

[After a season...]

“Thus the patterns of destiny are woven by a hand greater than ours.
— Brina

From the time the characters arrive at Cavernius covenant, they have one season to do whatever. At the end of that time, Vilarious shows up, using the covenant as a base to notify various people of the impending tribunal. Depending on what they have accomplished during this time, Vilarious will do one of the following:

- If the characters marginally screwed up the covenant, they can go home. They'll be dealt with later.
- If they were honorable but didn't do anything noteworthy, like kill the monster or save the sheep, they get recompensed as agreed.
- If they do really well, like kill the monster or save the sheep, they may be asked to stay on an extra season or two and use covenant resources while a tribunal confers at Hesperus covenant. In any event, they will be specifically warned off from going to the tribunal. This is a protective measure and reward if the party did well.
- If they really made people mad or messed things up badly they are warmly invited to the tribunal at the Hesperus covenant. This is a punitive measure if the party really messed up the covenant.

If something else happened then reward or punish them as appropriate.

[Optional Ending]

If the party gets itself totally discombobulated, the storyguide may want to save them with the following deus ex machina. Laertes gets a divinely inspired vision and saves what remains of the party at Cavernius covenant. He is granted special knowledge of where and what the monster is, and is thus able to make short work of it. Thus is he able to redeem himself, in his mind at least, and become a regular member of the covenant, and thus the Order, again.

[Rewards & Consequences]

“Render unto Caesar things that are Caesar's and to God things that are God's.”
— Synoptic Gospels

The characters can reap great rewards depending on how they conduct themselves within the covenant of Cavernius. If they make friends with Vilarious they may be invited to stay and rebuild the covenant. This may be a great boon if the character's covenant is lacking. Nevertheless, Vinitania probably wouldn't like that since she runs a Tremere covenant, and she won't trust the characters to stay in the covenant because they saw her in a vulnerable state without their joining the covenant. She will sanction vis and book trading expeditions, however.

Provided the characters are not avaricious, malicious, and/or inept during their stay, they will at least earn what was promised to them. If they treat the covenant badly, they will earn the enmity of those there and their allies. This will result in missed opportunities, extra competition for assets their covenant may need, and bad rulings at tribunal, among other things. The characters can justify taking the Flaw Enemies at -3 since House Tremere, while not going out of their way, will make sure the characters are always at the bottom of the list on anything they attempt.

On the darker side, it's possible the characters will find that many, if not all, in the covenant die before they figure out what's going on with the monstrous attacks. In this case, they might be able to find a way to stay at the site to help those that remain. In this way, the characters might be able to garner all the resources Cavernius covenant had. However, House Tremere (especially Bathanare) will not take kindly to such an event and will mount an expedition to find out what happened to their sodales. This cannot bode well for the characters.

Alternately, if the characters are not successful in determining the true causes of the problems at the covenant, the covenant itself will eventually wither and die on its own. The resources and remaining covenfolk will be dispersed throughout the other covenants in the tribunal. This may well lead to many

occurrences of monstrous attack as numerous monsterlings will also travel throughout the tribunal with Cavernius' assets.

The best possible scenario for the characters with respect to Hesperus covenant is to not go there. In this scenario, the tribunal finds out all about Chalchis' machinations, his various attacks upon Cavernius and the complicity of those at Hesperus covenant. Half of all its vis is given to the tribunal for its time and trouble. The rest is given to Cavernius as the bereaved plaintiff. Most likely, Cavernius will sell or let the Hesperus site to someone. If the characters are in their good graces, perhaps they can move in to a good situation. This is the only scenario which brings Hesperus covenant into spring.

At the very least the characters will have earned their payment for the guard duty they have performed. Cavernius covenant's library hides many secrets. The storyguide may feel free to have any sort of adventure hook leap out at the party here. Great books may be had, though vis for junior characters is sparse. Nevertheless, vis trades can be encouraged for vis the characters have no access to. If the characters made friends with the librarian, he could be huge asset in culling the best of the library for their use. If they found the hidden areas of the covenant, they may barter their way into trading or buying the excess supplies. As always, a friendly covenant is one whose assistance can be counted upon in times of peril. Such highly placed magi may be able to help them, whether or not the characters know they are in trouble.

Indirectly, Bathanare may be called upon for some information, or political favor. This may only happen once, unless it's interesting. Also Razach the hoplite may be a strange, though useful, ally in some situations. At the very least, if everything goes well, knowing of a quaesitor that has reputation problems may be of some use, if the characters are careful.

On the other end of the spectrum, the characters covenant may contain redcaps, quaesitores, or hoplites who feel it is their duty to attend the special tribunal. The politics there, and the assembled maliciousness of the magi, cannot bring good for them. There will be nothing but continued certámen and assassinations. Everyone there assumes the characters are on someone's side. No one is neutral in their opinion, and if they aren't for them, the characters must be against them. This will carry over after the tribunal. The characters can justify taking the Flaw Enemies -4, probably four times, if not five. Even if these events do not take place within the characters' tribunal, they should expect opposition from many magi at tribunal time as most of the magi called to the special tribunal weren't from that tribunal either.

There is an unlikely potential for Hesperus covenant to be found innocent of all charges, and given the long-standing feud between the two, Cavernius covenant could be seen as the aggressor. In this worst case scenario, Cavernius covenant is found guilty and as a whole is Marched, disbanded, or what have you. The characters, being seen as their allies, will be indicted along with Cavernius covenant. Hesperus covenant will find a leader among themselves, or their allies, and will rally from winter back into a new autumn.

If a character is a quaesitor, he may get the bright idea to write or go to Magvillus about the character of Clavius. This missive, no matter its content will take some time for the council there to evaluate. The results will not have much effect on this adventure. However, if the character can provide credible evidence, the council will recall Clavius and put him on "clerical duty," which amounts to a long time spent transcribing ancient Tribunal rolls.

Epilogue:

Clavius has very few options that are good for him. Assuming he or someone associated with him can prove Chalchis' involvement with Cavernius covenant, he may well accidentally show himself to be a competent quaesitor. Even Bathanare will let him go with only a smirk and an occasional jibe on how *his* grogs are doing.

Less than that, however, with no proof, Hesperus covenant will either blow itself up at the "tribunal" and no real outcome will be affected. He will be known, to those in his house at least, as someone who totally screws up everything he touches. He can't seem to do anything without calling a tribunal and seems dead

set on wasting everyone's time at the slightest offense. He winds up being a hair's breath from being thrown out of the house. The only reason he isn't thrown out directly is that the inner circle of House Guernicus occasionally needs a scapegoat. He's next on their list.