It grew from a regular spider within the covenant's aura. Octavian's experiments may have spurred its growth, but no proof of this is evident. It certainly won't tell you.

For the monster strong emotion and Parma act like a flame; the more there is the larger area around it the spider can see. It can definitely see the poor sod with the strong emotion or Parma.

It can go quite some time between meals, but if an option is open, it will take the opportunity. It won't attack a magus unless it is threatened or it has no food left.

Its web has magic resistance and cuts through arcane connections. People die after three to four months from starvation/dehydration. Those taken recently (like Clavius' apprentice) can be saved if retrieved in

time. The storyguide may wish to assign Decrepitude or some physical reminder of the attack. Those the monster has taken are being stored as food for monsterlings. They will hatch sometime in the future.

Role Playing Hints:

The monster is merely hungry. It's not stupid so if the characters find it, it will run, even through regio levels if needed. It will take a single character about once a month. If it can take another at other opportune times, it will provided there isn't too much work to be done.

Alternate Plot Hooks:

1. Vilarious has the Virtue Chosen By Familiar, only his potential familiar never told him of her intentions. Now his potential familiar is acting as a spurned lover. It's trying to get him back for all the pain the monster has suffered, and is slowly breaking everything Vilarious has built up. It is also taking advantage of Vinitania's inability to rule, and that Vilarious is out and about. It is trying to show Vilarious how good a familiar it would have been (and would be) for him. It ultimately doesn't want to hurt him, only exact some revenge. It wants Vilarious to be in charge of the covenant and is making this easier and easier for him. It is still unsure of how to go about removing Vinitania, but it's hoping inspiration will strike soon.

[[END INSERT]]

[[BEGIN INSERT]]

[Margareta—The Cook]

Characteristics: Int +0, Per +0, Pre +0, Com +0, Str +1, Stm +3, Dex +0, Qik +0

Age: 25

Afflictions: none

Size: 0

Confidence: 3

Virtues and Flaws: Inspirational +1, Keen Vision +1, Light Sleeper +1, Green –1, Dutybound –1, Social Handicap (talks to self/everything) –1

Personality Traits: Brave +1, Friendly +1

Reputations: none

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+2	+1	+1	+2	+4
Dagger	+3	+2	+3	+5	+4
Frying Pan	+3	+3	+4	+7	+4
Butcher Knife	+3	+3	+3	+7	+4

Soak: +3

Fatigue levels: OK, –0, –1, –3, –5, Unconscious

Body levels: OK, –0, –1, –3, –5, Incapacitated

Abilities: Area Lore 4, Awareness 3 (Keeping Watch), Bargain 3, Brawl 2 (Frying Pan), Craft : Flower Arrangement 1, Craft: Cook 5 (for magi), Carouse 1, Folk Ken 1, Speak Own Language 4, Survival 1

Decrepitude: 0

Equipment: Lunch, Enchanted Butcher Knife, Frying Pan, Lunch

Encumbrance: 0

Physical Description:

Fairly young and mildly attractive, Margareta replaced the previous covenant cook, who has since been victim to these terrifying events.

Role Playing Hints:

She tries to follow all the old traditions passed down to her, but occasionally forgets one or two. She worries that her forgetfulness may have brought on the current troubles, but she doesn't confide this to anyone except in the most intimate moments. She talks a lot trying to remember all her duties. She will often be found speaking to "Mr. Knife" while cutting some greens or "Mr. Pot" while making stew in an attempt to remember everything necessary to serve the sometimes picky magi. While at the village, she is one of the few villagers that will come up to strangers and talk with them.

German: Gretchen

French: Marguerite

Slavic: Margit

[[END INSERT]]

[[BEGIN INSERT]]

[Anna—General Staff]

Anna is old and bent. She gets Geno to do most of the work for her. While sometimes cranky, Anna is nice to those she knows well. Like most good housekeepers, she is often never seen. Anna has been helping out around the covenant for longer than anyone but the Librarian remembers. She has taken Hans under her wing and generally likes the lad. Being 68, Anna will likely not make it through the next winter or two.

German: Annchen

French: Annette

Slavic: Aniko

[[END INSERT]]

[[BEGIN INSERT]]

[Geno—General Staff]

He's a large man and not much scares him that he can't bluff his way through. Geno is a generally happy guy. The recent scare hasn't really fazed him much. He goes along to guard the wagon when the men go to town to trade and keeps people honest. Geno likes making people laugh. He isn't a joker, but rather doesn't like dour attitudes and does his best to cheer people up.

German: Jon

French: Jean

Slavic: Jenk

[[END INSERT]]

[[BEGIN INSERT]]

Following is a group of grogs that represent an elite turb from a senior covenant. They can be used anywhere there needs to be an experienced turb. The turb consists of the following characters:

Guntero
Claudio
Pasquale
Milo
Bardo

Alternate story ideas for these characters include:

- They may be found escorting a magus at a tribunal or to another covenant.
- They are the remnants of a Winter covenant that has finally disbanded. They are now bandits as they have no where else to go. Do the Characters attack them or hire them?
- They are escorting hoplites on a hunt.

[[END INSERT]]

[[BEGIN INSERT]]

[Guntero—The Seneschal]

Characteristics: Int +1, Per +1, Pre +1, Com +0, Str +1, Stm +1, Dex +1, Qik +1

Age: 37

Afflictions: none

Size: 0

Confidence: 3

Virtues and Flaws: Piercing Gaze +2, Grog Leader +1, Vow (The Oath) –3

Personality Traits: Loyal +3, Brave +3, Honest +2

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+5	+4	+4	+6	+4
Dagger	+6	+5	+6	+9	+4
Magical Longsword and					
Magical Kite Shield	+8	+6	+15	+11	+3
Gauntlet	+5	+4	+5	+7	+4
Magical Longsword	+6	+6	+12	+12	+4

Soak: +15

Fatigue levels: OK, –0, –1, –3, –5, Unconscious

Body levels: OK, –0, –1, –3, –5, Incapacitated

Abilities: Area Lore (Local Geography) 4, Athletics 4, Awareness 5, Bows 3, Brawling 5, Carouse 4, Folk Ken 2, Great Weapon 2, Guile (Detect Lies) 4, Leadership 5, Longshaft Weapon 5, Shield and Weapon 4, Siege Equipment 2, Single Weapon 5, Speak Latin 3, Speak Own Language 5, Thrown Weapon 4

Decrepitude: 0

Equipment: Shiny Magical Full Chain, Magical Longsword, and Magical Kite shield.

Encumbrance: –2

Physical Description:

Guntero is a grizzled, middle-aged warrior. He wears shiny chain mail and has a wary stance around strangers.

Role Playing Hints:

He doesn't trust any strangers, but he believes what his superiors tell him. He follows orders very well, and sticks to their intent faithfully. He expects obedience from his men and direction from those above him. The Seneschal may be very disturbed if the characters are acting rudely. He is here to help them help the covenant, but he cannot countenance them running roughshod over a covenant obviously in need. But he can't do much since he's only four grogs against possibly a whole turb of grogs and magi.

Full Chain: Load 3, Prot 14, Enchanted Penetration 20

	Init	Atk	Dfn	Dam	Load	
Longsword	+3	+1	+4	+6	0	enchanted Penetration 20
LS + Kite Shield	+2	+2	+8	+6	0	enchanted Penetration 20

The Seneschal is equipped as above. In addition, his sword creates a hole where the weapon hits an opponent's armor, effectively ignoring it for soak purposes and the equivalent of *The Wound that Weeps* (PeCo15). Enchanted Penetration 30

All grogs also have an amulet enchanted with Magical Protection at level 35, of Constant duration while worn, and usable by covenant servants (those that have sworn the Oath).

The grogs' equipment has a magical effect upon it such that anyone wearing it must resist a CrMe 35 effect or serve the covenant. This is in addition to the Oath that the grogs' swear. If the characters use the grogs' equipment, or other equipment found within the covenant, roll Int + Mentem/5 of 9+ each day. On a failed roll, the character will want to serve Cavernius covenant. This may entail a lengthy journey if the party leaves the covenant.

German: Gunther

French:

Slavic: Gustav

[[END INSERT]]

[[BEGIN INSERT]]

[Claudio—A Grog]

Characteristics: Int +0, Per +1, Pre +1, Com +0, Str +2, Stm +1, Dex +1, Qik +1

Age: 25

Afflictions: none

Size: 0

Confidence: 3

Virtues and Flaws: Custos +1, Tough +1, Versatile Sleeper +1, Vow (The Oath) –3

Personality Traits: Loyal +3, Brave +3, Honest +2, Quiet +2

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+5	+4	+4	+6	+4
Dagger	+6	+5	+6	+9	+4
Magical Longsword and Magical Kite Shield	+9	+7	+16	+12	+4
Gauntlet	+5	+4	+5	+7	+4
Magical Longsword	+7	+7	+13	+13	+5

Soak: +18

Fatigue levels: OK, –0, –1, –3, –5, Unconscious

Body levels: OK, –0, –1, –3, –5, Incapacitated

Abilities: Area Lore (Local Geography) 4, Athletics 3, Awareness 5, Brawling 4, Carouse 3, Guile (Detect Lies) 2, Longshaft Weapon 3, Shield and Weapon 4, Single Weapon 5, Speak Latin 3, Speak Own Language 5

Decrepitude: 0

Equipment: Shiny Magical Full Chain, Magical Longsword, and Magical Kite shield.

Encumbrance: –1

Physical Description:

The Oath forces Claudio to perform his duties so rigorously that it is of no use to speak with him except for simple yes or no questions related to his duties, except when he's off duty. While on duty, he performs his chores with great care and vigilance. While off duty, Claudio is married to Margareta and spends time fixing up their new house.

Full Chain: Load 3, Prot 14, Enchanted Penetration 20

	Init	Atk	Dfn	Dam	Load	
Longsword	+3	+1	+4	+6	0	enchanted Penetration 20
LS + Kite Shield	+2	+2	+8	+6	0	enchanted Penetration 20

All grogs also have an amulet enchanted with Magical Protection at level 35, of Constant duration while worn, and usable by covenant servants (those that have sworn the Oath).

The grogs' equipment has a magical effect upon it such that anyone wearing it must resist a CrMe 35 effect or serve the covenant. This is in addition to the Oath that the grogs' swear. If the Characters use the grogs' equipment, or other equipment found within the covenant, roll Int + Mentem/5 of 9+ each day. On a failed roll, the character will want to serve Cavernius covenant. This may entail a lengthy journey if the party leaves the covenant.

German: Cladius

French: Claude

Slavic: Klaus

[[END INSERT]]

[[BEGIN INSERT]]

[Pasquale—A Grog]

Characteristics: Int +0, Per +1, Pre +1, Com +0, Str +1, Stm+2, Dex +1, Qik +1

Age: 26

Afflictions: none

Size: 0

Confidence: 3

Virtues and Flaws: Custos +1, Enduring Constitution +1, Rapid Convalescence +1, Vow (The Oath) –3

Personality Traits: Loyal +3, Brave +3, Honest +2, Quiet +2

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+3	+2	+2	+4	+3
Dagger	+4	+3	+4	+7	+3
Magical Longsword and					
Magical Kite Shield	+9	+7	+16	+12	+5
Gauntlet	+3	+2	+3	+5	+3
Magical Longsword	+5	+5	+11	+11	+4

Soak: +16

Fatigue levels: OK, –0, –0, –2, –4, Unconscious

Body levels: OK, –0, –0, –2, –4, Incapacitated

Abilities: Area Lore (Local Geography) 4, Athletics 4, Awareness 5, Brawling 3, Carouse 4, Craft: Wood Carving 4, Guile (Detect Lies) 1, Longshaft Weapon 3, Shield and Weapon 5, Single Weapon 4, Speak Latin 3, Speak Own Language 5

Decrepitude: 0

Equipment: Shiny Magical Full Chain, Magical Longsword, and Magical Kite shield.

Encumbrance: –2

Physical Description:

The Oath forces Pasquale to perform his duties so rigorously that it is of no use to speak with him except for simple yes or no questions related to his duties, except when he's off duty. While on duty, he performs his chores with great care and vigilance. While off duty, Pasquale likes to whittle. He has quite a collection of small statues of dogs, sheep, and even a few dedicated to St. Niacrinus.

What He Knows:

Full Chain: Load 3, Prot 14, Enchanted Penetration 20

	Init	Atk	Dfn	Dam	Load	
Longsword	+3	+1	+4	+6	0	enchanted Penetration 20
LS + Kite Shield	+2	+2	+8	+6	0	enchanted Penetration 20

All grogs also have an amulet enchanted with Magical Protection at level 35, of Constant duration while worn, and usable by covenant servants (those that have sworn the Oath).

The grogs' equipment has a magical effect upon it such that anyone wearing it must resist a CrMe 35 effect or serve the covenant. This is in addition to the Oath that the grogs' swear. If the Characters use the grogs' equipment, or other equipment found within the covenant, roll Int + Mentem/5 of 9+ each day. On a failed roll, the character will want to serve Cavernius covenant. This may entail a lengthy journey if the party leaves the covenant.

German:Paulin

French: Paul

Slavic: Pawel

[[END INSERT]]

[[BEGIN INSERT]]

[Milo—A Grog]

Characteristics: Int -1, Per +0, Pre +0, Com +0, Str +3, Stm+1, Dex +0, Qik +1

Age: 24

Afflictions: none

Size: 0

Confidence: 3

Virtues and Flaws: Reserves of Strength +2, Custos +1, Vow (The Oath) -3,

Personality Traits: Loyal +3, Brave +3, Brutally Honest +2

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+5	+3	+4	+6	+4
Dagger	+6	+4	+6	+9	+4
Magical Longsword and					
Magical Kite Shield	+9	+6	+16	+12	+4
Gauntlet	+5	+3	+5	+7	+4
Magical Longsword	+8	+7	+14	+14	+6

Soak: +15

Fatigue levels: OK, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -1, -3, -5, Incapacitated

Abilities: Area Lore (Local Geography) 3, Athletics 2, Awareness 5, Brawling 3, Carouse 4, Craft:

Blacksmith (removing rust) 3, Legend Lore 3, Longshaft Weapon 4, Shield and Weapon 3, Single Weapon 5, Speak Latin 1, Speak Own Language 5

Decrepitude: 0

Equipment: Shiny Magical Full Chain, Magical Longsword, and Magical Kite shield.

Encumbrance: +0

Physical Description:

The Oath forces Milo to perform his duties so rigorously that it is of no use to speak with him except for simple yes or no questions related to his duties, except when he's off duty. While on duty, he performs his chores with great care and vigilance. While off duty, Milo works to repair his arms and armor. In his spare time, he works on the equipment of his compatriots. He is slowly restoring the armory in the gatehouse. This equipment can be found in the gatehouse, gleaming in the sunshine.

What He Knows:

Full Chain: Load 3, Prot 14, Enchanted Penetration 20

	Init	Atk	Dfn	Dam	Load	
Longsword	+3	+1	+4	+6	0	enchanted Penetration 20
LS + Kite Shield	+2	+2	+8	+6	0	enchanted Penetration 20

All grogs also have an amulet enchanted with Magical Protection at level 35, of Constant duration while worn, and usable by covenant servants (those that have sworn the Oath).

The grogs' equipment has a magical effect upon it such that anyone wearing it must resist a CrMe 35 effect or serve the covenant. This is in addition to the Oath that the grogs' swear. If the Characters use the grogs' equipment, or other equipment found within the covenant, roll Int + Mentem/5 of 9+ each day. On a failed roll, the character will want to serve Cavernius covenant. This may entail a lengthy journey if the party leaves the covenant.

German: Milo

French: Emile

Slavic: Mylos

[[END INSERT]]

[[BEGIN INSERT]]

[Bardo—A Grog]

Characteristics: Int +0, Per +2, Pre -2, Com +0, Str +2, Stm +1, Dex +0, Qik +2

Age: 22

Afflictions: none

Size: 0

Confidence: 3

Virtues and Flaws: Custos +1, Long Winded +1, Sharp Ears +1, Vow (The Oath) -3,

Personality Traits: Loyal +3, Brave +3, Honest +2, Curious +2

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+5	+2	+4	+5	+6
Dagger	+6	+3	+6	+8	+6
Magical Longsword and					
Magical Kite Shield	+9	+5	+16	+11	+6
Gauntlet	+5	+2	+5	+6	+6
Magical Longsword	+8	+6	+14	+13	+8

Physical Description:

The Oath forces Bardo to perform his duties so rigorously that it is of no use to speak with him except for simple yes or no questions related to his duties, except when he's off duty. While on duty, he performs his chores with great care and vigilance. While off duty, Bardo works with stone. He helps repair what little the stone structures need repairing. Otherwise, he is teaching himself to sculpt in stone. Right now, he's really hideous, though no one tells him so. He thinks he's pretty good, grandpa Casio says so. If given the chance, in his off time, he will show anyone interested his collection of rocks with stray carvings on them. "I was trying to get the shading right on this one. Not bad, eh?" In all actuality, he has improved considerably since he has started this hobby. He's a good mason, not a good sculptor.

What He Knows:

Full Chain: Load 3, Prot 14, Enchanted Penetration 20

	Init	Atk	Dfn	Dam	Load	
Longsword	+3	+1	+4	+6	0	enchanted Penetration 20
LS + Kite Shield	+2	+2	+8	+6	0	enchanted Penetration 20

All grogs also have an amulet enchanted with Magical Protection at level 35, of Constant duration while worn, and usable by covenant servants (those that have sworn the Oath).

The grogs' equipment has a magical effect upon it such that anyone wearing it must resist a CrMe 35 effect or serve the covenant. This is in addition to the Oath that the grogs' swear. If the Characters use the grogs' equipment, or other equipment found within the covenant, roll Int + Mentem/5 of 9+ each day. On a failed roll, the character will want to serve Cavernius covenant. This may entail a lengthy journey if the party leaves the covenant.

German: Bardolf

French: Bardou

Slavic: Bardrick

[[END INSERT]]

[[BEGIN INSERT]]

[Sebastien—The Astrologer]

Relevant Statistics: Intelligence +2, Communication +2

Relevant Abilities: Astrology 5, Scribe Latin 4

Physical Description:

Sebastien is the covenant's latest astrologer. He is responsible for determining the Great Days, so that the Oath may be administered, and the solstices, so the *Aegis of the Hearth* may be cast. He also determines which days marriages and other auspicious events should take place.

Role Playing Hints:

Unlike everyone else, he is friendly and relatively normal to speak with. He stands out in this regard. He dresses like the other villagers, however, he always has lots of "things" on him: charms, trinkets and loud jingly things—no one can miss him when he approaches. He has a bangle or something for helping him with any reading he may need to do: the red dangly thing for marriages, the green ropey thing for the *Aegis*, and so on. He acts mysterious about it all, even though no one even knows what all that stuff is for. When first meeting someone, he tries to "read" them, asking questions about where they are from and such. He doesn't want to say anything out of place so he attempts to find out what he can beforehand. If he finds out something out of place, either for good or ill, he will keep this to himself. He just wants to know about the people he's talking with. Of course, if asked, he will tell all, and the Seneschal knows enough to ask him surreptitiously after the fact.

Alternate Plot Hooks:

1. Sebastien says the attacks occur based on the stars. People only disappear according to some strange, convoluted system he has devised, or rather, is trying to devise. Only those who are of a certain birth star are taken, or only those who act under a certain sign are in danger.
2. Sebastian has devised some great plot based on the stars and is carrying it out, because the moon tells him so. He destroys the corpses and ghosts by dragging them down to the mausoleum where the covenant's spirit sifting device gets the vis from them. He then uses *Dust to Dust* (which he found in the library) on the corpse.
3. All the missing people are those who could turn in Sebastien as being a fraud. He is not actually an astrologer—he has no such ability. Rather, in order to win prestige for his family he has affected a lot of fake knowledge (Mars crosses Venus here, the Sun rises over Mercury there). He has had to make all of his predictions come true himself. To this end, he has had to make some people disappear, dragging their bodies down to the mausoleum, the first being the apprentice who made the magic item that casts darkness for him....

German: Selig

French: Sebastien

Slavic: Sebo

[[END INSERT]]

[[BEGIN INSERT]]

[Philippe—The Historian]

Relevant Statistics: Intelligence +2, Communication +1

Relevant Abilities: Ancient History 4, Library of Cavernius covenant 2, Order of Hermes Lore 1, Scribe Latin 5

Physical Description:

Philippe is an outsider to this village, and still isn't trusted by many. His bright red hair makes him stand out among these Germanic people.

Role Playing Hints:

The Binder family was supposed to supply a new librarian, but the covenant went with Philippe instead. Since then, their potential replacement has been lost. Philippe is full of eclectic and often useless information. At any turn, he will volunteer what he feels is useful information about the current situation, whatever that may be. Philippe is something of a know-it-all, even though he doesn't truly know much. If caught in a "white-lie" he will be somewhat remorseful, but will endeavor, sometimes grandiosely, to prove his point using "really ancient lore."

He still remembers that someone known as Lord Orsini sent him here with a gift for the covenant to ensure his placement. He does not know what the gift was except that it fit in a small pouch. He is afraid of strangers since Lord Orsini told him that if he messed up, Lord Orsini would get him. Philippe is not sure what it would take to mess up so he assumes all strangers are out to get him. He only ever meets the characters while he is with others from the village.

Despite all that, he likes this place much better than he liked his previous employers. Except for the jibbing from the Binders, he is treated fairly well. He will do whatever it takes to stay here, especially if his association with Lord Orsini comes out.

Alternate Plot Hooks:

1. The historian is the newest member of the covenant, and thus is not as trusted as the rest. He's a plant from the other covenant. Basil possesses Philippe causing him to perform all the killings. Philippe has magic items that cause darkness and destroy all arcane connections.

[[END INSERT]]

The Villagers:

There are seven families in the village. Each performs an important role in the village. These functions have become hereditary in a fashion. Each family has simply specialized to such an extent that they have come to depend on the others to perform their functions as well.

[[BEGIN INSERT]]

They make the most money for the village and covenant. They sell their unused books throughout the order and the towns below.

The Binders have lighter colored hair, fair complexions and have the tendency to wear darker colored clothes; those in the service of the covenant wear black and dark grays.

[Tomas—The Binder Family Elder]

Soft spoken, gravely voice, Tomas is cautious around newcomers. He takes his time getting to know strangers, especially those that bring warriors with them.

Tomas oversees the production of book binding materials. He plots out most aspects of events that involve his family, marriages, trades, promotions within the family and the covenant to the best he can. He is a vicious negotiator and will often negotiate even if he doesn't have to, just because.

He arranges with the librarian for the materials necessary for visiting scribes to use, for the rare occasion when someone comes to scribe from the library. None of these visitors ever sees the library, but rather uses the Binder family scriptorium instead.

German:Tom

French: Tomas

Slavic: Foma

[[END INSERT]]

[[BEGIN INSERT]]

The Hanson family is tall in general, and has dark curly hair and fair skin; the men support mustaches and beards. Often they wear very colorful clothing as compared to most of the other villagers. Stripes and checkered patterns are common in their attire. They have a stone to clay trowel used to repair things

[Casio—The Hanson Family Leader]

Casio is taller than most anyone else in the village. He likes to keep his dark hair cropped short, though sometimes he forgets and lets it droop down until it's in his eyes.

Casio has real goals. He has arranged for the wooden buildings to be built. His family now has much work since Casio envisions a virtual town being built at the base of the covenant. He believes that "if you build it they will come." He thinks that having a nice town will draw people to the village—he's now thinking of ways to recruit locals from the nearby town.

He recently took over from the last family elder, his grandfather, five years ago.

German:Kasimir

French: Cassius

Slavic: Casimir

[[END INSERT]]

[[BEGIN INSERT]]

The Farmer's have straight fine dark hair often braided, and medium skin tone. They wear very colorful clothing as the Hanson's do, although more in bright clashing solid colors than patterns.

[Sofia—The Farmer Family Elder]

Sofia is the youngest "elder" this family has ever had. At only 38, she runs her family well, except for the

occasional arguments over the new buildings. Her dark hair is showing its age as well as her voice which is losing its smooth youthful grace. Her crackling voice can sometimes be heard over the din of dinner.

Sofia is adamantly opposed to the wooden buildings. She only wants to fix up the old stone buildings, possibly building new ones. She refuses to have any of her family work on the new wooden buildings. She is often angry and vituperative. She assumes that anyone new she meets is against her in this opinion i.e., they are all for the new wooden buildings, and yells at them for standing for sheer folly. Arguments denying this stance only get her hotter. Her family tries to calm her, which usually results in the newcomer leaving under a cloud of suspicion.

German:Sofia
French: Sofia
Slavic: Zsofi
[[END INSERT]]

[[BEGIN INSERT]]

This family broke away from the other Shepherd family due to a marriage some time ago. While they are still close, a rift has come down from the past due to some hurt feelings over the marriage.

The Herder family has light colored eyes and a medium complexion with light colored curly hair; both men and women regularly tie back their hair in a knot. They mostly wear mild colors like tans or grays. They have the magic horn to warn against attack or danger.

[Giuseppe—The Herder Family Elder]

His pale green eyes often are hidden in the shadows of his long hair when it's not tied back. Giuseppe is very tall and broad. A lifetime of standing in bad weather watching sheep has given him a grizzled appearance, even more so than the Seneschal.

He goes with the men to town to guard the wagon. He also brings the sheep in to the butchers when it's time. He is always jovial and cordial. If he doesn't have a laugh at what someone has said, he has an even funnier retort.

German:Handel
French: Jean
Slavic: Jacci
[[END INSERT]]

[[BEGIN INSERT]]

Shepherd family members have fairer skin, several having freckles, and thick curly hair with reddish tints. They often wear dark colored cloths; dark browns and greens, as well as oversized hooded cloaks. They have a ward against wolves and other predators that they move between fields when grazing their animals.

[Vera—The Shepherd Family Elder]

Vera is very old, her freckles have long since given way to liver spots. Vera probably doesn't have long left for this world having seen some 72 summers. Nevertheless, she keeps her family under her like a chicken keeps its chicks. Her wattles and arms flap around humorously while she is telling her many grandchildren stories. The wise never mock her for it, however.

Vera is the town gossip. She is always into someone's business. When the characters arrive, she wants to know all about them. But she won't do it herself, she will send her grandchildren to find out everything about them and report back to her. She gives them treats if they bring back good information—sometimes the children just make things up to get a good treat. She is hard of hearing. She speaks loudly and is always asking for things to be repeated.

German:Velaria

French:
Slavic: Verka
[[END INSERT]]

[[BEGIN INSERT]]

The Weavers have the darkest complexion in the village, though by no means unusual for the area, with dark braided hair contrasting to their pale clothing. They wear beige and white in general, with bright blue or green accents. They have a magic spinning wheel.

[Brina—The Weaver Family Elder]

Characteristics: Int +3, Per +3, Pre +2, Com +1, Str –1, Stm –1, Dex 0, Qik –1

Age: 87

Afflictions: Arthritis 5, Bad Back 3, Slow Reflexes 3, Loss of Hearing 3, Loss of Muscle Tone 3

Size: 0

Confidence: 3

Virtues and Flaws: Divination +4, Audio Eidetic Memory +3, Empathy +1, Blind –5, Noncombatant –5

Personality Traits: Loyal +3, Impetuous +2, Matronly +3

Reputation: Seer 4, with the covenant/village

Weapon/Attack Init Atk Dfn Dam Fat

None

Soak: –1

Fatigue levels: OK, –0, –1, –3, –5 Unconscious

Body levels: OK, –0, –1, –3, –5, Incapacitated

Abilities: Chirurgy 2, Folk Ken 5, Divination 4, Storytelling 3, Astrology 5, Craft: Charm 2, Craft Weaving 6, Craft: Bane 2, Empathy 3, Folk Magic 5, Guile 1, Herbalism 4, Speak Latin 3, Speak Own Language 5

Decrepitude: 4

Equipment: Charm for longevity (+4 to aging rolls).

Encumbrance: 0

Physical Description:

Brina is old, very old. Surprisingly, her hair still contains most of its color, her dark braids hang down past her waist. Petite, her hair probably weighs more than she does. She can often be found sunning herself on her porch with her granddaughter, Amanda.

Role Playing Hints:

Brina used to be the covenant astrologer, now she's old and a little addled. She sits on her porch and weaves rugs and blankets and such. She is teaching her granddaughter her craft, whom she praises often. Brina reads the future fate of those she speaks with in the knots and folds of what she weaves. She is nice enough but, being blind, will often look at the wrong person when she is "reading." This may cause some confusion over who the reading is for, and hence, explains why she is no longer the covenant's astrologer. She was able to cope fairly well, until her hearing started to go bad.

Alternate Plot Hooks:

1. In reality, Brina is angry at being replaced and her family line removed from the long succession of astrologers. She has summoned a "creature from the stars" that attacks those she specifies. It takes whomever it grabs with it back "beyond the stars," beyond the reach of Hermetic magic.

German: Britta
French: Sabrine
Slavic: Zabryna
[[END INSERT]]

[[BEGIN INSERT]]

The Cook family is the smallest in stature of the families: in general a head shorter than the Hansons. They have long dark hair which they keep braided, wear brighter colored clothes and have very fair skin. They know of the caves. That's where they store extra supplies in very good years, as they are warded to preserve things. They also guard the water supply, a well at the bottom of the largest storehouse.

[Cordelia—The Cook Family Elder]

Plump, short, and clean, Cordelia likes to keep herself and those around her tidy. Not pretentious or vain, she merely likes everything in its place. She can often be found cooking the next meal on her step stool in her kitchen.

Very proper, Cordelia follows a strict regimen everyday. Everything must be done in a certain order and everyone must perform their function. She gets very nervous when things are done out of order or someone doesn't finish a task to her specifications. She will often chide taller folk for hitting their heads on the hanging utensils in *her* kitchen. She has the knowledge of the underground passageways and storerooms. She knows the stone buildings are warded to preserve their contents. She is an herbalist.

German:Kordula

French: Cordelie

Slavic:

[[END INSERT]]

[[BEGIN INSERT]]

[Rufio—The Dog Handler]

Characteristics: Int -2, Per +3, Pre -2, Com -2, Str +2, Stm +2, Dex +2, Qik +1

Age: 22

Afflictions: Bad Back +0, Limp +0, Loss of Balance +1, Pox Scars +1, Weak Lungs +1

Size: +0

Confidence: 3

Virtues and Flaws: Animal Ken +1, Light Sleeper +1, Long Winded +1, Afflicted Tongue -1, Compulsion (Stay around dogs) -1, Obsessed with dogs -1.

Personality Traits: Brave +3, Loyal +3

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+5	+5	+4	+5	+8
Dagger	+6	+6	+6	+8	+8
Throwing Knife	+3	+4	—	+6	+6
Axe	+8	+7	+7	+12	+9

Soak: +5

Fatigue levels: OK, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -1, -3, -5, Incapacitated

Abilities: Speak Own Language 4, Brawling 3, Carouse 1, Animal Handling 3, Animal Ken 1, Athletics 2, Awareness 2, Hunt 3, Shield & Weapon 3, Stealth 4, Survival 1, Swim 1, Thrown Weapon 1

Decrepitude: 0

Equipment: Metal Reinforced Leather Hauberk, Axe, Throwing Knives, Dagger

Encumbrance: 0

Physical Description:

Shaggy brown hair with a rumbled appearance, he has the smell of wet dog. These are the tell-tale signs of the dog handler. Though nervous around most people, he is completely at home with the dogs of the village. The clothes and armor he wears are pieced together out of the garbage he often rummages through. Occasionally he can be found howling and yelping with the dogs of the hamlet. If something should happen to the dogs, he would be very distraught.

Role Playing Notes:

Rufio is a very silent, withdrawn person. He takes care of the dogs the villagers use to round up their sheep and goats, and to protect them from wolves. He prefers to interact with the dogs than to interact with people. Rufio doesn't like strangers and won't speak with the characters. He is glad that he doesn't have to go to the covenant for anything. As far as he's concerned, that's the whole reason he doesn't interact with people, they're just gonna die.

Alternate Plot Hooks:

1. The amount of dogs in the village and the reports of the howling may suggest there is a werewolf loose and this will naturally implicate Rufio. The darkness and lack of arcane connections are a result of his werewolf powers.

German: Rudolph

French: Ruff

Slavic: Rufen

[[END INSERT]]

[[BEGIN INSERT]]

[Volens—The Church Caretaker]

Characteristics: Int +3, Per +3, Pre -2, Com -1, Str -1, Stm +0, Dex +0, Qik +0

Age: 23

Afflictions: None

Size: +0

Confidence: 3

Virtues and Flaws: Educated +1, Sharp Ears +1, Sharp Eyes +1, Dependant -1, Obligation (tend the chapel) -1, Weakness -1

Personality Traits: Loyalty +3, Charitable +3, Protective +2

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+2	+1	+1	+0	+4
Brawling (Hammer)	+2	+1	+1	+3	+4
Dagger	+3	+2	+3	+3	+4
Short Bow	+2	+5	—	+4	+5

Soak: +0

Fatigue levels: OK, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -1, -3, -5, Incapacitated

Abilities: Area Lore 1, Awareness 2, Bow 2, Brawl 1, Climb 1, Craft: Carpentry 2, Carouse 1, Church Lore 3, Civil and Canon Law 2, Dancing 1, Etiquette 2, Folk Ken 2, Guile 2, Scribe Latin 2, Stealth 1, Speak Latin 3, Speak Own Language 5, Survival 1, Theology 3

Equipment: Hammer, ladder, bucket of nails, pile of old castoff wooden planks

Encumbrance: 0

Physical Description:

Volens keeps his fair hair tied back while he's working. His thin frame can often be seen wrangling with some piece of roof material on the chapel.

Role Playing Hints:

Volens is a guy with not much else to do other than fix up the old church. He has chosen to help Laertes because he is following the teachings of St. Niacrinus, or rather Luther's description of St. Niacrinus, and is trying to be kind, patient, and charitable. He also keeps the path clear of debris that fall from the mountains, rockslides, branches, and the occasional wounded animal. He tries to get donations for improving the chapel from the villagers, and especially travelers who seem "worthy" of donating.

The Binders actually have gotten some extra measure of respect within the village for creating a small chapel out of the shrine.

[[END INSERT]]

[[BEGIN INSERT]]

Luther may be found anywhere a traveling priest is necessary. For example:

- He may be found traveling in very inaccessible areas looking for pagans (or magi) to convert.
- He may be found on pilgrimage for his heretical views.
- He wants to join the Characters covenant. Actually, he's been excommunicated and wants a place to hide.

[[END INSERT]]

[[BEGIN INSERT]]

[Luther—The Traveling Priest]

Characteristics: Int +1, Per -1, Pre +1, Com +1, Str +2, Stm +1, Dex -1, Qik -1

Age: 43

Afflictions: Cough +1, Limp +1, Bad Back +1, Dizziness +0, Bad with Names +0

Size: +0

Confidence: 2

Virtues and Flaws: Ambidextrous +1, Educated +1, Light Sleeper +1, Blind in One Eye -1, Enemy (another priest) -1, Low Self Esteem -1

Personality Traits: Zealous +2, Talkative +3

Reputations: Radical 2, Among clergy

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+1	+0	+0	+3	+2

Soak: +1

Fatigue levels: OK, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -1, -3, -5, Incapacitated

Abilities: Area Lore 4, Awareness 1, Bargain 4, Brawling 1, Craft (walking sticks) 3, Carouse 1, Church Lore 4, Civil and Canon Law 2, Chirurgy 3, Dancing 2, Etiquette 2, Evaluate 2, Folk Ken 3, Guile 1, Leadership 3, Ride 3, Scribe Latin 2, Speak Latin 3, Speak Own Language 4, Survival 4

Decrepitude: 1

Equipment: A Rosary and the clothes on his back

Encumbrance: 0

Physical Description:

Short-cropped hair with a tonsure, his face is bright and happy. Whatever he wears is usually well worn and heavy with dirt from the road.

Role Playing Hints:

Luther holds heretical views about the nature of magic. He feels magic is a tool, what a person does with it is good or evil, not the tool itself. He tends to five small hamlets like this one and several unnamed homesteads. It takes about a season to visit them all. Luther is lucky to have someone in the Church hierarchy above him who looks out for him. Without this benefactor, he may well have been kicked out of the Church or worse.

He uses many examples of great acts to exemplify a point he is making, even if he can't remember the exact name of the saint who is said to have performed the miracle. The most recent saint he's been using is St. Niacrinus, a martyr from Roman times, of which few, if any, know anything.

Alternate Plot Hooks:

1. Luther exhibits some unorthodox religious views. He has attracted the unwanted attention of a demon. There are stories of similar attacks at the other villages Luther visits since the demon is following him around, if anyone actually investigates that far. This may lead to an investigation of him and Volens for corruption.

[[END INSERT]]

The five remaining magi at Hesperus covenant can be used for any cabal of magi as necessary..

Canute—The oldest Resident

Canute has been as Hesperus for many years, far longer than anyone else still living there. Canute's largest flaw is that he is not subtle. His uncaring ways have turned large portions of the covenfolk against him.

Canute believes that God has ordained mundanes to serve magi. He ruthlessly plays Hermetic politics. He can usually be found conniving with a small circle of sodales against some young upstart covenant or wayward magus.

Stanislaus—The Criamon

Rather unassuming, Stan is probably the best suited to lead the covenant, but since he isn't a Jerbiton, he isn't even looked at as being in the running by the others. Sure, they snipe at him on occasion, and ask his favor on others, but he isn't seen as "Jerbiton" enough to actually be the Archon.

Vincentius—The mundane brother of Chalchis

Gifted with mundane law. Something of a fop, nevertheless, he has a grasp on his situation. Normally the brother of a man would have some claim to his possessions. He has no mundane means for bringing his claim against his Hermetic brethren without destroying that which he wants. He is currently trying to curry favor with the local mundanes (essentially starting from scratch), using "foreign" lands (lands he does not own) to leverage his "noble" title. His chief rival is Count Orsini.

[[BEGIN INSERT]]

[Brand—The Oldest Jerbiton]

Characteristics: Int +1, Per +0, Pre +2, Com +2, Str +0, Stm +1, Dex -1, Qik +0

Age: 151

Afflictions: Loss of Hearing 1, Arthritis 2, Limp 2, Bad Back 2, Palsied Hands 1

Size: 0

Confidence: 3

Virtues and Flaws: Alchemy +1, Book Learner +1, Gentle Gift +1, Herbalism +1, Strong Writer +1, Delusion: I'm in charge -1, Twilight Points -1, Slow Caster -2, Weak Magic (half penetration with Ignem) -2,

Personality Traits: Ruthless +2, Methodical +3, Fear of Dying +3

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+2	+0	+1	+1	+2

Soak: +1

Fatigue levels: OK, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -1, -3, -5, Incapacitated

Abilities: Alchemy 5, Athletics 1, Awareness 4, Bargain 3, Brawling 1, Certámen 4, Civil and Canon Law 5, Concentration 4, Disputatio 4, Etiquette 3, Finesse 4, Folk Ken 3, Herbalism 4, Intrigue 5, Leadership 4, Lectio 4, Magic Theory 7, Organizational Lore (Order of Hermes) 6, Parma Magica 7, Scribe Latin 5, Speak Latin 5, Speak Own Language 5, Penetration 3

Arts:

Cr 22	In 25	Mu 17	Pe 13	Re 15
An 11	Aq 10	Au 13	Co 24	He 10
Ig 11	Im 11	Me 11	Te 14	Vi 17

Twilight Points: 12

Twilight Effects: Mental Defect: Obsessed with getting better longevity potion

Decrepitude: 4

Equipment: none

Encumbrance: 0

Spells Known:

Perception of the Conflicting Motives (InMe15/+37)

Thoughts Within Babble (InMe25/+37)

The Unseen Porter (ReTe10/+30)

Gift of the Hero's Strength (MuCo20/+42)

Gather the Essence of the Beast (MuVi15/+35)

Blessing of Antaeus' Fortitude (MuCo35/+42)
 Wind of Mundane Silence (PeVi0/+31)
 Peering into the Mortal Mind (InMe30/+37)
 Weighing the Turncoat's Silver (InMe20/+37)
 Incantation of Summoning the Dead (ReMe25/+27)
 Cripple the Howling Wolf (PeAn20/+25)
 Gift of Reason (CrMe25/+34)
 Subtle Shift of Heart (MuMe10/+29)
 Strings of the Active Arcane Connection (InVi25/+43)
 Aura of Rightful Authority (ReMe20/+27)
 Wizard's Sidestep (ReIm10/+27)
 Veil of Invisibility (PeIm10/+25)
 Silence of the Smothered Sound (PeIm10/+25)
 Circling Winds of Protection (ReAu15/+29)
 Thief of the Stolen Breath (PeAu10/+27)
 Talons of the Winds (MuAu20/+31)
 Grip of the Choking Hand (PeCo15/+38)
 Invocation of Weariness (PeCo10/+38)
 Wielding the Invisible Sling (ReTe10/+30)

Vis: None.

Physical Description:

Brand is the stereotypical old magus—shaking hands and bent back, he shuffles along mumbling things arcane. His robes are usually plain and utilitarian.

Role Playing Hints:

Brand is obsessed with living. He spends every ounce of energy trying to make the ultimate longevity potion. All his vis, all his time is devoted to this end. He follows every thread of a story that has to do with living forever as if it were the truth. As a result, he has wasted the last thirty to forty years of his life running about, barely keeping up with time. He would kill for any hint of the lab research Octavian was conducting. Perhaps he already has?

[[END INSERT]]

[[BEGIN INSERT]]

**[Basil—The Jerbiton who doesn't really have a claim, but has been doing most of the hard work
AKA Count Orsini, AKA The messenger]**

Characteristics: Int +1, Per 0, Pre +2, Com +2, Str 0, Stm +1, Dex -1, Qik 0

Age: 72

Afflictions: Hearing Loss 1

Size: 0

Confidence: 3

Virtues and Flaws: Contortions +1, Mimicry +1, Read Lips +1, Well-Traveled +1, Delusion: I'm in charge -1, Vis Obligation (Chalchis) -1, Curse of Venus -2

Personality Traits: Vain +2, Cruel +2, Hard-Working +1

Reputations: None

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+2	+0	+1	+1	+2

Soak: +1

Fatigue levels: OK, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -1, -3, -5, Incapacitated

Abilities: Athletics 3, Awareness 4, Bargain 5, Brawling 1, Certámen 4, Civil and Canon Law 3, Concentration 4, Contortions 5, Disguise 5, Disputatio 2, Etiquette 3, Finesse 4, Folk Ken 3, Intrigue 5, Leadership 3, Lectio 3, Magic Theory 5, Mimicry 6, Organizational Lore (Order of Hermes) 5, Parma Magica 6, Penetration 2, Read Lips 5, Scribe Latin 5, Speak Latin 5, Speak Own Language 5

Arts:

Cr 13 In 15 Mu 15 Pe 13 Re 12

An 10 Aq 12 Au 11 Co 12 He 9

Ig 12 Im 10 Me 14 Te 13 Vi 14

Twilight Points: 4

Equipment: As appropriate.

Encumbrance: 0

Spells Known:

Cripple the Howling Guard (PeCo20/+26) (Cripple the Howling Wolf)

Ear for Distant Voice (InIm20/+26)

Eyes of the Past (InIm20/+26)

Summoning the Distant Image (InIm25/+26)

Disguise of the Transformed Image (MuIm15/+30)

Image Phantom (MuIm25/+30)

Veil of Invisiblity (PeIm10/+28)

Perception of the Conflicting Motive (InMe15/+30)

Posing the Silent Question (InMe20/+30)

Subtle Shift of Heart (MuMe10/+30)

Emotion of Reversed Intentions (MuMe20/+30)

Recollection of Memories Never Quite Lived (MuMe25/+30)

Loss of But a Moment's Memory (PeMe10/+28)

Trust of the Childlike Faith (PeMe10/+28)

Call to Slumber (ReMe10/+27)

Snap of Awakening (ReMe10/+27)

Aura of Rightful Authority (ReMe20/+27)

Wizard's Subtle Touch (InVi4/+30) (Touch, Conc, Ind)

Scales of the Magical Weight (InVi5/+30)

Sense the Nature of Vis (InVi5/+30)

Gather the Essence of the Beast (MuVi15/+30)

Vis: None

Physical Description:

Basil is a very average-looking person. Usually he has assumed some disguise such that very few people know what he really looks like.

Role Playing Hints:

He has several personae. In one, he acts like Count Orsini (boar, his sigil), a count who does not really exist and runs about with nobles. In another, he acts on behalf of the count and portrays himself as a messenger to a group of ruffians to get them to do his bidding. This way no one knows who he is.
[[END INSERT]]

[[BEGIN INSERT]]

[Amadeus—The Apprentice of Chalchis]

Characteristics: Int +3, Per +1, Pre 0, Com 1, Str +2, Stm +3, Dex -1, Qik -1

Age: 35

Afflictions: None

Size: 0

Confidence: 3

Virtues and Flaws: Quiet Magic +2, Subtle Magic +2, Free Expression +1, Gentle Gift +1, Fast Caster +1, Inspirational +1, Curse: Life-Linked Magic -1, Delusion: I'm in charge -1, Driving Goal -1, Overconfident -2, Fury -3, Weak Magic: Elements -5

Personality Traits: Overconfident +3, Aggressive +2, Brave +3, Loyal -2

Reputations: None

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+1	+0	+0	+3	+4
Long Bow	+0	+2	-	+10	+5
Spear/Lance	+6	+7	+2	+10	+5
Kite Shield and Longsword	+6	+6	+12	+11	+8

Soak: +8

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Athletics 3, Bows 2, Brawling 1, Certámen 4, Charm 4, Concentration 3, Disputatio 2, Etiquette 1, Finesse 3, Folk Ken 2, Guile 2, Intrigue 3, Leadership 2, Lectio 1, Longshaft Weapon 2, Magic Theory 6, Organization Lore (Order of Hermes) 3, Parma Magica 6, Penetration 4, Scribe Latin 3, Shield and Weapon 5, Speak Latin 5, Speak Own Language 5

Arts:

Cr 16	In 10	Mu 16	Pe 8	Re 13
An 0	Aq 0	Au 0	Co 16	He 0
Ig 9	Im 0	Me 12	Te 9	Vi 3

Twilight Points: 0

Twilight Effects: None

Decrepitude: 0

Equipment: Long Bow, Spear/Lance, Kite Shield and Longsword, Steel Scale Mail, Hauberk

Encumbrance: 0 (armor and weapons have minimum load)

Spells Known:

Endurance of the Berserkers (ReCo15/+32)
Lifting the Dangling Puppet (ReCo15/+32)
Gift of the Hero's Strength (MuCo20/+35)
Gift of the Bear's Fortitude (MuCo25/+19)
Blessing of Antaeus' Fortitude (MuCo35/+35)
Seven-League Stride (ReCo35/+32)
Memory of the Distant Dream (CrMe20/+31)
Frosty Breath of the Spoken Lie (InMe20/+13)
Peering into the Mortal Mind (InMe30/+25)
Subtle Shift of Heart (MuMe10/+31)
Recollection of Memories Never Quite Lived (MuMe25/+31)
Loss of But a Moment's Memory (PeMe10/+23)
Blessing of Childlike Bliss (PeMe25/+23)
Aura of Rightful Authority (ReMe20/+28)

Vis: None

Sigil:

Physical Description:

Amadeus is well-built. He carries himself with nobility, wearing fine clothing and jewelry. He tries to keep his accoutrements utilitarian as his ability to fight would be hampered. Dark-haired, he wears silver

and black, steel and leather.

Role Playing Hints:

Brash and willing to mix it up, Amadeus generally takes the direct route to conflict management. He always assesses any situation with an eye toward maximizing his outcomes in a fight.

[[END INSERT]]

[[BEGIN INSERT]]

[Chalchis—Dead Jerbiton Magus]

Characteristics: Int +2, Per +0, Pre +0, Com +2, Str +0, Stm +2, Dex -1, Qik -1

Magic Might: 1

Size: +0

Virtues and Flaws: Quiet Magic +2*, Subtle Magic +2*, Fast Caster +1, Free Expression +1, Gentle Gift +1, Inspirational +1, Curse: Life-Linked Magic -1*, Driving Goal -1, Overconfident -2, Fury -3, Weak Magic: Elements -5*

Personality Traits: Manipulative +3, Dispassionate +2, Alpha Dog +3

Reputations: Leader of Hesperus Covenant 3, with Alps Tribunal

Weapon/Attack

None

Fatigue levels: OK, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -1, -3, -5, Incapacitated

Abilities: Athletics 3, Bargain 7, Brawling 4, Certámen 8, Charm 6, Concentration 6, Disputatio 7, Etiquette 4, Finesse 6, Folk Ken 5, Guile 5, Intrigue 6, Leadership 7, Lectio 4, Magic Theory 9, Organization Lore (Order of Hermes) 6, Parma Magica 9, Penetration 7, Shield and Weapon 5, Scribe Latin 6, Speak Latin 8, Speak Own Language 5, others as appropriate

Arts:*

Cr 23 In 17 Mu 23 Pe 15 Re 28

An 14 Aq 7 Au 6 Co 23 He 9

Ig 8 Im 10 Me 19 Te 23 Vi 16

*These are for reference only. Chalchis cannot affect the material world in any way. His magic is gone, but his knowledge remains. He still has Virtues and Flaws that affect his magic. They aren't effective for him, but if his ghost were to train an apprentice....

Physical Description: Chalchis cannot manifest to the material world by himself, he is so weak. If discovered and made visible, he will be found pacing nervously, growling about his predicament. He is of average build, and is slightly muscular. He has mid-length brown hair but he kept his face shaved.

Role Playing Hints:

Chalchis is known as the wizard who “stole” an idea from Vinitania’s familiar, Occultes Serpentis. After a tribunal ruled that familiars aren’t magi, and have no rights excepts as possessed by their “masters,” he wasn’t heard from again on anything of note.

He was the leader of this covenant and he kept the others separated. Each had a use to him, but he made sure they did not cooperate under the rubric of keeping strong through self-reliance. His loss has caused lots of confusion and vying to be Archon of this covenant.

If the party can find his lab, hidden away somewhere deep in a mountain, they will find his corpse, dead from sympathetic wounds from when his familiar Fenris died. Chalchis suffers from a curse wherein none of his magic will out live him. Once he died, all his magic went away. Thus, the gate to his lab disappeared making it very difficult to find. Since his magic is gone, his ghost is particularly ineffectual, unlike many ghosts of magi.

Chalchis does everything in his limited power to get anything he can for himself. If given the opportunity he will bargain for some kind of dispensation, knowledge for knowledge, or other power, items, travel, anything. If grilled for the actions of his past life, he will try to put everything onto his former covenmates, which will work to some extent. He did, however, have full knowledge of their actions—he did order them to do all the various and sundry nefarious deeds under investigation.

Alternate Plot Hooks:

1. There aren’t many red herrings for Chalchis as he is the key to most of the problems affecting Cavernius Covenant. Note that his sigil was that wolf parts are apparent in spells (A wolf’s eye for Intéllego, paws for Rego, et al). It’s possible that some might mistake Rex’s howling for

Chalchis' sigil.

[[END INSERT]]

[[BEGIN INSERT]]

[Fenris—Chalchis' Dead Wolf Familiar]

Role Playing Hints:

Fenris was Chalchis' familiar. Fenris died when Occultes Serpentis bit him. This caused Chalchis to die as well for their bonds were such that they each suffered each others' wounds. Fenris was a large, white and grey wolf. He sometimes would prowl the woods around Hesperus with a small pack of wolves he was able to subjugate. Fenris often explored his environment by himself and knew the area around the covenant quite well.

Alternate Plot Hooks:

1. Fenris was the leader of the relationship between him and Chalchis. Unlike many magus-familiar relationships, Fenris chose to become Chalchis' familiar and was the dominant personality between them. Often, Fenris would advise Chalchis on ways to get people to do his bidding. Fenris' pack is still out there, with a few young puppies looking for a new magus to control.

[[END INSERT]]

[[BEGIN INSERT]]

Clavius could be used with or without his grogs. Anyplace a seedy, or morally questionable Quaesitor needs to be would be a good place to show up.

- Clavius is trying to set up the Characters so he will look good. He will fabricate anything necessary to make himself look good in front of the Quaesitor council. He's made a deal with a rival covenant and is feeding them this information.
- Clavius has finally been Marched. The Characters are called to chase him down. Unfortunately, he has some unlikely (and unknown) allies that are harboring him.
- Clavius is at the characters' covenant (for whatever reason) and Eduardo finally kills him. Whoever or whatever he was investigating is in some real trouble now.
- Clavius takes umbrage at his grogs defection to the Characters covenant. He brings them up on charges at tribunal, even if the Characters give the grogs back—the grogs want to be “in their new home.”

Clavius
Aldo
Bruno
Eduardo
Falco
Vittorio
Roberto

[[END INSERT]]

[[BEGIN INSERT]]

[Clavius—The Quaesitor]

Characteristics: Int +2, Per +2, Pre -1, Com +1, Str +0, Stm +1, Dex +0, Qik +0

Age: 40

Longevity Potion: (His own) 31/5 = +6

Afflictions: none

Size: 0

Confidence: 4

Virtues and Flaws: Magical Affinity (Imáginem) +4, Magical Affinity (Intéllego) +4, Self-Confident +1, Strong Writer +1, Bad Reputation -1, Blatant Gift -1, Compulsion (Get into the Alps) -1, Deep Sleeper -1, Dutybound -1 (Follow the Code: minimally), Surly Grogs -1

Personality Traits: Lazy +3, Loyal: Order +1, Quaesitor +1

Reputations: Quaesitor 3, with the Order of Hermes, Cry's Wolf 2, with Quaesitores

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+2	+1	+1	+1	+2

Soak: +1

Fatigue levels: OK, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -1, -3, -5, Incapacitated

Abilities: Awareness 3, Brawling 1, Certámen 2, Church Lore 2, Concentration 3, Disputatio 2, Etiquette 2, Faerie Lore 1, Finesse 3, Folk Ken 2, Guile 3, Hermetic Law 4, Intrigue 1, Leadership 1, Lectio 1, Magic Theory 4, Occult Lore 2, Order of Hermes Lore 3, Parma Magica 4, Scribe Latin 5, Speak Latin 5, Speak Own Language 4, Stealth 2

Arts:

Cr 5	In 15	Mu 5	Pe 5	Re 5
An 8	Aq 5	Au 5	Co 10	He 8
Ig 5	Im 10	Me 5	Te 5	Vi 11

Twilight Points: 0

Equipment: Not Much.

Encumbrance: 0

Spells Known:

Touch of the Pearls (InAq5/+21)
 Visions of the Marauding Beast (InAn15/+24)
 The Inexorable Search (InCo20/+26)
 Physician's Eye (InCo15/+26)
 Sight of the True Form (InCo15/+26)
 Whispers Through the Black Gate (InCo15/+26)
 Break the Thug's Leg (PeCo 20/+16) (Cripple the Howling Wolf)
 Restoration of the Lost Image (CrIm20/+16)
 Ear for a Distant Voice (InIm20/+26)
 Eyes of the Past (InIm20/+26)
 Summoning the Distant Image (InIm25/+26)
 Aura of Enobled Presence (MuIm10/+16)
 Veil of Invisibility (PeIm10/+16)
 Restore Transformed Image (MuIm20/+16)
 Frosty Breath of the Spoken Lie (InMe20/+21)
 Posing the Silent Question (InMe20/+21)
 Thoughts Within Babble (InMe25/+21)
 The Invisible Eye Revealed (InVi20/+27)

Vis: None.

Physical Description:

Dark hair, graying around the edges, Clavius walks with false confidence. He does not inspire people the way he thinks he does when he speaks. He wears audacious, flowing garments obviously embroidered with symbols of his house and of the Order.

Role Playing Hints:

Clavius is loyal to the Order, not necessarily to individuals. He respects his superiors and treats his lessers like crap. He has a toady mentality. He doesn't like the idea so many heavy hitters are on the move. He wants them close to him as he investigates the other covenant to keep an eye on them and if things are bad, to save his ass. Clavius is totally out for himself—if he can get away with taking something or getting somebody to do something for him, he's all for it.

Clavius feels totally alone on this investigation, especially since he lost his apprentice. He could send out for help, but that would take time and things seem to be accelerating (converging really) and he doesn't want to waste time or be seen as weak or ineffectual, considering his past dealings with this group.

He had eight grogs given him as an escort from his last "escapade". He now has only six. See the insert Clavius' grogs on page Chapter 2, page 3. Though he thinks they are coming around since they have just recently acquired some equipment. Though rather rude and poor equipment, he sees this as a sign of their improving morale.

The quaesitor lost his apprentice on the investigation of the covenant's troubles as well. He only had less than three years invested in the lad, and was going to blow it all off as a winter covenant's last death throes but two things occurred: He realized Octavian was an archmagus and he found an archmagus, a hoplite, and another magus in a war camp below the village. He assumes, and no one has corrected him, that Vilarious is only Bathanare's filius. He has no idea that Vilarious is part of Cavernius covenant. He now wants to investigate the claims of that the other covenant is causing the troubles. He's done a half-assed job of investigating, and only through meeting this group is he still on the case and trying to investigate this lead.

Clavius doesn't trust any of them out of his sight. He wants to "make sure" things aren't getting out of hand (they already are). He also wants everyone associated with "this problem" in one place. He picks out the characters' covenant as a neutral party.

Alternate Plot Hooks:

1. He really wants to get into the Alps. In order to do so, he needs to break up the status quo. By taking out an enemy of an Alpine covenant, he believes, they 1) will look at him favorably; 2) will

have more resources for his chair; 3) will show that he is committed to his goals. Also, he is taking out the Tremere that no one else seems to be able to touch (he's an outside force). If the quaesitor is responsible for the covenant's troubles then no attacks can occur while the hoplites are with the quaesitor. This may also lead to suspicion of Vilarious or possibly to collusion between the two.

2. As an alternative, rather than start his own covenant, he's trying to remove an old covenant. This will allow him to use their resources for a bid on a position in the Alps tribunal. He may trade this covenant site to one in the Alps in exchange for a seat on their council.

[[END INSERT]]

[[BEGIN INSERT]]

[Aldo—The Quaesitor 's Guard]

Characteristics: Int +0, Per +0, Pre +1, Com +0, Str +2, Stm+2, Dex +0, Qik +0

Age: 27

Afflictions: Bad Knees +1

Size: +0

Confidence: 3

Virtues and Flaws: Tough +1, Veteran +1, Compulsion (Drinking) –1, Vow (Keep his turb alive until they find a home) –1, Weakness (Green Recruits) –1

Personality Traits: Brave +2, Sense of Honor +2, Vengeful +3

Reputations: Veteran +1, with turb

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+2	+1	+1	+3	+3
Club (Table Leg)	+8	+7	+8	+12	+7

Soak: +6

Fatigue levels: OK, –0, –1, –3, –5, Unconscious

Body levels: OK, –0, –1, –3, –5, Incapacitated

Abilities: Area Lore 1, Awareness 3, Brawl 1, Chirurgy 1, Carouse 1, Folk Ken 1, Ride 1, Shield & Weapon 8, Single Weapon 5, Speak Latin 2, Speak Own Language 4, Survival 1

Equipment: Quilted Fur Hauberk (untanned cow hide) and club (table leg)

Encumbrance: 0

Physical Description:

Salt and pepper hair, Aldo's once-chiseled physique is starting to wrinkle like prune.

Role Playing Hints:

The oldest guy in this bunch, he wasn't their leader until Clavius sent Nick and Pitch to their deaths. Now, he's looking for a home "for his men." In his opinion Clavius is entirely responsible for their deaths. He drinks a lot, not because of the death he's seen or caused in his long career. No, he just drinks. It's the only way he socializes with anyone he isn't working with.

He doesn't want to go back up to the old covenant. If forced to go up there, he and his men will start telling tall tales as reasons for no one (especially them) to go up there.

German:Alldrich

French: Audric

Slavic:

[[END INSERT]]

[[BEGIN INSERT]]

[Bruno—The Quaesitor's Guard]

Characteristics: Int +0, Per +0, Pre +0, Com +0, Str +2, Stm +0, Dex +1, Qik +1

Age: 32

Afflictions: None

Size: +0

Confidence: 3

Virtues and Flaws: Lightning Reflexes +1, Veteran +1, Battle Wary –2

Personality Traits: Brave +1, Sensible +1, Leader –2

Reputations: Father Figure 2, with turb

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+3	+2	+2	+3	+1
Club	+9	+8	+9	+12	+5

Soak: +1

Fatigue levels: OK, 0, –1, –3, –5, Unconscious

Body levels: OK, 0, –1, –3, –5, Incapacitated

Abilities: Area Lore 1, Awareness 3, Brawl, Carouse 1, Chirurgy 4, Folk Ken 1, Legend Lore (old battles), Ride 1, Shield & Weapon 8, Single Weapon 5, Speak Latin 2, Speak Own Language 4, Survival 1

Equipment: Quilted Hauberk (throw rug with a hole for his head) and club (broom handle)

Encumbrance: 0

Physical Description:

Sandy blonde hair, Bruno has built his thin physique into a quick war machine. Bruno never smiles anymore and carries dark rings under his eyes.

Role Playing Hints:

Bruno suffers from nightmares where he relives all the men's lives he could not save. For this reason he is unable to be an effective leader. In all other accounts, he's an even-keeled character. He's the guy the men go to when they have problems. He's seen it all and generally gives good advice.

German: Bruno

French: Bruce

Slavic:

[[END INSERT]]

[[BEGIN INSERT]]

New Flaw: Battle Wary –2

You have been through many battles and you relive the horrors of battle and friends you couldn't save nightly. It is rare, if ever, that you get a good night's sleep. You suffer the loss of a Fatigue level from your lack of sleep and worry.

[[END INSERT]]

[[BEGIN INSERT]]

[Pitch—The Quaesitor's Dead Guard]

Pitch was a point guard who would eat anything. The others would often pick on him, calling him Bitch. He got his name because he was once badly burned by some pitch, disfiguring him.

[[END INSERT]]

[[BEGIN INSERT]]

[Nicolaus—The Quaesitor's Dead Guard]

Nick was a good scout, though he was better in towns than in the wilderness. He always had the good looking girls swarming about him, though he treated them all great no matter how they looked. There are a few back at the Italian covenant that the rest of the turb aren't looking forward to telling of his passing.

German: Claus

French: Nicole
Slavic: Niki
[[END INSERT]]

[[BEGIN INSERT]]

[Eduardo—The Quaesitor's Guard]

Characteristics: Int +1, Per +1, Pre +1, Com +0, Str +1, Stm +1, Dex +1, Qik +1

Age: 23

Afflictions: None

Size: +0

Confidence: 3

Virtues and Flaws: Long Winded +1, Rapid Convelescence +1, Hatred –1 (the Quaesitor)

Personality Traits: Calm +2, Impatient +1, Brave +0

Reputations: None

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+3	+2	+2	+2	+5
Mace	+9	+8	+9	+11	+9

Soak: +2

Fatigue levels: OK, –0, –1, –3, –5, Unconscious

Body levels: OK, –0, –1, –3, –5, Incapacitated

Abilities: Area Lore 1, Awareness 3, Brawl 1, Craft (Cook) 1, Carouse 1, Folk Ken 1, Ride 1, Shield & Weapon 8, Single Weapon 5, Speak Latin 2, Speak Own Language 4, Survival 1

Equipment: Quilted Fur Hauberk (old cow hide) and club (chair leg)

Encumbrance: 0

Physical Description:

Eduardo wears his emotions openly. His dark hair and eyes belie a profound pain and anguish over his situation and the loss of his friends. If Clavius is around, his face twists into a scowl.

Role Playing Hints:

Egan really hates Clavius. He has gone as far as to poison his food, though this came to naught. In the absence of anything really noxious, Egan spits in his food. Everyone tries to stop him, but they'd let him go through with his plans if he had a good chance to take out the quaesitor and not get in *too* much trouble, he thinks. Other than his overriding obsession with Clavius, he's pretty calm, well-balanced, and friendly.

German: Eduard

French: Edouard

Slavic: Edik

[[END INSERT]]

[[BEGIN INSERT]]

[Falco—The Quaesitor's Guard]

Characteristics: Int +0, Per +2, Pre +0, Com +1, Str +0, Stm +1, Dex +1, Qik +1

Age: 28

Afflictions: None

Size: +0

Confidence: 4

Virtues and Flaws: Knack (Folk Ken) +1, Light Sleeper +1, Self Confident +1, Compulsion (exaggeration) –1, Compulsion (gamble) –1, Favors –1

Personality Traits: Gamble +2, Loyal +2, Brave +1

Reputations: Gambler +2, with turb

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+2	+1	+1	+1	+1
Dagger	+3	+2	+3	+4	+1

Soak: +1

Fatigue levels: OK, –0, –1, –3, –5, Unconscious

Body levels: OK, –0, –1, –3, –5, Incapacitated

Abilities: Area Lore 1, Awareness 3, Brawl 1, Craft (Gambling) 1, Craft (Evaluate) 1, Carouse 1, Folk Ken 1, Shield & Weapon 8, Single Weapon 5, Speak Latin 2, Speak Own Language 4, Survival 1, Stealth 2, Storytelling 2, Guile 3, Bargain 3

Decrepitude: 0

Equipment: Dagger

Encumbrance: 0

Physical Description:

Falco always looks happy and his communication reflects that. His long hair is braided back out of his smiling face, his ever-watchful eyes searching for an opportune moment to acquire something for his friends.

Role Playing Hints:

Falco is the most personable of his turb. He is a decent grog but he comes into his own “finding” things for his buddies. He’s the one who came up with most of their new equipment. He’s always got a plan but will more than likely try to make it better by gambling on getting it for free. His gambling isn’t merely games of chance but also on calculating the “odds of success” of any mad scheme he’s got in mind. He’s a pretty good judge of character and can usually tell what he can get away with. He was actually planning on killing Clavius at the bottom of the mountain of the old covenant, but they met the Bathanare’s party there instead. He no longer thinks his plan has merit and is now trying to find new employment for his turb. He doesn’t benefit from being lucky, he’s just lucky (in the sense that he can know when to quit). He wasn’t very lucky when he had the wise idea to steal Clavius’ lab for his covenant. Nevertheless, he still owes quite a few people in quite a few places for favors past.

German: Falke

French:

Slavic:

[[END INSERT]]

[[BEGIN INSERT]]

[Vittorio—The Quaesitor's Guard]

Characteristics: Int +0, Per +0, Pre +0, Com +0, Str +2, Stm +2, Dex +1, Qik +0

Age: 27

Afflictions: None

Size: +0

Confidence: 3

Virtues and Flaws: Reckless +1, Tough +1, Veteran +1, Disfigured –1

Personality Traits: Brave +1, Reckless +3

Reputations: Tough 1, with turb

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+2	+2	+1	+2	+3
Two Clubs	+11	+11	+10	+8	+10
Club	+7	+7	+7	+7	+6

Soak: +6

Fatigue levels: OK, –0, –1, –3, –5, Unconscious

Body levels: OK, –0, –1, –3, –5, Incapacitated

Abilities: Area Lore 1, Awareness 3, Brawl 1, Craft (knots) 1, Carouse 1, Folk Ken 1, Athletics 1, Two Weapons 8, Single Weapon 4, Speak Latin 2, Speak Own Language 4, Survival 1

Decrepitude: 0

Equipment: Quilted Hauberk (Thick draperies) and two clubs (fence post and a tree branch)

Encumbrance: 0

Physical Description:

Vittorio's broken nose goes almost unnoticed amidst the numerous scars and twisted flesh he boasts from the many battles he's seen. He keeps his dark hair shaved short when he can, but he always makes sure to keep his faced shaved.

Role Playing Hints:

Garrolous and mean, Victor takes the lead and goes through doors when others are afraid to. He keeps the others stable when they want to run off and defends them from others immediately when in town. He is scarred from many fights. He's the first to jump in the middle of any trouble. He's also the guy who found Clavius' lab.

German: Viktor

French: Victoir

Slavic: Viktor

[[END INSERT]]

[[BEGIN INSERT]]

[Roberto—The Quaesitor's Guard]

Characteristics: Int +0, Per +2, Pre +0, Com +0, Str +0, Stm +1, Dex +1, Qik +2

Age: 25

Afflictions: None

Size: +0

Confidence: 3

Virtues and Flaws: Keen Vision +1, Social Handicap (Quiet) –1

Personality Traits: Brave +2, Loyal +2

Reputations: Quiet +1, the turb

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+4	+2	+3	+0	+2
Brawling (Dagger)	+5	+3	+5	+3	+2

Soak: +1

Fatigue levels: OK, –0, –1, –3, –5, Unconscious

Body levels: OK, –0, –1, –3, –5, Incapacitated

Abilities: Area Lore 1, Awareness 3, Brawl 1, Pick Locks 1, Carouse 1, Folk Ken 1, Climb 1, Bows 6, Single Weapons 5, Speak Latin 2, Speak Own Language 4, Survival 1, Hunt 2, Stealth 2, Disguise (in woods) 3

Decrepitude: 0

Equipment: Dagger

Encumbrance: 0

Physical Description:

Roberto's black hair and dark, squinted eyes make it easy to miss him in the dark.

Role Playing Hints:

Notoriously quiet, Robert makes hardly any sound at all when he moves. He is always looking around and tries to plant himself in the highest point around. He rarely takes chances, doesn't gamble, and was against taking Clavius' stuff. He doesn't trust anybody Aldo doesn't trust.

German: Rudbert

French: Robert

Slavic: Bobek

[[END INSERT]]

[[BEGIN INSERT]]

- Anywhere you need (or don't need) hoplites.
- A renegade wizard was last seen in the covenant's vicinity. These are the hoplites who arrive.
- These two have decided that the character covenant has taken action against another covenant. They've come to "find some vis."
- They approach the Characters in a vis laundering gambit. They seem to have a knack in finding vis that technically belongs to someone else. They need someone to trade with, someone who won't be missed.
- They may be found at any Tribunal, as necessary.

Bathanare

Razach

[[END INSERT]]

[[BEGIN INSERT]]

[Bathanare—The Archmagus and Hoplite]

Reputations: Hoplite 4, with the Order, Arch Magus 3, with the Order, Subtle 2, with the Order

Physical Description:

A golden haired woman of indeterminate age, her soft voice often lulls young magi into trusting her completely. She usually dresses in the fashion of a noble lady, with small jewelry indicating her Hermetic affiliation.

Role Playing Hints:

Bathanare is a relatively new archmagus. She's been an archmaga now for 17 years. She's been challenged three times but hasn't lost yet. Her challenge is that one must know what her challenge is, that is, her challenge is to be asked to challenge. To know this one must scry on her or one of the losers. Asking her what her challenge is automatically forfeits the challenger. She must then tell the challenger why he lost. While scrying is breaking the Code, she feels that a successful archmagus must know which boundaries may be crossed and when. To do otherwise is to not have the temerity of an archmagus.

[[END INSERT]]

[[BEGIN INSERT]]

[Razach—The Hoplite]

Characteristics: Int +1, Per +1, Pre +0, Com -2, Str +1, Stm +2, Dex +1, Qik +2

Age: 81

Apparent Age: 35

Afflictions: Can't remember names 0

Size: +1

Confidence: 4

Virtues and Flaws: Large +3, Self-Confident +1, Blatant Gift -1, Driving Goal (Uphold the values of House Tremere) -1, Overconfident -2, Social Handicap -1*

Personality Traits: Loyal +3, Overbearing +2

Reputations: Ruthless Hoplite, with the Order +2

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+7	+5	+5	+2	+6
Dagger	+7	+6	+6	+4	+6
Quarter Staff	+14	+11	+13	+6	+8

Soak: +3

Fatigue levels: OK, -0, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -0, -1, -3, -5, Incapacitated

Abilities: Area Lore: Transylvania Tribunal (Magi) 3, Artes Liberales 1, Awareness 5, Bargain 2, Brawling 4, Certámen 6, Chirurgy 3, Climb 2, Concentration 7, Disputatio 1, Faerie Lore 3, Finesse 5, Folk Ken 2, Great Weapon 6, Guile 1, Hermetic Law 3 (Marches), Intrigue 2, Leadership 2, Lectio 1, Legend Lore 4, Magic Theory 5, Occult Lore 3, Order of Hermes Lore 5, Parma Magica 8, Penetration 5, Philosophiae 3 (Quotes), Scribe Latin 4, Single Weapon 3, Speak French 3, Speak German 3, Speak Greek 3, Speak Italian 3, Speak Latin 5, Survival 5, Swim 2

Arts:

Cr 26	In 13	Mu 15	Pe 15	Re 21
An 11	Aq 13	Au 13	Co 14	He 12
Ig 25	Im 10	Me 12	Te 24	Vi 10

Twilight Points: 7

Twilight Effects: None

Decrepitude: 0

Equipment:

Quarterstaff talisman

Razach's talisman is a 6' branch of lightning struck oak, encrusted with gems and other items within its deep recesses.

Gift of the Bear's Fortitude MuCo 25

Ward Against Human Intrusion ReCo 25 R: Reach D: Ring T: Group

The caster inscribes a circle that no human will cross.

Crest of the Earth Wave ReTe 30

Other attack and defense spells in various encrusted gems and baubles.

Effects:

+2 Repel Things

+3 Project Bolt or other Missile

+4 Control or destroy things at a distance

Various gems bonuses as well (Emerald, diamond, ruby, quartz, pearl, topaz, onyx, jade, beryl, et cetera)

Other items as necessary

Encumbrance: 0

Spells Known:

Many and varied as appropriate. All non-ritual Ignem and all Terram from ArM4.

Vis: none

Physical Description:

His bushy beard and barrel chest makes him a man to be respected. His booming voice can often be heard across the yard at Tribunal or over the din of battle.

Role Playing Hints:

He's loud and he's obnoxious: think of your favorite WWE™ wrestler. He's not at your covenant to make friends. He hangs around with Bathanare because he knows she stirs things up, and he likes to be in the middle of things, especially things he didn't start. He also respects Bathanare's social and political abilities—he can recognize a superior when he sees one.

* Razach is loud and overbearing among magi such that he does not interact easily with other magi.

[[END INSERT]]

[[BEGIN INSERT]]

Vilarious, his familiar, and two grogs can be found wandering around almost anywhere. Vilarious makes a point to keep in touch with anyone he meets so he might be found visiting almost anywhere.

- He is visiting the Characters to convince them to vote in a way that helps him (or House Tremere) at the next tribunal.
- He might be able to help the Characters with a problem that he's heard they have. He's got a lot of friends and this will ingratiate them to him.
- One of the Characters is interested in becoming an archmagus. He contacts Vilarious to find out about his parents.

Vilarious

Nick

Armando

Gregorio

[[END INSERT]]

[[BEGIN INSERT]]

[Vilarious—Mover and Shaker Tremere]

Characteristics: Int +1, Per +1, Pre +1, Com +1, Str +0, Stm +2, Dex +0, Qik +0

Age: 48

Size: 0

Confidence: 3

Virtues and Flaws: Prestigious Lineage +2, Cautious with Certámen +1, Strong Writer +1, No Sigil -1, Tormenting Master -1* Overconfident -2, Vow (help Cavernius) -3

Personality Traits: Loyal +3, Curious +1

Reputations: Bathanare's Apprentice 3, with House Tremere, Reliable 3, Transylvanian Tribunal

Weapon/Attack	Init	Atk	Def	Dam	Fat
Fist/Kick	+1	+1	+1	+0	+3
Long Bow	+1	+4	-	+10	+4
Kite Shield and Longsword	+6	+17	+23	+8	+6

Soak: +16

Fatigue levels: OK, 0, -1, -3, -5, Unconscious

Body levels: OK, 0, -1, -3, -5, Incapacitated

Abilities: Athletics 3, Bargain 6, Bows 2, Brawling 1, Certámen 6, Charm 4, Concentration 5, Disputatio 2, Etiquette 3, Finesse 3, Folk Ken 2, Guile 2, Intrigue 3, Leadership 4, Lectio 1, Magic Theory 4, Organization Lore (Order of Hermes) 3, Parma Magica 6, Penetration 4, Scribe Latin 3, Shield and Weapon 4, Speak Latin 5, Speak Own Language 5

Arts:

Cr 7	In 11	Mu 14	Pe 10	Re 14
An 10	Aq 5	Au 9	Co 10	He 11
Ig 5	Im 6	Me 11	Te 18	Vi 15

Twilight Points: 3

Equipment:

Talisman: Longsword

Room for +116 levels of spells open

+3 block single attack

+4 harm human and animal bodies

+2 protect wearer

+3 strength

The Chink in the Enemy's Armor PeTe20 (Makes a hole in armor) R:Touch D:Mom T:Small unlimited

Gift of the Hero's Strength MuCo30 unlimited +10

Blessing of Antaeus' Fortitude MuCo45 unlimited +10

Harm the Wayward Foe PeCo30 R:Touch unlimited +10 (Do 3 Body levels of damage)

Betraying Whispers InMe35 Unlimited +10
Fist of Shattering PeTe30 R: Touch T: Ind Metal +10 Unlimited +10
Reduce the Weighty Load ReTe5 enc = 0 const +5 item itself/2
Blade of Fatal Cutting MuTe12 +4 Damage const +5 itself/2 (Increased Damage)
The Warrior's Swift Blade Re(In)Te30 +11 Atk +5 const itself/2 (Increase Attack)
Blocking the Perilous Blow Re(In)Te30 +11 Atk +5 const itself/2 (Increase Defense)
Indomitable Forge MuTe17 -3 botch dice const +5 itself/2 (More Botch dice to break)

Full Chain: Load 3, Prot 14, Enchanted Penetration 20

	Init	Atk	Dfn	Dam	Load	
Longsword	+3	+12	+15	+8	0	enchanted Penetration 45
LS + Kite Shield	+2	+13	+19	+8	0	enchanted Penetration 20

Encumbrance: -3/0 In combat, Vilarious usually has *Gift of the Hero's Strength* cast giving him an encumbrance of 0.

Spells Known:

Vision of the Marauding Beast (InAn15/+23)
Carrier Pigeon (MuAn25/+26)
Lungs of Water and Death (CrAq15/+14)
Lungs of the Fish (MuAq10/+21)
Gift of the Floating Wood (ReAq15/+21)
Eyes of the Bat (InAu25/+22)
Rain of Stones (MuAu20/+26)
Call Aeolus' Servants (ReAu25/+26)
The Chirurgeon's Healing Touch (CrCo20/+19)
Whispers Through the Black Gate (InCo15/+23)
Mighty Fling of the Menacing Knight (ReCo20/+26)
The Forester's Hut (CrHe25/+20)
Thaumaturgical Transformation of Plants to Iron (MuHe15/+27)
Tangle of Wood and Thorns (MuHe15/+27)
Hornet Fire (MuIg10/+21)
Black Shadows of Midnight (PeIg15/+17)
Ward Against Heat and Flames (ReIg25/+21)
The Ear for Distant Voice (InIm20/+19)
Aura of Ennobled Presence (MuIm10/+22)
Veil of Invisibility (PeIm10/+18)
Sight of the Transparent Motive (InMe10/+24)
Trust of the Childlike Faith (PeMe10/+23)
The Wizard's Sleeve of Practical Tools (CrTe15/+26)
Edge of the Razor (MuTe5/+30)
The Unseen Porter (ReTe10/+30)
Scales of the Magical Weight (InVi5/+28)
Sense the Nature of Vis (InVi5/+28)
Gather the Essence of the Beast (MuVi15/+31)
Hammer of Thaumaturgical Shattering (PeVi20/+27)

Vis: Vim for the Aegis.

Physical Description:

He is a charming mature looking man, serious, thoughtful, competent, and active. A mongoose, chipper, curious and active, accompanies him all the time. Finely armed and armored young man, a seasoned warrior of noble stature, the sword at his side is an exceptional weapon, justly portraying his nobility and stature.

Role Playing Hints:

Vilarious really wants to be in charge of a covenant. He had mixed emotions when Vinitania became

afflicted. He really enjoyed the experience of running things his own way. Then Laertes had one of his bouts of ague. Vilarious realized that a covenant cannot be run by one person and two crazy magi. Not only that but the price for his leadership was the loss of another magus. He immediately set out for help.

He is currently the only one able to keep his covenant running, but he must be away directing things to succeed. He lost one of his apprentices to these attacks as well, but wasn't able to determine what is happening. Vinitania holds all the votes for the covenant but lately he carries them and uses them as he sees fit in her name. It is to him that all of the work to keep the covenant politically active and equipped falls. He must oversee their interests in other places, counter the political moves of their enemies, be seen as active and powerful to their peers, oversee vis harvesting and secure enough supplies to carry the covenant through both metaphorical and physical winter.

*His loyalty keeps him from moving on. His parents feels would be much better off if he gave up on the covenant, but he feels that we wouldn't be welcome anywhere if he left the covenant with such problems.

Alternate Plot Hooks:

1. He's not always on the road, is he? Does anyone actually know where he goes? Is he the kind of the guy who would kill his own apprentice to cover his tracks? He may have to take out the whole covenant in order to get free of it so that, in his eyes, no one would fault him for leaving.

[[END INSERT]]

[[BEGIN INSERT]]

[Nick—Vilarious' Ferret Familiar]

Characteristics: Int +2, Per +0, Pre +1, Com +0, Str -7, Stm-3, Dex +1, Qik +2

Magic Might: 10

Size: -4

Personality Traits: Curious +3, Devoted to Young +2, Loyal +2

Weapon/Attack

	Init	Atk	Dfn	Dam	Fat
Bite	+5	+3	+8	-9	-3

Soak: -7

Fatigue levels: OK, -5, Unconscious

Body levels: OK, -5, Incapacitated

Abilities: Athletics 2, Awareness 3, Ferocity (Snakes and Mice) 2, Herb Lore (Medicines) 2

Powers:

Golden Cord +2

Silver Cord +1

Bronze Cord +1

Bond Qualities

Shared Language +5

Shared Protection +5

Secondary Power +10 *Invisible Hand of the Thief* ReTe15, 2 pts

Unlimited Bond +10

Independence -5

Vis: 4 pawns Animál in feet

Physical Description:

Nick is a ferret, a small two-foot long, brown weasel.

Role Playing Hints:

Nick likes new things, especially if they belong to someone else. While he doesn't "steal" things, he likes to look them over for extra long periods of time. Pretty much, if you don't have your hands on it, he feels free to take it home for an extended examination. Eventually, he'll put it back, but probably not before it's been missed.

Nick is always harping on Occultes Serpentis for being no fun to be around.

[[END INSERT]]

[[BEGIN INSERT]]

[Armando—Vilarious' Custos]

Characteristics: Int +2, Per +2, Pre -3, Com -3, Str +3, Stm +3, Dex +3, Qik +2

Age: 24

Afflictions: None

Size: +0

Confidence: 3

Virtues and Flaws: Enduring Constitution +1, Tough +1, Versatile Sleeper +1, Disfigured -1, Missing Ear -1, Vow (Vilarious' Custos) -1

Personality Traits: Loyal +3, Pious +2

Reputations: Vilarious's Grog +1, with covenant

Weapon/Attack	Init	Atk	Dfn	Dam	Fat	
Fist/Kick		+4	+4	+3	+4	+7
Dagger		+5	+5	+5	+7	+7
Magical Longsword and						
Magical Kite Shield	+14	+13	+21	+16	+1	
Gauntlet		+4	+4	+4	+5	+7
Magical Longsword	+8	+9	+14	+13	+1	

Soak: +20

Fatigue levels: OK, 0, 0, -2, -4, Unconscious

Body levels: OK, 0, 0, -2, -4, Incapacitated

Abilities: Area Lore 1, Awareness 3, Craft (Wood) 1, Brawl 1, Carouse 1, Folk Ken 1, Ride 1, Shield & Weapon 7, Single Weapon 4, Speak Own Language 4, Survival 1

Equipment: Shiny Magical Full Chain, Magical Longsword and Magical Kite shield.

Encumbrance: 0

Physical Description:

Armando's face has pieces missing and the parts that are left are scarred and disgusting. He often frightens young children and repulses women.

Role Playing Hints:

A few years ago Armando was taken from a nearby village. For some reason Count Orsini thought the village had information useful to him and had the young tough kidnapped and tortured. Vilarious found out about the young man's ordeal and recruited him for his stamina and determination.

Armando isn't really bitter over his disfigurement. He figures that God has a plan for everyone and that he simply has a more difficult path than some. Since Vilarious rescued him from his fate, God must want him to protect this magus, and despite the stories he's heard as a child about such men, his master doesn't seem to fit that mold.

Unlike the other grogs at his covenant, Vilarious' grogs do not suffer the burden of Mentem magics. They truly are loyal to their charge without magical assistance.

Full Chain: Load 3, Prot 14, Enchanted Penetration 20

	Init	Atk	Dfn	Dam	Load	
Longsword	+3	+1	+4	+6	0	enchanted Penetration 20
LS + Kite Shield	+2	+2	+8	+6	0	enchanted Penetration 20

All grogs also have an amulet enchanted with Magical Protection at level 35, of Constant duration while worn.

German: Armand

French: Armand

Slavic: Mandek

[[END INSERT]]

[[BEGIN INSERT]]

[Gregorio—Vilarious's Custos]

Characteristics: Int +0, Per +0, Pre +0, Com +0, Str +2, Stm +0, Dex +1, Qik +1

Age: 27

Afflictions: None

Size: +0

Confidence: 3

Virtues and Flaws: Reckless +1, Tough +1, Veteran +1, Social Handicap (Stutters) –1, Vow (Vilarious' Custos) –1, Weakness (Good Food) –1

Personality Traits: Loyal +3, Cool-Headed +2

Reputations: Vilarious's Grog +1, with covenant

Fist/Kick	+2	+1	+1	+3	+0
-----------	----	----	----	----	----

Dagger	+3	+2	+3	+6	+0
--------	----	----	----	----	----

Magical Longsword and

Magical Kite Shield	+13	+11	+20	+16	+7
---------------------	-----	-----	-----	-----	----

Gauntlet	+2	+1	+2	+4	+0
----------	----	----	----	----	----

Magical Longsword	+7	+7	+13	+13	+4
-------------------	----	----	-----	-----	----

Soak: +17

Fatigue levels: OK, 0, –1, –3, –5, Unconscious

Body levels: OK, 0, –1, –3, –5, Incapacitated

Abilities: Area Lore 1, Awareness 3, Brawl 1, Craft (Whittling) 1, Carouse 1, Folk Ken 1, Ride 1, Shield & Weapon 8, Single Weapon 5, Speak Own Language 4, Survival 1

Equipment: Shiny Magical Full Chain, Magical Longsword and Magical Kite shield.

Encumbrance: –1

Physical Description:

Dark-haired and blue-eyed, Gregorio stands as a typical grog, well armed, smug in his abilities, and tight lipped.

Role Playing Hints:

Gregorio has fought in a few campaigns and knows what he likes—good food and good friends. He doesn't concern himself with great ideals or pretty people. He fights for the good things in life. He likes Vilarious because he knows how to treat people well. He's been with his master long enough to not fear the strange things he's seen—he trusts in Vilarious to guide them through.

Unlike the other grogs at his covenant, Vilarious' grogs do not suffer the burden of Mentem magics. They truly are loyal to their charge without magical assistance.

Full Chain: Load 3, Prot 14, Enchanted Penetration 20

	Init	Atk	Dfn	Dam	Load	
Longsword	+3	+1	+4	+6	0	enchanted Penetration 20
LS + Kite Shield	+2	+2	+8	+6	0	enchanted Penetration 20

All grogs also have an amulet enchanted with Magical Protection at level 35, of Constant duration while worn.

German: Gregorius

French: Gregoire

Slavic: Grigori

[[END INSERT]]

[[BEGIN INSERT]]

[Philburt—Redcap assigned to Cavernius covenant]

Characteristics: Int +2, Per +1, Pre +1, Com +0, Str +1, Stm +0, Dex +1, Qik +1

Age: 16

Size: +0

Confidence: 2

Virtues and Flaws: Failed Apprentice +1, Long Winded +1, Redcap +1, Strong Writer +1, Well Traveled +1, Bad Reputation –1, Low Self-Esteem –1, Social Handicap (Lisp) –1, Soft Hearted –1

Personality Traits: Brave +1, Loyal (House Tremere) +3

Reputations: Redcap +1, Failed Apprentice (magi) +1, Easily Distracted (Transylvanian Tribunal) 2

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+3	+2	+2	+1	+1

Soak: +0

Fatigue levels: OK, –0, –1, –3, –5, Unconscious

Body levels: OK, –0, –1, –3, –5, Incapacitated

Abilities: Area Lore (Transylvanian Tribunal) 4, Artes Liberales 3, Awareness 1, Brawl 1, Craft Illuminating 1, Carouse 1, Dancing (Formal) 1, Disputatio 2, Etiquette 2 (at Tribunal), Folk Ken 1, Guile 1 (Flattery), Lectio 1, Order of Hermes Lore 3, Scribe Latin 3, Speak Latin 4, Speak Own Language 4, Survival 1

Equipment: Redcap bag, redcap hat, invisibility ring

Encumbrance: 0

Vis: none

Physical Description:

Shorter than average, Philburt wears an oversized pointy red hat on his rounds. His dark hair is cropped close, leaving room for his round, fair-skinned face to be seen. He's often achy and sore from not being unused to being outside a lot.

Role Playing Hints:

A former apprentice of a Tremere magus, Philburt caused his former master to pause one day when despite his best efforts young Philburt was completely unable to utilize the most rudimentary theories of Bonisagus. As such magi treat him with pity because of his wasted potential. Whether he could be taught Hermetic Magic Theory under different circumstances will probably never be known as he has since been remanded to redcap duties. He never looks anyone of consequence in the eye, but he does keep his eye out for women, from whom he's been cloistered away from for most of his life.

[[END INSERT]]

[[BEGIN INSERT]]

[Altresacus—Octavian's sole living apprentice]

Characteristics: Int +3, Per +2, Pre -1, Com +1, Str +2, Stm +2, Dex +0, Qik +0

Age: ~56

Apparent Age: 40

Afflictions: None

Size: 0

Confidence: 3

Virtues and Flaws: Hermetic Prestige +1, Light Sleeper +1, Special Circumstances(booming voice) +1, Well-Traveled +1, Dark Secret (family) -1, Dependents (Family)-1, Driving Goal (Seeker) -1

Personality Traits: Loyal +3, Altruistic +1

Reputations: Bonisagus+3

Weapon/Attack	Init	Atk	Dfn	Dam	Fat
Brawling (fist)	+4	+3	+3	+2	+5
Staff	+9	+10*	+12*	+8*	+5

Soak: +22*

Fatigue levels: OK, -0, -1, -3, -5, Unconscious

Body levels: OK, -0, -1, -3, -5, Incapacitated

Abilities: Area Lore 3, Artes Liberales 5, Athletics 3, Awareness 3, Bargain 1, Brawl 3, Carouse 2, Certámen 3, Etiquette 3, Finesse 2, Folk Ken 3, Great Weapon 3, Guile 1, Hermetic Law 2, Lectio 4, Legend Lore 6, Occult Lore 4, Magic Theory 6, Order of Hermes Lore 4, Parma Magica 5, Philosophiae 2, Scribe Latin 3, Scribe Greek 3, Speak Greek 5, Speak Latin 4, Speak Own Language 3, Survival 3, Swimming 1

Arts:

Cr 10	In 14	Mu 13	Pe 8	Re 24
An 15	Aq 9	Au 2	Co 9	He 8
Ig 5	Im 2	Me 15	Te 16	Vi 23

Twilight Points: 7

Twilight Effects: none

Decrepitude: 0

Equipment: Talisman* (Great Staff of the Regionnes—many regio spells, bonuses to combat), clothing* (bonuses to soak and survival spells), others as appropriate

Encumbrance: 0

Spells Known:

As appropriate

Lots of regio spells (mastered)

Vis: at least 5 pawns of whatever Form necessary. Only Intéllego or Rego Technique vis

Physical Description:

Wiry, Altresacus seemingly has reserves of vitality, for someone so thin is not usually found mucking about in the wilds. He is always shoving his shaggy, sandy hair out of his eyes. His formal attire makes full use of his Bonisagus lineage—robes with signs and sigils of all sorts, arcane baubles hang tantalizingly, wanting to be inquired of. Altresacus always carries himself with a forceful manner, relying on the prestige of his house, and the houses of those he associates with, to convince others to see things his way.

Background:

Altresacus doesn't like large groups of people coming to speak with him. He will respond only after long talks about "the good" of the Order and the "right thing to do" will he then discuss somewhat of his dealings with his pater. He doesn't want anyone to know about the places he's been so he won't let anyone look at his writings. He may let them cast truth spells on him if they are reasonable. He won't deal with anyone who is violent or threatening.

If the troupe is using *The Mysteries*, Altresacus is a stonecutter in the Pillar of Hiram

Role Playing Hints:

Altresacus knows that Octavian was working on a longevity solution dealing with regionnes. Altresacus

was giving Octavian his field notes on regionnes and their properties. After his pater's Final Twilight, he took only those writings that would further his own research. Altresecus is a Seeker and he doesn't want his rivals to find out about his research until he's ready.

Any character questioning him will find a very elusive and evasive character. He is determined to keep his research secret and does not trust anyone he doesn't already know. He has never been to Cavernius covenant, except to pick up his few belongings. He will meet the characters at some public place he knows he will be safe. This will be at Coeris as he has made several friends among House Tremere who are willing to protect his privacy.

If the storyguide has decided to move the location of the adventure to someplace far away from Coeris, a journey to Coeris should still be necessary as that is the only place he is willing to meet anyone he is unfamiliar with. It is doubtful that he is familiar with the Characters.

Alternate Plot Hooks:

1. Altresecus took some things from Octavian's lab after his parens went into Twilight. Why did he take only some relatively minor things and not other more obvious equipment, research, or vis? There may be more clues in the things he took.
2. Alternatively, he is in cahoots with Clavius. Once this covenant is gone he can start his own covenant here. He had to come back here to remove some evidence. He was being blackmailed (some seeker stuff) by Chalchis so he took him out too.

[[END INSERT]]

[[BEGIN INSERT]]

Red herrings having nothing to do with any one person

1. Could there be a cursed item that recently arrived around five years ago—a Bonisagus would research that sort of stuff. What did Altresecus take from his lab? There may be other dangerous items found (like a sphere as in *Phantasm*) that may be linked to the covenant's ills. This may be especially true if anyone suggests that the problems started only after someone found/reopened an old area.
2. It's actually an assault from Hesperus covenant.
3. It's a big inter-Tribunal conspiracy and the characters are the fall guys. ("What are you doing here? Why is everyone dead and/or missing?")
4. The villagers are mad at the covenant for taking their brothers and sisters for so long. They are "liberating" them by making it look like they are dead (no one at the covenant would know the new "cousin" is really the old scullery maid.) Some **do** know the secret tunnels and could make their way about the covenant easily. They act like they are protective of the covenant by dissuading strangers from visiting the covenant, but they really don't want people up there. The cook could put stuff in the food to make people black out or go blind. There are no dead people because there are no dead people.
5. Any non player character who travels a bit and may know of the area (from the characters point of view) may be doing this to "help" the covenant. There are any number of reasons the non player character might be trying to set up the players: the non player character may be in collusion with Clavius or anyone else in the adventure; Clavius may give favors; the characters may feel the tribunal will like them more; the player covenant needs what this covenant has. The non player character may be a plant from the other covenant or may be from Magvillus to search out something.
6. One of the things that the characters may find if they investigate the other portions of the covenant is an old Corpus lab with a "meat wall"—a wall with pieces of bodies fused together, blood pumping about and organs doing organ things. This may fuel speculation of diabolism as the source of the covenant's problems.

[[END INSERT]]