

Ars Magica

The

Fallen Fane



A Live Action
Roleplaying Scenario

by

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Special Thanks to:

Jerry Corrick and the gang at the Source.

Playtesters:

All the playtesters at GenConUKs and Baroquon!

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Digital Edition Version 1.0



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Part One

Introduction

Welcome to *The Fallen Fane*. This book is something of a new departure, as it presents a freeform live-action scenario for **Ars Magica**. There are twenty four player characters and no NPCs, and the storyguide actually has very little to do.

The Rhine Tribunal is meeting to rule on the recent actions of the covenant of Fanum, whose foolish interference with mundanes led to the near-destruction of the covenant of Schola. While this is the main business, the attending magi also have other concerns to see to. The players take the roles of all the attending magi.

Practical Considerations

The first consideration is finding twenty four players. You do not need the full twenty four, but the scenario will not work with less than a dozen, and improves as the number of players increases. The insert lists the characters in order of importance; start with number one (the Praeco) and work down. Note that Estella is obsessed with an utterly hopeless cause; if possible give her to a player who will be able to have fun with such a character.

Note that each character name begins with a different letter of the alphabet, running from A to X.

This will allow you make abbreviated notes, if necessary.

There are two ways to gather the requisite number of players. One is to run the game at a convention; this is by far the easier option. The other is to organize it yourself, advertise for players, and cancel if you don't get enough. Most of the notes apply to both methods, but will concentrate on the problems of running the game at a convention.

First, you need to organize a place and time. The scenario can be finished in four hours without too much trouble, but the pacing is largely out of your hands so you should avoid a rigid finishing time if at all possible. You will need a large area, as the characters need to be able to have private discussions in small groups. Ideally, you also need somewhere that everyone can sit at the end, for the formal part of the tribunal meeting. The area should be one that non-players are not constantly passing through, to help avoid confusion, and should not be too noisy, as the players need to be able to talk without shouting. The best solution is obviously a large room with chairs. As a rule of thumb, the room should be able to seat about a hundred, but if it actually contains a hundred chairs you need to be able to move them out of the way.

Second, prepare your materials. You will need two copies of every character sheet and thirty copies of the background briefing. You should also prepare sticky labels with the characters' names on; the magi would all recognize each other. Other than

Character Priority

1. Quirinus, the Praeco.
2. Richildis, the Presiding Quaesitor.
3. Necopinus
4. Bertoldus
5. Gunhilda
6. Orderic
7. Westamia
8. Viridia
9. Xavier
10. Saphronia
11. Umaldi
12. Ptolemaeus
13. Coriolanus
14. Hostiensis
15. Doraldus
16. Arviragus
17. Lalith
18. Theudar
19. Iacopo
20. Maximus
21. Kakondera
22. Junius
23. Flavius
24. Estella

that, no props are necessary, although you should feel free to decorate the playing area. Encourage the players to dress up, but it is not necessary to require. ('Costume admired but not required' is a good way to put it—this was in the blurb for a freeform I played in at GenCon.)

Third, you need to sign up players in advance. At conventions, you can expect about 20% of those who signed up to fail to appear for the game. Thus, you should sign up twenty four players and six reserves; four or five of the players and one or two of the reserves will fail to appear, so everyone who shows up should get to play. Make it clear that players who turn up late may not get to play at all. When a player signs up, give her the background briefing and the character sheet for the next unas-

signed character (you may copy these for personal use only). Give the reserves the background briefings only; you will give them the relevant character sheets at the game itself. Some of the character names tend to indicate a sex for the player — you can match these up if you like, or change the names. The sexes of the characters do not matter for the plots.

If you have friends who want to play, give them roles that suit them. If at all possible, you should have the Praeco and Quaesitor played by people you can trust; these two characters have the ability to wreck the game for everyone else.

Finally, you should show up at the game itself, and hand out stickers. Give people about ten minutes after the official start time before assigning their roles to reserves, but no longer — the reserves need time to read and think about their character before they start playing.

Once everyone is assembled, you can hand the running of the tribunal over to the Praeco. Make it clear that you are happy to answer questions at any point, especially the beginning, and then sit back to watch. It's a good idea to have something to read at this point, as you probably won't have enough to do — do make sure that the players know that you are only reading to fill in spare time and that they should interrupt.

Keep an eye on the players. If anyone looks lost and left out, ask them if they are all right. Freeform games attract people who have never played *Ars Magica*, and they might be a bit overwhelmed by the background, and confused as to what the details on their character sheet mean. Similarly, if anyone seems to be trying to dominate the whole game, you should intervene. This probably won't happen; it's hard to dominate twenty four people.

The game finishes with the formal tribunal session, when motions are proposed and votes counted. Motions should be submitted to the Praeco in writing and in advance. The players actually have to



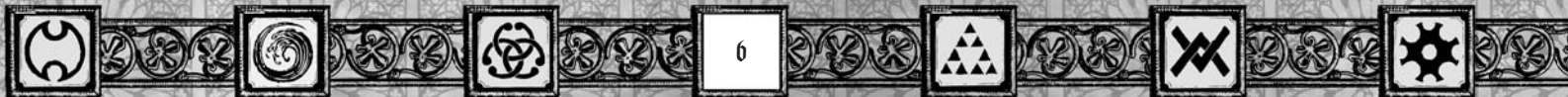
write them down, so it would be good if you had writing materials available. This usually takes between thirty minutes and an hour, so make sure that the Praeco calls for motions at least an hour before you finish, and calls the meeting to order at least half an hour before. It's usually worth sitting in on the final session, just to see what happens to Fanum. Don't worry if some plots don't appear at all; many things are sorted out informally before the end of the meeting.

If you have time, a debriefing period is often interesting. Go through the plots and ask what happened to each one that didn't come up for a vote.

Mechanics

The Fallen Fane is written to be run without using mechanics. That is one reason for setting it at a tribunal: throwing spells there is frowned upon. It works perfectly well without defining the abilities of the magi, but you can do so if you like.

If you are using mechanics, you will have to supervise the relevant interactions. It is probably best to take the relevant players aside, resolve the actions in the normal way, and then announce the results to the rest of the tribunal. Do not allow magi to kill or incapacitate one another, unless a player has to leave early. If you have extrovert and trusting players who are familiar with the system, you could have them describe certámen actions while you make all the necessary rolls. If you allow certámen, the loser should recover consciousness in five or ten minutes, so that the player can rejoin the game.



Setting

The Fallen Fane takes place in Mythic Europe, but this background information is tailored to a live action scenario, and does not form part of the official Atlas version of Mythic Europe. Thus, it may contradict information found in other sourcebooks. Of course, if you want to use this information in your saga, you should feel free.

Plot Summary

There are a lot of things going on in this scenario. The following summary will help you keep track, but you should read all the characters sheets before trying to run the game.

The Fanum case is the most important issue, and should have a significant impact on the tribunal. Everyone knows about that one.

Covenants

Fanum: Six members, all present. Arviragus of Bjornaer, Doraldus of Verditius, Lalith of Bjornaer, Necopinus of Tremere, Ptolemaeus of Verditius, Saphronia of Flambeau.

Aquila: Eight members, two present. Richildis of Guernicus, the Quaesitor, Westamia of Tremere.

Aster: Twelve members, four present. Hostiensis of Flambeau, Maximus of Tremere, Umaldi of Tytalus, Xavier of Bonisagus.

Aurora: Five members, two present. Coriolanus of Flambeau, Junius of Tremere.

Crintera: Six members, one present. Gunhilda of Bjornaer.

Durenmar: Ten members, three present. Iacopo of Jerbiton, Quirinus, Primus of Bonisagus, Viridia of Bonisagus.

Irencillia: Eleven members, three present. Estella of Merinita, Flavius of Tremere, Kakondera of Merinita.

Sagitta: Five members, one present. Orderic of Jerbiton.

Schola: Four members, two present. Bertoldus of Verditius, Theudar of Bjornaer.

Open Issues

There are a number of matters which will be brought up for open debate at the tribunal.

Fay: Irencillia and Viridia of Durenmar want to open formal relations with the fay, Iacopo of Durenmar, Crintera, and Sagitta are all opposed.

Forests: Irencillia, Crintera, and Sagitta are in favour of taking some concerted action to prevent mundane encroachment on the forests of the area.

Regio: Estella of Merinita wants to move the whole Order into a faerie regio.

Vis sources: Three vis sources are in dispute, between Aurora and Schola, Aurora and Sagitta, and Aquila and Schola.

Toll bridge: Aster and Aquila are disputing over a new bridge built by Aquila.

Apprentices: Durenmar and Aquila are disputing over access rights to a village which produces a high number of Gifted children.



Aster: Aster is a highly divided covenant. Xavier is complaining that Hostiensis destroyed his laboratory, Maximus is complaining that one of Umaldi's companions killed one of his, and Hostiensis accuses Maximus of stealing some books from the covenant library (although, in fact, Junius of Aurora was responsible).

Secret Issues

There are also several plots which may or may not come out into the open.

Bjornaer Letter: The Bjornaer (Arviragus, Gunhilda, Lalith, and Theudar) have received a letter from the Bjornaer of Novgorod, appealing for help against the Germans.

Bonisagus: Viridia of Bonisagus has discovered a way to bypass all magic resistance. She wants to talk to Quirinus and Xavier to get their support for whatever she does next.

Dragon: Estella, Lalith, Theudar, and Viridia have discovered a dragon sleeping within the Rhine Tribunal. They have to decide what, if anything, to do.

Exploration: Arviragus, Coriolanus, and Saphronia have been exploring Scandinavia. While none of them believes in the Order of Odin, Arviragus and Saphronia both have reasons to invent it.

Manipulees: Coriolanus, Hostiensis, Ptolemaeus, and Westamia are all members of a secret society, the Ancient Order of the Silver Spear, which they

think is centuries old. Actually, Umaldi made it up, in part to get Hostiensis into trouble, and in part to increase her power more generally.

Non-Hermetics: Estella, Hostiensis, and Kakondera know of a group of non-Hermetic wizards in the tribunal. They have very different ideas as to what should be done.

Scholarship: Doraldus, Iacopo, Maximus, Orderic, and Xavier have been encouraging mundane scholarship, but now find themselves disagreeing about aims and means.

Seekers: Flavius, Kakondera, Richildis, Umaldi, and Saphronia are all Seekers. They always meet at tribunal to discuss their findings. This time, Kakondera has found Tytalus the Founder.

Trade: Bertoldus, Iacopo, Junius, and Umaldi are all heavily involved in mundane trade, and have come into conflict. They want to resolve their differences informally, because a tribunal might forbid their activities altogether.

Tremere: The Tremere (Flavius, Junius, Necopinus, Westamia, and Maximus) have to deal with the fact that House Tremere approved Necopinus's plans for Fanum. No other House knows about this, yet.

Verditius: Ptolemaeus of Fanum used an impressive item to help Schola when it was under attack. Bertoldus of Schola is interested in learning more about it, and Doraldus of Fanum helped make it and wants some of the credit.



Part Two

The Fallen Fane



This game is a systemless *Ars Magica* freeform. That is, while it takes place within the background of the table-top RPG, magical power will not directly influence the outcome. The setting is the 1221 meeting of the Tribunal of the Rhine. The briefings on these pages are common to all players: this is what everyone knows. The briefings starting under the next centered header are more restricted.

Ars Magica

This section contains some general background on the setting. People familiar with the table-top game need not read it.

Ars Magica is the role-playing game of medieval magic. The game is focused on magi, wizards of great power, in a medieval Europe where the legends are true, and dragons lair in the Pyrenees. All magi are members of the Order of Hermes, an Order which spans Europe, but which is not without internal divisions. Magi live in small groups, in organizations called covenants. Player magi are all members of the same covenant, which provides a focus for the Saga.

The Order of Hermes

The Order of Hermes is governed by the Code of Hermes (see below), and is split in two ways. First, there are the Houses, groups of magi who can trace teacher-pupil relations back to one of the Founders of the Order. Each House is found all over Europe. Second, there are the Tribunals. These are regional divisions, covering parts of Europe. For example, the Rhine Tribunal covers modern Germany and Denmark. The Tribunals meet every seven years, at meetings which are also called Tribunals. At these meetings every magus living in that area has one vote, issues of importance to them are discussed and voted upon, and violations of the Code are investigated and punished. The decisions of the Tribunals form the Peripheral Code: expansions on the very brief Code which guide Tribunals in their decisions.

The twelve Houses have a great deal of influence on the magi of the Order, and each has a distinctive philosophy.

House Bonisagus contains those descended from the inventor and Hermetic magic, Bonisagus, and Trianoma, the politician who founded the Order. As a result, it has a great deal of prestige, and tends to split into theoreticians who study magic, and politicians who work to keep the Order together.



House Bjornaer have a particular affinity with animals, as each member has the ability to take the shape of one at will, and to change back to human form similarly. They tend to be concerned to preserve the wilderness from the advance of civilization.

House Criamon are mystics and philosophers, renowned for being almost totally incomprehensible and tattooing themselves with strange markings.

House Flambeau prefer direct solutions to problems, usually involving burning them. They do not, however, fight for its own sake, merely seeing it as a good solution to most problems.

House Jerbiton are closely associated with the mundane world, maintaining contacts with the nobility and patronizing art and mundane learning.

House Mercere are an oddity. Most members have no magical ability, and devote themselves to delivering messages to covenants. They are regarded as magi by the Code, however, and are accorded a strong degree of protection.

House Merinita are concerned with the faeries, and are generally regarded as little less strange than the Criamon.

House Quaesitor are the judges of the Order. They investigate alleged breaches of the Code and take the evidence to Tribunals. If they find overwhelming evidence, however, they may impose summary justice, and rely on the Tribunal backing them up. It usually does.

House Tremere are a very organized House, and they seek political power. They excel in the use of certámen, a form of non-lethal magical duel, and base their hierarchy on it. They are in disgrace at the moment, as a substantial portion of the House were found to be vampires. All the vampiric magi were killed, but the stigma remains.

House Tytalus believe that the best way to learn is through conflict. Accordingly, they seek conflict in all things.

House Verditius spend their time creating magical items, a task at which they are supremely skilled.

House Ex Miscellanea contains everyone else: wizards adopted into the Order from outside, and the followers of traditions which joined after the founding.

The Code of Hermes

I, N, hereby swear my lifelong loyalty to the Order of Hermes and its members.

I will not deprive nor attempt to deprive any member of the Order of his or her magical power. I will not slay nor attempt to slay any member of the Order, except in a justly executed Wizard War. I understand that a Wizard War is an open conflict between two magi, who may slay each other without breaking this Oath, and that should I be slain in a Wizard War, no retribution shall fall on the magus who slays me.

I will abide by the decisions made by fair vote at Tribunal. I will have one vote at Tribunal, and I will use it prudently. I will respect as equal the votes of all others at Tribunal.

I will not endanger the Order through my actions. I will not interfere with the affairs of mundanes and thereby bring ruin upon my sodales. I will not deal with devils, lest I imperil my soul and the souls of my sodales as well. I will not molest the faeries, lest their vengeance catch my sodales also.

I will not use magic to spy on members of the Order of Hermes.

I will train apprentices who will swear to this Code, and should any of them turn against the Order and my sodales, I will be the first to strike them. No apprentice



of mine shall be called magus until he or she first swears to uphold this Oath.

I shall further the knowledge of the Order and share with my sodales all that I find in my search for wisdom and power.

I request that should I break this Oath, I be cast out of the Order. If I am cast out, I ask my sodales to find me and slay me that my life may not continue in degradation and infamy.

The enemies of the Order are my enemies. The friends of the Order are my friends. The allies of the Order are my allies. Let us work as one and grow strong.

This I hereby swear on _____. Woe to them who try to tempt me to break this Oath, and woe to me if I fall to the temptation.

Tribunals

Tribunals are legislature, law court, and social gathering, all in one. Things are decided on the basis of simple majority voting by all magi present in person or by proxy. Each magus has one vote of his own, but may be carrying proxy votes for other magi. Most of the magi at this tribunal also have other people's votes.

There are two exceptions to the rule that all magi vote. The first is the Presiding Quaesitor. She is responsible for interpreting Hermetic law, if necessary, and confirming that the tribunal was legal, and that its decisions are binding. Her only real power is the ability to declare the whole tribunal invalid, but her interpretations of Hermetic law have a great deal of influence.

The second exception is the Praeco. He chairs the tribunal, and while he cannot vote, he has a great deal of power. He decides whether an issue is raised for a vote at all, and in what order issues are raised. Since the deci-

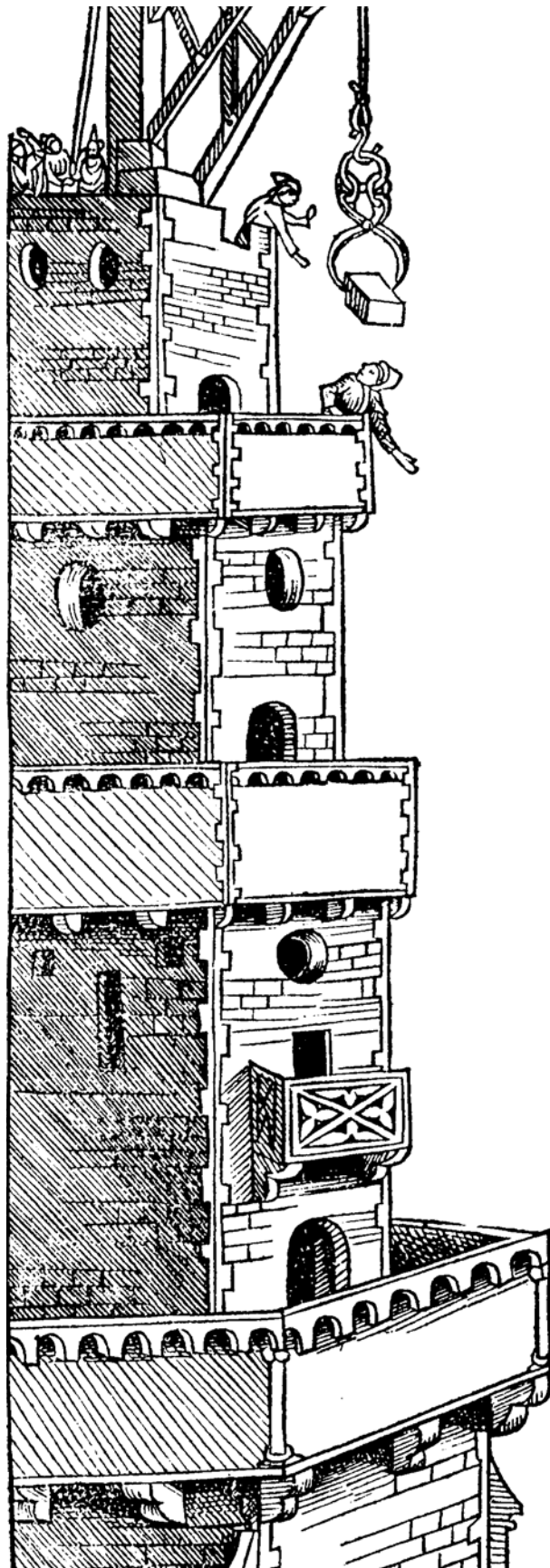


sion on one question might strip a magus of his status and vote, the order can be important. He can also stop debate and force an immediate vote, or exclude a magus from the tribunal. Exclusion is only used in extreme circumstances (and, in this freeform, will only be used if the *player* is spoiling the game for other people).

Tribunals are pure politics. Appeals to the details of law might help you to win votes, but if they do not, then you will still lose. Unless the issue is major, you are unlikely to get the Presiding Quaesitor to invalidate the entire tribunal. Haggling for votes is expected and encouraged, and you may offer access to your covenant's resources, or offer to exchange voting support. The opinions that your character sheet gives you are the ones that your magus starts with, but they may change under the impact of new information or bribes. (It is very unlikely that any member of Fanum will vote for their own death, but beyond that virtually anyone could decide to vote against a position they support at the outset.)

The tribunal can choose to impose any penalty or requirement it wishes. These are always backed up by the threat of Wizards' March, which casts you out of the Order and requires all magi in good standing to attempt to kill you. People do not tend to survive this, no matter how powerful they are. The magi carrying out a March are allowed to keep the victim's possessions, as compensation for their trouble. Using magic at a tribunal to try to influence another magus' vote is cause for a March. (Also, there will be no certámen during the freeform, to avoid breaking the flow. If that meant nothing to you, don't worry — it's a note for people who know the game.)

Voting is by open ballot. A magus may vote for or against a motion, or abstain, and may vote a different way with each vote that he holds. Thus, a magus holding three votes could cast one in favour, one against, and abstain with one. If he really wanted to. Votes are called for and counted by the Praeco, and his arithmetic is authoritative. If it is particularly off, however, the Presiding Quaesitor may intervene, in the first place suggesting that there was an error, and if necessary invalidating the tribunal.



To assist you in your plotting, there are seventy votes held by the attending magi, so that thirty six are required to pass a motion if no one abstains.

The Fall of Fanum

The big issue at this Tribunal is the punishment of the covenant of Fanum. These magi were trying to wean an eastern area of the Tribunal off Christianity, with the aim of increasing their own power, influence, and access to vis. Unfortunately, they managed to attract the attention of the church, and a local 'crusade' was called to eliminate the relapsed pagans. The area around Fanum managed to resist quite effectively, and a truce was negotiated. However, Schola, another covenant of the tribunal, was also attacked, and suffered much more severely, losing at least two vis sources and suffering severe damage to the covenant itself. Things have now settled down, but the tribunal must decide on the penalty for the magi of the guilty covenant.

The Covenants

Fanum

Fanum does have supplies of vis and a reasonable library. Its recent actions are described above. Doraldu of Verditius, a member of Fanum, sent a letter to the other covenants of the Tribunal several seasons before the recent troubles started. In this letter he expressed concern about the activities of the other members, and asked any covenant that would consider offering him membership to respond. Your covenant did not, having other things to think about.

Ptolemaeus of Verditius came to Schola's aid when it was attacked. The covenant is led by Archmage Necopinus of Tremere, and its other members are Arviragus and Lalith of Bjornaer and Saphronia of Flambeau. All its members are attending the tribunal, as failure to do so would almost certainly have resulted in a Wizards' March being declared in absence, so they have one vote each.

Durenmar

Durenmar is the domus magna (headquarters) of House Bonisagus, and the host of the Tribunal. It has the best library in the whole Order, and ample supplies of vis. It is represented at the meeting by Iacopo of Jerbiton, who controls six votes, and Viridia of Bonisagus, who controls eight. Archmage Quirinus of Bonisagus, also of Durenmar, is the Praeco, and thus has no vote.

Crintera

Crintera is the domus magna of House Bjornaer. It tends towards isolation, and so little is known about its resources. It is represented at the tribunal by Archmage Gunhilda of Bjornaer, who controls six votes.

Irencillia

Irencillia is the domus magna of House Merinita, and has the best material on the faeries in the Order. Much of their vis is obtained through deals with the fair folk, so their sources are good but unreliable. It is represented at tribunal by Kakondera of Merinita, who controls six votes, Flavius of Tremere, who controls four, and Estella of Merinita, who has only her own vote.

Aquila

Aquila is a fairly young covenant, but it is growing rapidly and building a strong base. It has a decent library, although nothing special, and is rapidly outgrowing its vis sources. The magi are notably cooperative, and have sent only one representative to the tribunal: Westamia of Tremere, who controls seven votes. Archmage Richildis of Guernicus, the Presiding Quaesitor, is also a member of Aquila, but she has no vote, and is above petty favouritism.

Aster

Aster is an old covenant, and has been riven by internal rivalries for decades. At every tribunal, members of the covenant raise issues against other members, trying to bring the whole weight of the tribunal to bear on their petty internal disputes. The only reason that the covenant has not fallen apart completely is that it has a superb library and ample supplies of vis. The members thus want to force the other magi out, but do not want to leave themselves. Four factions have representatives at the tribunal, and those magi are Hostiensis of Flambeau, with three votes, Maximus of Tremere, with four, Umaldi of Tytalus, with two, and Xavier of Bonisagus, with three.

Aurora

Aurora is a very new covenant, having been officially recognised at the last tribunal. They are very poor in resources of all kinds, and are still struggling to ensure their survival. They have sent two representatives to the tribunal, Coriolanus of Flambeau, with two votes, and Junius of Tremere, with three.

Sagitta

Sagitta is an old covenant, and known for being very conservative, and having a rigid internal hierarchy. The library is fairly average for its age (and thus good by the standards of many younger covenants), and it has never complained about a lack of vis. It has, unsurprisingly, sent a single representative to the tribunal, Archmage Orderic of Jerbiton, who controls five votes.

Schola

Schola was a powerful covenant, until the recent events surrounding Fanum. It is now much weaker, and presumably trying to rebuild its power. It has sent two representatives to the tribunal, Bertoldus of Verditius and Theudar of Bjornaer, each of whom controls two votes.

Arviragus

You are a member of House Bjornaer, and of Fanum. You only control one vote. Your main aim is to not get sentenced to death and, after that, to get off as lightly as you can.

The covenant's plan was not as selfish as many of the other magi believe. The ultimate aim was to drive Christianity from the Rhine Tribunal, and thus re-establish magical auras. Of course, you had to start where you were. The plan started out very subtly, but with increasing success you risked more obvious moves. That was when Doraldus started to get cold feet, and asked around other covenants to see if he could leave. Shortly afterwards, things went wrong, and the crusade was called. Your long work in the local area paid off, and a negotiated settlement was quickly reached, with little loss to either side. There was no way that you could have predicted that other lords, including the one near Schola, would also take up the banner.

Necopinus, the Archmage, was the leader of the covenant, and shaped most of the plans. The younger magi were mostly restricted to following his instructions.

Acting against the corruption of the church is an excellent idea, even if it occasionally has bad consequences. You have no intention of backing down from this position, because to do so would be to deny the worth of other faiths, older faiths, faiths more congenial to magic. You are, however, happy to assist Schola with rebuilding, as they did not deserve the damage that was inflicted upon them.

The letter on page 16 was recently received by the Bjornaer of the Rhine Tribunal. It has been verified as genuine, and, at the moment, only the Bjornaer know of its contents. You have agreed to meet to decide on a course of action during the Tribunal.

You are in favour of supporting the Novgorod Bjornaer, and, if possible, of convincing the Tribunal to license it. This would, of course, be similar to the actions that you are currently accused of, so if you can get the other Bjornaer to support this course of action, you can almost certainly get them to vote to let you and Lalith off with a minor punishment. However, you think that acting against the Christians is a good idea on general principles.

Immediately to the north of the Rhine Tribunal is a region that is completely uncolonized by the Order of Hermes: Scandinavia, the realm of the Order of Odin. A small group of magi — Arviragus and Saphronia of Fanum, and Coriolanus of Aurora — has been investigating the area, trying to assess the threat to the Order, and the potential for aid and alliances. You have decided to meet at this tribunal, and see what each of you has found.

Your forays into the frozen north have met with considerable success. You don't think that there is an Order of Odin, just groups of magicians allying and fighting on an informal basis. You do, however, have a number of allies up there, and you are seriously considering fleeing there if the judgement goes against you at tribunal. Thus, you really don't want the Order to interfere there, which probably means pretending that there is a powerful Order of Odin, which is certainly too strong to fight at the moment.

From the Bjornaer of the Tribunal of Novgorod,

To our brothers and sisters of House Bjornaer in the Tribunal of the Rhine, greetings.

For many years now our lands have been under attack by the forces of the Germans, and their knights are destroying the magic of the land and building churches. What is worse, they are forcing the people to turn away from the old religion, in which the skin-changers are properly respected, and to Christianity, which threatens to destroy us. While we stand against them in battle, we do not think that we can win the fight alone.

You are in the homelands of these warriors, and are capable of creating and encouraging situations which would draw them home, or reduce their numbers and support. The Tribunal of Novgorod may be the last refuge for magic: do not let it fall also.

Bertoldus

You are a member of House Verditius, and of Schola.
You control two votes.

Your covenant had spent years building a good relationship with the local church and nobility. They knew enough about you to make it hard for casual evidence to unmask you as more than you claimed, but little enough to not see you as a threat. You helped out, in ways allowed by the Code, and thus had some reserve of friendship, but maintained a sensible distance, so that you didn't get drawn into things.

Then Fanum pulled their stupid stunt, and the covenant was almost completely destroyed. The local overlord decided that you were part of the same conspiracy as Fanum, and sent his troops against you. The library was almost completely destroyed, and Christian shrines have been built on two of your vis sources, destroying them. The covenant only survived at all because of Ptolemaeus of Fanum's intervention at the final battle, so you feel some gratitude towards him.

Punishing Fanum is your first priority. Getting access to books and vis with which to rebuild your covenant is the second, and a punishment which involved handing Fanum's resources over to you would be a very good option.

When the baron attacked the covenant, you received unexpected assistance from Ptolemaeus of Verditius, a member of Fanum. He brought his latest creation, a wand which confused the men fighting on the other side. Charges were delayed at crucial moments, groups of soldiers set off to attack odd targets (like the covenant latrines), and leaders ordered the retreat when their men were on the verge of breaking through. He may not have actually saved the covenant, but it certainly isn't obvious that you could have won without him.

You are very interested in the item Ptolemaeus used to assist your covenant. You have given the matter some

thought, and concluded that the construction would be very complex. You would have thought that it was beyond Ptolemaeus's powers, and you would be very interested in examining it further. Although his covenant was responsible for the attack in the first place, the fact that he did come to your assistance speaks in his favour.

Your resources were severely depleted by the attack on your covenant, and you were, for a while, unable to harvest all your vis sources. Aurora and Aquila took advantage of your weakened state to take over sources that belong to your covenant, as everyone in the tribunal knows. You want to get your ownership of the sources confirmed, and, ideally, force Aquila and Aurora to pay you all the vis that they gathered from the sources while they were illegally occupying them.

Four of the magi of the Rhine Tribunal — Bertoldus of Schola, Iacopo of Durenmar, Junius of Aurora, and Umaldi of Aster — are heavily involved in mundane trade. You have recently come in conflict with one another, and the risk of a trade war, with associated magical trouble, has become quite significant. You have agreed to meet at the Tribunal, and to try to resolve matters between yourselves. If the rest of the Tribunal gets involved, there is a distinct possibility that you will be forbidden from pursuing trade altogether.

Your mundane trade is mainly a cover for a very lucrative trade in magical potions. As a Verditius, you are very good at making such things, and you have found that mundanes are willing to pay very well for very simple effects. However, it is important that this trade be kept secret, because it is definitely frowned upon by the Code — especially as you are taking payment in favours as well as money and goods. Thus, you have worked to build up a substantial network of trade in mundane goods, covering everything from grain to spices. You reckon that you need to be able to trade in luxuries and spices to cover up your magical dealings, but that you can afford to give up many other goods. You can't afford to exclude yourself from particular areas, however. Your most serious competition has been from Junius.



Coriolanus

You are a member of House Flambeau, and of Aurora.
You control two votes.

After the crusade against them, Schola were unable to harvest all their vis sources. Your covenant had been watching the known vis sources near to you, and when this one was abandoned, you quickly moved in to harvest it. Schola never had it formally registered at tribunal as being their source, and they are no longer in possession. Further, they are politically weak after the crusade, so you expect to be able to hold on to it, and have it formally confirmed as your source.

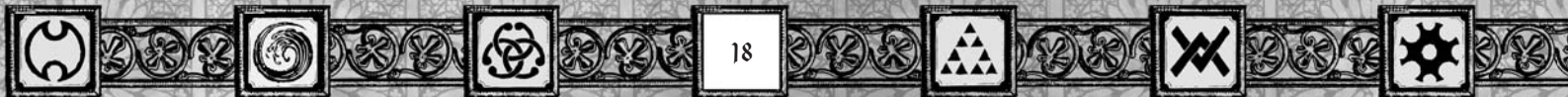
Magical resources are not so abundant in the tribunal that the Order can afford to waste useful sources of vis. That is exactly what is happening with one of the sources belonging to Sagitta. True, it is a small source, but that doesn't make the waste any less. It is quite close to your covenant, and you could make good use of it. Sagitta have too much power, both magical and political, for you to simply take it, but you might be able to get the tribunal on your side. They will probably see that the waste is a bad thing, and can probably be persuaded that it is better to give the power to a weak covenant than to a stronger one.

Immediately to the north of the Rhine Tribunal is a region that is completely uncolonized by the Order of Hermes: Scandinavia, the realm of the Order of Odin. A small group of magi — Arviragus and Saphronia of Fanum, and Coriolanus of Aurora — has been investigating the area, trying to assess the threat to the Order, and the potential for aid and alliances. You have decided to meet at this tribunal, and see what each of you has found.

There are magicians in Scandinavia. They don't have an Order, and they aren't terribly powerful. A well organised covenant, backed up with a number of Flambeau, would be able to establish itself in the region, and extend the reach of the Order to the north. A covenant with the backing of the whole tribunal would be best, since considerable resources would be needed, but the region seems to be ripe for the taking.

The Ancient Order of the Silver Spear has thousands of years of history behind it, but has been secret for the last millennium. It was a secret grouping within the Cult of Mercury (called simply the Order of the Silver Spear), concerned with enforcing cult policy against activities that threatened the amount of magic in the world. It even had techniques for increasing the magical aura in certain locations, although those have, alas, been lost. The current members are engaged in two activities: holding back the encroaching Dominion, and trying to recover the lost secrets of the group. In the Rhine Tribunal, the members are Coriolanus of Aurora, Hostiensis of Aster, Ptolemaeus of Fanum, and Westamia of Aquila. You have agreed to meet at the Tribunal, where gathering together will draw little suspicion.

You are happy to leave research to other members of the AOSS, and you have been concentrating on driving back the Dominion. Although Fanum's attempt failed dismally, you do admire the attempt. You have been working on more subtle approaches: damaging churches so that they are expensive to maintain, and encouraging communities to leave them derelict. It seems to be working, but it is a slow process. You hope to be able to encourage the other members of the AOSS to help you in this.



Doraldus

You are a member of House Verditius, and, reluctantly, of Fanum. You only control one vote. Your main aim is to get acquitted of Fanum's actions, with which you had nothing to do, or at least to not get killed because of others' idiocy.

The covenant's plan was not as selfish as many of the other magi believe. The ultimate aim was to drive Christianity from the Rhine Tribunal, and thus re-establish magical auras. Of course, you had to start where you were. The plan started out very subtly, but with increasing success you risked more obvious moves. That was when Doraldus started to get cold feet, and asked around other covenants to see if he could leave. Shortly afterwards, things went wrong, and the crusade was called. Your long work in the local area paid off, and a negotiated settlement was quickly reached, with little loss to either side. There was no way that you could have predicted that other lords, including the one near Schola, would also take up the banner.

Necopinus, the Archmage, was the leader of the covenant, and shaped most of the plans. The younger magi were mostly restricted to following his instructions.

You were always opposed to Fanum's actions. If you'd known what lunatic plans Necopinus had, you'd never have joined the covenant in the first place. You were trying to find another covenant to move to more than a year before the recent trouble blew up, and you hope that you can successfully disown all the consequences of the actions of the other magi. After all, it wasn't your fault.

You helped Ptolemaeus to make the Wand of Pyrrhus, a device that turns great generals into buffoons, and generally ensures that warriors choose bad tactics. During the disaster that followed the inevitable collapse of Fanum's plans, he used it to help defend Schola. If at all possible, you want to claim some of the credit for that, as otherwise you did little other than try to defend yourself when the crusaders came. Disowning the actions of the covenant in advance may not be enough to get you acquitted.

The wand contains a remarkably complex effect, incorporating Muto, Intéllego, Mentem, Corpus, and Terram magic, so that it can understand the battlefield, pick a bad option, and change the mind of the leaders so that they choose that option. What is more, it is very subtle — the losses it causes will be put down to bad tactics on the part of one side. Ptolemaeus would not have been able to make it without your help.

Five of you (Doraldus of Fanum, Iacopo of Durenmar, Maximus of Aster, Orderic of Sagitta, and Xavier of Aster) have been encouraging mundane scholarship in the Rhine Tribunal. Until recently, you were able to act in easy co-operation, but recently differences have developed. You have agreed to meet together at the Tribunal to resolve those differences.

You have been trying to encourage higher education, and study of the pagan classics. This requires an education in Greek as well as Latin, and access to the texts. You aren't that concerned with basic education, because you cannot bring enlightenment to everyone, but if the ruling classes have an appreciation of the pagan past, they will be less inclined to persecute the Order. This sort of hearts-and-minds campaign is what you thought Fanum would engage in, and so you were rather shocked to discover how direct they were. As you expected, there was a considerable backlash.



Estella

You are a member of House Merinita, and of Irencillia. You only control one vote.

You have been arguing for years that the Order of Hermes should leave the mundane world and move into a faerie regio. This most recent disaster simply shows how important such a move is. You tried to persuade your covenant of the wisdom and urgency of such action, but they are, clearly, too scared of what other magi will think to embrace the decision, as you know they really want to. Accordingly, you have come to the tribunal of the Rhine, to convince the other magi, so that Irencillia will be able to vote in favour of your scheme. Who knows, maybe this will be the last tribunal held in the mundane world.

The fay are an important element of the Rhine tribunal, and the Order has spent too long dealing with them in an ad hoc fashion. While the mundane population was small and irrelevant, this was excusable, but now the Order needs to be able to concentrate on handling the mundanes. While an alliance with the fay would be nice, at the very least there needs to be some agreement to avoid the fay interfering with magi, just as magi do not interfere with the fay.

In order to conclude such an agreement, the tribunal needs to send an authorised representative to the fay court. That means getting strong support at tribunal for such a move. While all of Irencillia is, unsurprisingly, interested in such contact, and Viridia of Durenmar brings her votes in support, Iacopo of Durenmar repre-

sents a bloc opposed to the move, and Crintera and Sagitta have both expressed opposition.

There is a dragon in the Rhine tribunal. Everyone thought that they had all left years ago, but you have stumbled across the resting place of, probably, the last one. It is asleep at the moment, you think, but you must decide what to do when and if it awakens, and what to do before that. Theudar, the first magus to discover it, left a message for any other magi who stumbled across it. Estella, Lalith and Viridia did, and the four of you have agreed to discuss the matter at the tribunal, and preferably decide on a course of action so that you can present a united front.

The dragon is simply one more proof of the danger of the mundane world. A faerie regio would be completely safe from such a beast, and the Order should move there as soon as possible. The Order couldn't destroy it, and the attempt would be foolish in the extreme.

There is a group of fairly powerful non-Hermetic magi within the Rhine tribunal. They have close ties to the fay, and members of House Merinita had some previous contact with them. Recently, Hostiensis of Flambeau came across them, and was quickly contacted by members of House Merinita, who convinced him to agree to talk to them at the tribunal before taking any action. Estella and Kakondera will meet with him, and a decision will be reached.

You believe that the fay wizards should be admitted into the Order as soon as possible. Their experience will be vital in moving the Order into a faerie regio.



Flavius

You are a member of House Tremere, and of Irencillia. You control four votes.

The fay are an important element of the Rhine tribunal, and the Order has spent too long dealing with them in an ad hoc fashion. While the mundane population was small and irrelevant, this was excusable, but now the Order needs to be able to concentrate on handling the mundanes. While an alliance with the fay would be nice, at the very least there needs to be some agreement to avoid the fay interfering with magi, just as magi do not interfere with the fay.

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You are a Seeker: a magus who is particularly interested in discovering the ancient magical roots of the Order of Hermes. While different Seekers have different interests, they have much in common, particularly

in their interest in matters that may have no immediate use. It is quite common for Seekers to meet together and discuss their latest discoveries, although some don't comment until they've completed an investigation, and a few try to keep everything secret.

The Seekers of the Rhine Tribunal who will be at the meeting are Flavius and Kakondera of Irencillia, Richildis of Aquila, the presiding Quaesitor, Saphronia of Fanum, and Umaldi of Aster.

You have little to report: you have been investigating the Old Ones, but you haven't found anything concrete since the last time you talked to people.

Archmage Necopinus got the approval of House Tremere before starting his activities at Fanum. You opposed the scheme at the time, but you were overruled. Now, however, he has failed. You can therefore argue that he must have over-stepped his authority. After all, the leaders of House Tremere do not make major mistakes, so if Necopinus had stayed within what he was allowed to do, he would have succeeded. Not that you believe that, of course, but it should give people the excuse they need to defy the House's hierarchy — and will let the hierarchy cover their collective asses.



Gunhilda

You are an Archmage, a member of House Bjornaer, and the representative of Crintera. You control six votes.

The fay are an important element of the Rhine tribunal, and the dangers they pose are well known. Some magi, particularly those at Irencillia, but also a group represented by Viridia of Durenmar, think that these dangers would be effectively lessened by concluding a formal agreement between the fay and the whole tribunal. This is clearly foolish.

First, it isn't clear that the fay have any recognised leader with whom such an agreement could be made. Second, the fay are well known for twisting any formal agreements. If the Order tried to bind them, it would inevitably find itself in even more trouble than it was already. This is a foolish idea, and needs to be squashed. Iacopo represents the group from Durenmar who are opposed to the agreement, and Crintera and Sagitta have also promised to throw their votes against the proposal.

One of the most immediate problems facing the magi of the Rhine Tribunal is the encroachment of mundane life on the great forests. This reduces the isolation of the covenants, and slowly destroys the source of vis and other magical resources on which they rely. The motives behind Fanum's recent actions are easy to understand, even if the actions themselves were foolish and inexcusable.

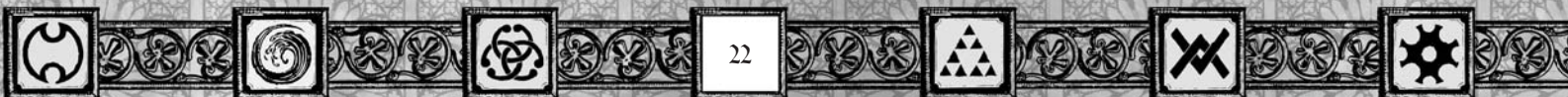
A number of magi have been in contact before the tribunal, and now Kakondera and Flavius of Irencillia,

Gunhilda of Crintera, and Orderic of Sagitta have agreed to work together at the tribunal to at least get an agreement in principle to act against the mundanes. In general, you are agreed that some way of stopping them advancing is desirable: actually pushing them back is likely to be too dangerous.

It is customary for all the Archmages to meet together at the Tribunal, and decide how the various issues should be decided, for the good of the Order as a whole. These meetings normally take place a little time into the Tribunal, to give the Archmages a chance to learn about all the issues that will be raised. The decisions of this meeting are not binding, but the Archmages can use their votes (or other powers) and influence to ensure that the whole Tribunal agrees.

The letter on page 16 was recently received by the Bjornaer of the Rhine Tribunal. It has been verified as genuine, and, at the moment, only the Bjornaer know of its contents. You have agreed to meet to decide on a course of action during the Tribunal.

As an Archmage and the representative of the Domus Magna, your voice will carry a lot of weight with the other Bjornaer. You are undecided. On the one hand, you are inclined to support the other members of the House, and you like the destruction of magical places no more than any other magus. On the other, Fanum's recent attempt to do something similar backfired badly, so you are cautious.



Hostiensis

You are a member of House Flambeau, and of Aster.
You control three votes.

For years, one of the covenant's sources of income has been a toll bridge over a river. Recently, in a subtle move against the covenant, Aquila built a new bridge over the same river, and lured merchants away from yours. You don't have any direct evidence that magic is involved, but you are sure that it must be: otherwise, how could they have taken all your business so quickly? It is against the Code for magi to take your mundane resources, or to interfere magically in mundane affairs, and you will make sure that Aquila is punished.

A few years ago you managed to destroy Xavier's laboratory. You are actually quite impressed as to how well it turned out, given that it was, in fact, partially a lab accident. The original plan had been to simply distract him from his studies, but the vis you used turned out to be unstable, and the resulting blast completely destroyed his lab, and did significant damage to your own. He is now trying to have you punished at tribunal, so you will have to stand on the defence that it was an accident. The damage to your own laboratory is your best evidence for this. Of course, if you can just convince the tribunal not to bother with his foolish petition, you will also win.

A little over a year ago, a number of books from the covenant library, which you were studying in your sanctum, were stolen. They have now disappeared from the covenant library, weakening the covenant as a whole as well as you personally. The evidence points at Maximus of Tremere: he had mentioned earlier that he planned to study the subjects raised in those texts, and he refuses to allow you to search his sanctum to recover the texts. You want the tribunal to punish him, as the internal mechanisms of the covenant are incapable of doing so.

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the last millennium. It was a secret grouping within the Cult of Mercury (called simply the Order of the Silver Spear), concerned with enforcing cult policy against activities that threatened the amount of magic in the world. It even had techniques for increasing the magical aura in certain locations, although those have, alas, been lost. The current members are engaged in two activities: holding back the encroaching Dominion, and trying to recover the lost secrets of the group. In the Rhine Tribunal, the members are Coriolanus of Aurora, Hostiensis of Aster, Ptolemaeus of Fanum, and Westamia of Aquila. You have agreed to meet at the Tribunal, where gathering together will draw little suspicion.

You discovered the documents and items that revealed the existence of the AOSS, and you suspect that they were planted by other members to draw you into the group without risking exposure. They have dropped hints and assistance since, you think, although they have been very careful. You are trying to fulfill its aims as well as possible, in the hope of drawing attention from the higher members of the group. You have also recruited some more members. Your research into the rituals of the group has not progressed well, but you have managed some subtle actions aimed at reducing the spread of the Dominion.

There is a group of fairly powerful non-Hermetic magi within the Rhine tribunal. They have close ties to the fay, and members of House Merinita had some previous contact with them. Recently, Hostiensis of Flambeau came across them, and was quickly contacted by members of House Merinita, who convinced him to agree to talk to them at the tribunal before taking any action. Estella and Kakondera will meet with him, and a decision will be reached.

They are non-Hermetic magi. According to the Code, they must join the Order or die. You agreed to wait before acting, because there are grave political risks in acting without official approval if you have opponents in the tribunal, but you can see no reason to avoid trying to destroy them, and you will bring the matter before the tribunal after talking to the Merinita, with or without their support.



Iacopo

You are a member of House Jerbiton, and of Durenmar. You control six votes.

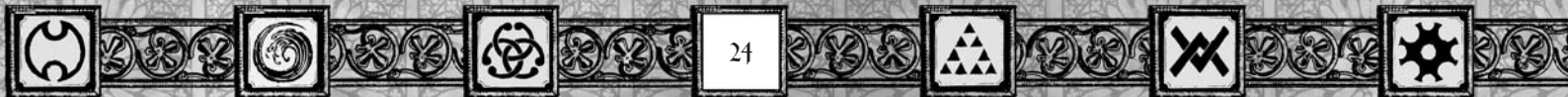
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A number of magi have been in contact before the tribunal, and now Kakondera and Flavius of Irencillia, Gunhilda of Crintera, and Orderic of Sagitta have agreed to work together at the tribunal to at least get an agreement in principle to act against the mundanes. In general, you are agreed that some way of stopping them advancing is desirable: actually pushing them back is likely to be too dangerous.

Aquila, a young upstart covenant, has recently been pestering Durenmar to give up one of the rights guar-



anted to House Bonisagus by the Code of Hermes, and to allow other covenants access to a village which produces a large number of Gifted individuals, about one every five years. They have threatened to raise it at tribunal, but you don't think that there is really much of a threat. The right of House Bonisagus to claim apprentices is clear from the Code, after all.

Five of you (Doraldus of Fanum, Iacopo of Durenmar, Maximus of Aster, Orderic of Sagitta, and Xavier of Aster) have been encouraging mundane scholarship in the Rhine Tribunal. Until recently, you were able to act in easy co-operation, but recently differences have developed. You have agreed to meet together at the Tribunal to resolve those differences.

Your main aim is to spread learning throughout the Tribunal, because educated mundanes will be able to appreciate higher culture, and will be less suspicious of magic than ignorant peasants. You use your trading network to spread books around, and you employ scribes to copy them. You are also trying to encourage universities to form in cities like Cologne, and grammar schools in smaller towns. Some of the other magi, particularly Orderic, want to keep learning restricted to a small group, a position you find completely incomprehensible.

Four of the magi of the Rhine Tribunal — Bertoldus of Schola, Iacopo of Durenmar, Junius of Aurora, and Umaldi of Aster — are heavily involved in mundane trade. You have recently come in conflict with one another, and the risk of a trade war, with associated magical trouble, has become quite significant. You have agreed to meet at the Tribunal, and to try to resolve matters between yourselves. If the rest of the Tribunal gets involved, there is a distinct possibility that you will be forbidden from pursuing trade altogether.

Your interest in trade has nothing to do with the money. You want to spread techniques of art, craftsmanship, and scholarship around the Tribunal, along with the items produced by those techniques. Accordingly, most of your trade is in works of art, books, and skilled craftsmen. You would be loath to give up any of these, but if you must, scholarship is nearest to your heart. Similarly, while you would like to continue trading with the whole area, you are willing to stay out of the Danish peninsular if necessary. Bertoldus and Junius are both making inroads into the luxury trade, without your concern for quality of merchandise. Thus, a lot of bad art is being spread around the area. You would like to take control of the luxury trade away from them, or at least convince them to sell better goods.



Junius

You are a member of House Tremere, and of Aurora.
You control three votes.

After the crusade against them, Schola were unable to harvest all their vis sources. Your covenant had been watching the known vis sources near to you, and when this one was abandoned, you quickly moved in to harvest it. Schola never had it formally registered at tribunal as being their source, and they are no longer in possession. Further, they are politically weak after the crusade, so you expect to be able to hold on to it, and have it formally confirmed as your source.

Magical resources are not so abundant in the tribunal that the Order can afford to waste useful sources of vis. That is exactly what is happening with one of the sources belonging to Sagitta. True, it is a small source, but that doesn't make the waste any less. It is quite close to your covenant, and you could make good use of it. Sagitta have too much power, both magical and political, for you to simply take it, but you might be able to get the tribunal on your side. They will probably see that the waste is a bad thing, and can probably be persuaded that it is better to give the power to a weak covenant than to a stronger one.

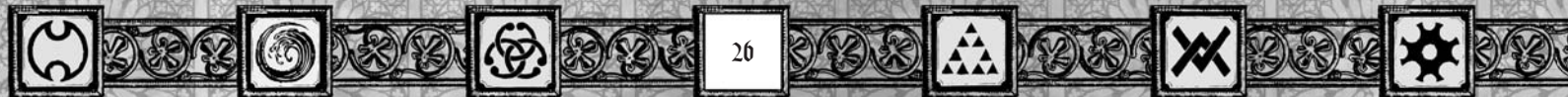
A year ago you stole some books from Aster. Normally, this would be very risky, but in Aster's case you were able to frame another member of the covenant, Maximus of Tremere, for the theft. They are so wrapped up in their own concerns that they won't look for outside interference. The problem is that you can't put the books into the library at Aurora. You need to set up some arrangement at this tribunal that

could explain your possession of the books. Maybe you could claim to have copied them at some other covenant, or purchased them with favours or vis. The details don't matter, but you need to set up an arrangement with another covenant with a good library.

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You have produced a very diverse trade, because your main aim is to supply the money and goods that Aurora needs to survive. Thus, you trade in everything from grain to luxuries. You have been aggressively expanding your markets, and this has brought in significant wealth to the covenant, making its future rather more secure. Your most important competitors are Bertoldus, particularly in the luxury market, and Umaldi, particularly in foreign trade. While you don't want to give up anything, basic goods (like grain) and the area around your covenant are most important to you.

Necopinus's actions at Fanum were ill-advised, dangerous, and very nearly catastrophic for the Tribunal. However, he did have prior approval from House Tremere. You are in a quandary. You really want to discourage such actions in the future, but you can't afford to alienate your House. You need to talk to some other Tremere, and work out what you can do.



Kakondera

You are a member of House Merinita, and of Irencillia. You control six votes.

The fay are an important element of the Rhine tribunal, and the Order has spent too long dealing with them in an ad hoc fashion. While the mundane population was small and irrelevant, this was excusable, but now the Order needs to be able to concentrate on handling the mundanes. While an alliance with the fay would be nice, at the very least there needs to be some agreement to avoid the fay interfering with magi, just as magi do not interfere with the fay.

In order to conclude such an agreement, the tribunal needs to send an authorized representative to the fay court. That means getting strong support at tribunal for such a move. While all of Irencillia is, unsurprisingly, interested in such contact, and Viridia of Durenmar brings her votes in support, Iacopo of Durenmar represents a bloc opposed to the move, and Crintera and Sagitta have both expressed opposition.

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fay, and members of House Merinita had some previous contact with them. Recently, Hostiensis of Flambeau came across them, and was quickly contacted by members of House Merinita, who convinced him to agree to talk to them at the tribunal before taking any action. Estella and Kakondera will meet with him, and a decision will be reached.

The fay wizards are interesting, but limited. You don't think that they have the power necessary to be admitted into the Order, but, similarly, you don't think that they pose a real threat. They do have things to teach House Merinita about interacting with the fay, but they have little to offer the rest of the Order. Further, their faerie allies might well be very offended if action were taken against them. Accordingly, you think that they should be left alone, and monitored by House Merinita.

You are a Seeker: a magus who is particularly interested in discovering the ancient magical roots of the Order of Hermes. While different Seekers have different interests, they have much in common, particularly in their interest in matters that may have no immediate use. It is quite common for Seekers to meet together and discuss their latest discoveries, although some don't comment until they've completed an investigation, and a few try to keep everything secret.

The Seekers of the Rhine Tribunal who will be at the meeting are Flavius and Kakondera of Irencillia, Richildis of Aquila, the presiding Quaesitor, Saphronia of Fanum, and Umaldi of Aster.

You really need to talk to all the Seekers, together if at all possible. Your discovery is dynamite. Your main interest is in the relationship between faeries and Hermetic magic, and this led you to research the circumstances surrounding Tytalus's disappearance in the Maddenhofen Woods. Your research was a great success. You found Tytalus. You think you can release him from the faerie game that holds him captive. The question is, should you? What effect would it have if one of the Founders turned up in the councils of the Order right now? Politics was never your main interest, and you want advice.

Lalith

You are a member of House Bjornaer, and of Fanum. You only control one vote. Your main aim is to not get executed, and after that to minimise your punishment.

The covenant's plan was not as selfish as many of the other magi believe. The ultimate aim was to drive Christianity from the Rhine Tribunal, and thus re-establish magical auras. Of course, you had to start where you were. The plan started out very subtly, but with increasing success you risked more obvious moves. That was when Doraldus started to get cold feet, and asked around other covenants to see if he could leave. Shortly afterwards, things went wrong, and the crusade was called. Your long work in the local area paid off, and a negotiated settlement was quickly reached, with little loss to either side. There was no way that you could have predicted that other lords, including the one near Schola, would also take up the banner.

Necopinus, the Archmage, was the leader of the covenant, and shaped most of the plans. The younger magi were mostly restricted to following his instructions.



It was a dreadful mistake. The church cannot be beaten by covenants acting alone. Maybe some action needs to be taken, but not like that. You have certainly learned your lesson: the safety of the Order is more important than the grand schemes of individual magi or covenants. Or, at least, that is the impression that you need to give at the tribunal.

The letter on page 16 was recently received by the Bjornaer of the Rhine Tribunal. It has been verified as genuine, and, at the moment, only the Bjornaer know of its contents. You have agreed to meet to decide on a course of action during the Tribunal.

You know Arviragus thinks that supporting the Novgorodians is a great idea, but you are no longer so sure that direct action is wise. The consequences of Fanum's attempt were no good for anyone, and you aren't keen to go through that again. You will listen to the other Bjornaer, and if they agree to support it, you might well go along with them. If they can't agree, or decide against it, you might find it useful to be able to claim that you had learned your lesson and always opposed this scheme. Indeed, under those circumstances it might be in your best interests to expose the whole thing to the Tribunal.

There is a dragon in the Rhine tribunal. Everyone thought that they had all left years ago, but you have stumbled across the resting place of, probably, the last one. It is asleep at the moment, you think, but you must decide what to do when and if it awakens, and what to do before that. Theudar, the first magus to discover it, left a message for any other magi who stumbled across it. Estella, Lalith and Viridia did, and the four of you have agreed to discuss the matter at the tribunal, and preferably decide on a course of action so that you can present a united front.

Before the disaster, you had vague plans to awaken the dragon and turn it against the church, thus reinforcing Fanum's project. Now, however, you think that it is probably a threat to the Order, and want it destroyed. If you can present yourself as thoroughly convinced of the need to defend the Order, you might get off with a lighter punishment.



Maximus

You are a member of House Tremere, and of Aster.
You control four votes.

For years, one of the covenant's sources of income has been a toll bridge over a river. Recently, in a subtle move against the covenant, Aquila built a new bridge over the same river, and lured merchants away from yours. You don't have any direct evidence that magic is involved, but you are sure that it must be: otherwise, how could they have taken all your business so quickly? It is against the Code for magi to take your mundane resources, or to interfere magically in mundane affairs, and you will make sure that Aquila is punished.

One of your most valued lieutenants, Otto, was murdered by one of Umaldi's servants, Franz. The murderer was only punished with a light whipping, and you are sure that Umaldi incited him to commit the crime, anyway. She may even have used magic to do so. Either way, she is clearly responsible for the loss of a valuable aide to your magical development, and for that she deserves to be punished by the tribunal.

Hostiensis intends to accuse you of stealing some of the covenant's books a year or so ago. His evidence is completely flimsy: you had an interest in the subjects they cover. He has demanded that you allow him to search your sanctum, but you have refused to grant any special privileges, and he is too scared to come in while you can attack him. You don't have the books, so you suspect that Hostiensis has fabricated the charge as a way of weakening you. He will probably raise it at tribunal.

Five of you (Doraldus of Fanum, Iacopo of Durenmar, Maximus of Aster, Orderic of Sagitta, and Xavier of Aster) have been encouraging mundane scholarship in the Rhine Tribunal. Until recently, you were able to act in easy cooperation, but recently differences have developed. You have agreed to meet together at the Tribunal to resolve those differences.

You have been trying to organize a network of scholars who feed information to you. This requires a hierarchy, in which each stage filters the discoveries of the level below, and adds their own comments. It has begun to work, and is quite effective in many ways, but you really need a broader spread before it will greatly influence your magical studies. Already, however, it has given you a number of important hints in spell research. The problem is that some people are trying to broaden the number of scholars, thus breaking them out of your hierarchy. Scholarship needs to remain esoteric if they are to keep passing the information to you. Of course, you'll have to come up with a cover story as to why you want to keep things under control.

Fanum's actions proved to be very dangerous for the Order, but there was no way to predict that in advance, and Necopinus did get the approval of House Tremere before he put his schemes into motion. The House must stand by its decisions, and stand behind members carrying out those decisions. The strength of the House is its unity, and compromising that in any way is very dangerous.



Necopinus

You are an Archmage, a member of House Tremere, and the leader of Fanum. You only control your own vote. Your main aim is to not get executed, but you would also like to see the tribunal recognize that your covenant was acting for the best.

The covenant's plan was not as selfish as many of the other magi believe. The ultimate aim was to drive Christianity from the Rhine Tribunal, and thus re-establish magical auras. Of course, you had to start where you were. The plan started out very subtly, but with increasing success you risked more obvious moves. That was when Doraldus started to get cold feet, and asked around other covenants to see if he could leave. Shortly afterwards, things went wrong, and the crusade was called. Your long work in the local area paid off, and a negotiated settlement was quickly reached, with little loss to either side. There was no way that you could have predicted that other lords, including the one near Schola, would also take up the banner.

Necopinus, the Archmage, was the leader of the covenant, and shaped most of the plans. The younger magi were mostly restricted to following his instructions.

Your actions were in the best interests of the Order. The threat from the Dominion is great, and growing, and magi must take action against it. This obviously involves some risk, but even Fanum's attempt was not a complete failure. The area around the covenant is now much less firmly in the church's grip, and even after the recent compromise there remain secret groups of pagans. Condemning your actions would show tremendous short-sightedness on the part of the other magi.

It is customary for all the Archmages to meet together at the Tribunal, and decide how the various issues should be decided, for the good of the Order as a whole. These meetings normally take place a little time into the Tribunal, to give the Archmages a chance to learn about all the issues that will be raised. The decisions of this meeting are not binding, but the Archmages can use their votes (or other powers) and influence to ensure that the whole Tribunal agrees.

House Tremere gave its approval for your actions at Fanum, and the Tremere will therefore support you at Tribunal. You need to talk to the other Tremere, either individually or in a group, to decide exactly what they will do.



Orderic

You are an Archmage, a member of House Jerbiton, and the leader and representative of Sagitta. You control five votes.

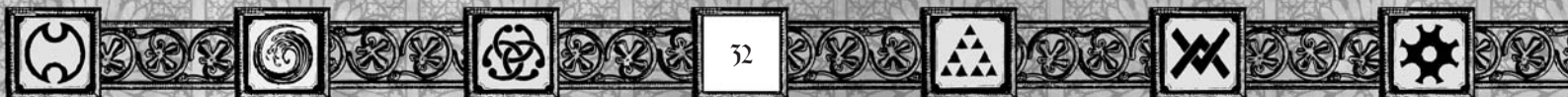
Fanum's actions created a great danger for the Order as a whole, and it is important that such rash plans are strongly discouraged. You would like to see the whole covenant Marched, but you will settle for having some of its members Marched as an example. Necopinus, as the leader, bears particular responsibility.

The fay are an important element of the Rhine tribunal, and the dangers they pose are well known. Some magi, particularly those at Irencillia, but also a group represented by Viridia of Durenmar, think that these dangers would be effectively lessened by concluding a formal agreement between the fay and the whole tribunal. This is clearly foolish.

First, it isn't clear that the fay have any recognized leader with whom such an agreement could be made. Second, the fay are well known for twisting any formal agreements. If the Order tried to bind them, it would inevitably find itself in even more trouble than it was already. This is a foolish idea, and needs to be squashed. Iacopo represents the group from Durenmar who are opposed to the agreement, and Crintera and Sagitta have also promised to throw their votes against the proposal.

One of the most immediate problems facing the magi of the Rhine Tribunal is the encroachment of mundane life on the great forests. This reduces the isolation of the covenants, and slowly destroys the source of vis and other magical resources on which they rely. The motives behind Fanum's recent actions are easy to understand, even if the actions themselves were foolish and inexcusable.

A number of magi have been in contact before the tribunal, and now Kakondera and Flavius of Irencillia, Gunhilda of Crintera, and Orderic of Sagitta have



agreed to work together at the tribunal to at least get an agreement in principle to act against the mundanes. In general, you are agreed that some way of stopping them advancing is desirable: actually pushing them back is likely to be too dangerous.

You gather that Aurora plans to challenge your ownership of one of your vis sources, on the feeble grounds that you haven't gathered from it in ten years. Clearly, this is absurd: the source is still yours, and the covenant will gather from it when it needs the vis. The legal arguments are entirely on your side, so you foresee no problems.

It is customary for all the Archmages to meet together at the Tribunal, and decide how the various issues should be decided, for the good of the Order as a whole. These meetings normally take place a little time into the Tribunal, to give the Archmages a chance to learn about all the issues that will be raised. The decisions of this meeting are not binding, but the Archmages can use their votes (or other powers) and influence to ensure that the whole Tribunal agrees.

Five of you (Doraldus of Fanum, Iacopo of Durenmar, Maximus of Aster, Orderic of Sagitta, and Xavier of Aster) have been encouraging mundane scholarship in the Rhine Tribunal. Until recently, you were able to act in easy co-operation, but recently differences have developed. You have agreed to meet together at the Tribunal to resolve those differences.

Learning can be a dangerous thing, and should be left under the firm control of the higher ecclesiastics, who have shown great wisdom in directing it over the last few centuries. Cathedral schools are the best way to carry on the academic tradition: these new-fangled universities are completely uncontrolled, and spawn heresies and other dangerous things. Just think of the dangerous collaboration between the Order and mundanes that is happening in the upstart university at Cambridge. Iacopo's actions in spreading learned texts around are particularly dangerous: they will spark heresy and revolt when they get into the wrong hands. Similarly, Doraldus is introducing dangerous novelties when he tries to encourage the teaching of Greek.



Ptolemaeus

You are a member of House Verditius, and of Fanum. You only control one vote. Your main aim is to not get executed.

The covenant's plan was not as selfish as many of the other magi believe. The ultimate aim was to drive Christianity from the Rhine Tribunal, and thus re-establish magical auras. Of course, you had to start where you were. The plan started out very subtly, but with increasing success you risked more obvious moves. That was when Doraldus started to get cold feet, and asked around other covenants to see if he could leave. Shortly afterwards, things went wrong, and the crusade was called. Your long work in the local area paid off, and a negotiated settlement was quickly reached, with little loss to either side. There was no way that you could have predicted that other lords, including the one near Schola, would also take up the banner.

Necopinus, the Archmage, was the leader of the covenant, and shaped most of the plans. The younger magi were mostly restricted to following his instructions.

It must be admitted that Fanum's actions went badly wrong. You stand by the motives behind them, however, and you were only ever acting in the best interests of the Order. You hope that your assistance at the assault on Schola will help to prove that you had the Order's interests at heart, and thus should not be punished too severely.

When the church cracked down on the covenant's activities, your immediate concern was to defend the Order. Fanum itself handled the problems well, but Schola was in much greater danger. Accordingly, you went there, taking your latest creation, the Wand of Pyrrhus. This item makes warriors pick a bad tactical option when in combat, although not the worst. The

original intent was to use it on forces attacking the established pagan area, as the involvement of magic is not obvious.

At Schola, it proved to be very effective. Charges were delayed at crucial moments, groups of soldiers set off to attack odd targets (like the covenant latrines), and leaders ordered the retreat when their men were on the verge of breaking through. You don't think that Schola would have been able to defend themselves without you. You hope to be able to parley this into a partial pardon, or at least a much reduced sentence.

You are proud of the item itself. Doraldus helped you to make it, but you are not sure you want to make a big issue of that at the moment.

The Ancient Order of the Silver Spear has thousands of years of history behind it, but has been secret for the last millennium. It was a secret grouping within the Cult of Mercury (called simply the Order of the Silver Spear), concerned with enforcing cult policy against activities that threatened the amount of magic in the world. It even had techniques for increasing the magical aura in certain locations, although those have, alas, been lost. The current members are engaged in two activities: holding back the encroaching Dominion, and trying to recover the lost secrets of the group. In the Rhine Tribunal, the members are Coriolanus of Aurora, Hostiensis of Aster, Ptolemaeus of Fanum, and Westamia of Aquila. You have agreed to meet at the Tribunal, where gathering together will draw little suspicion.

You hope that you can rely on the support of the other members of the AOSS, because your actions with Fanum were entirely guided by the principles of the society. If you had succeeded, you would have driven the Dominion back from a large area of the tribunal, which is exactly what the AOSS is after.



Quirinus

You are an Archmage, a member of House Bonisagus, a member of Durenmar, and the Praeco. Read the paragraph about the Praeco's duties carefully, and fulfill them as honestly as you can. You have quite a bit of leeway without actually cheating.

Aquila, a young upstart covenant, has recently been pestering Durenmar to give up one of the rights guaranteed to House Bonisagus by the Code of Hermes, and to allow other covenants access to a village which produces a large number of Gifted individuals, about one every five years. They have threatened to raise it at tribunal, but you don't think that there is really much of a threat. The right of House Bonisagus to claim apprentices is clear from the Code, after all.

It is customary for all the Archmages to meet together at the Tribunal, and decide how the various issues should be decided, for the good of the Order as a whole. These meetings normally take place a little time into the Tribunal, to give the Archmages a chance to learn about all the issues that will be raised. The decisions of this meeting are not binding, but the Archmages can use their votes (or other powers) and influence to ensure that the whole Tribunal agrees.

Viridia, the maga carrying most of Durenmar's sigils, has told you that she wishes to speak to you, and the other Bonisagi attending the Tribunal, about a matter of great importance to the House and Order. She has emphasised that it is to be kept secret, and also that she does not wish to discuss it only with other members of Durenmar. You are curious, and have agreed to speak to her during the meeting.



Richildis

You are an Archmage, a Quaesitor in good standing of House Guernicus, and the Presiding Quaesitor of this tribunal. It would be helpful if you had access to a copy of the *Wizards' Grimoire, Revised Edition*, to check on Hermetic Law. You are also a member of Aquila, but that should not be important.

A number of the magi of your covenant want to train apprentices, but finding children with the Gift is not easy. At the same time, Durenmar claims exclusive rights to take apprentices from a village in the tribunal that produces one Gifted child every three years or so. They do not need that many apprentices, so some Gifted people are going untrained, a grave loss to the Order. Although Durenmar bases its claim on the clause of the Code giving Bonisagus magi the right to claim apprentices, there is no reason to suppose that this clause gives any rights at all to the domus magna of the House. Private negotiations with Durenmar have failed to produce results, so you are bringing it to tribunal. All you want is equal access for all covenants of the tribunal: you couldn't use an apprentice every three years, either.

The rapid growth of your covenant has led to a greater demand for magical resources. Recently, you found a new source of vis, some distance from your covenant. A check of the records revealed that no covenant had laid formal claim to it, and you monitored it for a few months, by posting a grog there, and in that time no one came to gather it. You thus assumed that it was unclaimed, and harvested it for your covenant. Schola are now claiming that it is their source, and always has been. You have seen no evidence of this, and intend to defend your claim at tribunal.

Your covenant is also outgrowing its mundane resources, and has been looking for new ways to obtain money. One recent scheme involved creating a bridge over a river, and charging a toll to merchants crossing it. This has caused no problem with the mun-

danes, as they are used to paying towards the maintenance of bridges, and since it is maintained magically, you get a good income from it. However, Aster also have a toll bridge, over the same river. Their bridge is smaller, and the toll higher, so merchants and other travellers have stopped using it. You see this as a natural event, but Aster want to complain to the tribunal about it.

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You are a Seeker: a magus who is particularly interested in discovering the ancient magical roots of the Order of Hermes. While different Seekers have different interests, they have much in common, particularly in their interest in matters that may have no immediate use. It is quite common for Seekers to meet together and discuss their latest discoveries, although some don't comment until they've completed an investigation, and a few try to keep everything secret.

The Seekers of the Rhine Tribunal who will be at the meeting are Flavius and Kakondera of Irencillia, Richildis of Aquila, the presiding Quaesitor, Saphronia of Fanum, and Umaldi of Aster.

You recently discovered a text which may represent the laws governing the Cult of Mercury in its early days. It's a copy of a copy of a copy, and rather corrupt, but you have good reason to think that it is genuine — some things that it says match up with things that you have learned independently. It looks like the Cult depended much less on voting than the Order does, and believed firmly in collective responsibility. You think these legal details are very exciting.



Saphronia

You are a member of House Flambeau, and of Fanum. You only control one vote, and your main aim is to not get executed.

The covenant's plan was not as selfish as many of the other magi believe. The ultimate aim was to drive Christianity from the Rhine Tribunal, and thus re-establish magical auras. Of course, you had to start where you were. The plan started out very subtly, but with increasing success you risked more obvious moves. That was when Doraldus started to get cold feet, and asked around other covenants to see if he could leave. Shortly afterwards, things went wrong, and the crusade was called. Your long work in the local area paid off, and a negotiated settlement was quickly reached, with little loss to either side. There was no way that you could have predicted that other lords, including the one near Schola, would also take up the banner.

Necopinus, the Archmage, was the leader of the covenant, and shaped most of the plans. The younger magi were mostly restricted to following his instructions.

You were all acting against the Code, and you know it. However, punishment need not fall if you can convince the tribunal that there are other threats they need to face, or that the original aims of the actions were such that they approve of. This might be difficult, but the evidence is far too damning for any other approach to work.

Immediately to the north of the Rhine Tribunal is a region that is completely uncolonized by the Order of Hermes: Scandinavia, the realm of the Order of Odin.

A small group of magi — Arviragus and Saphronia of Fanum, and Coriolanus of Aurora — has been investigating the area, trying to assess the threat to the Order, and the potential for aid and alliances. You have decided to meet at this tribunal, and see what each of you has found.

After your journeys to the north, you are fairly sure that there is no Order of Odin. However, you think that it might be useful to invent one. If you can convince the Order that it needs to unite in the face of a powerful and immediate external threat, you might be able to convince them to abandon the idea of harshly punishing your transgressions at Fanum. You will have to convince Arviragus and Coriolanus of the existence of the Order of Odin, and get their backing for your assessment of it.

You are a Seeker: a magus who is particularly interested in discovering the ancient magical roots of the Order of Hermes. While different Seekers have different interests, they have much in common, particularly in their interest in matters that may have no immediate use. It is quite common for Seekers to meet together and discuss their latest discoveries, although some don't comment until they've completed an investigation, and a few try to keep everything secret.

The Seekers of the Rhine Tribunal who will be at the meeting are Flavius and Kakondera of Irencillia, Richildis of Aquila, the presiding Quaesitor, Saphronia of Fanum, and Umaldi of Aster.

Your most recent plan was to use the pagan area that Fanum would establish to investigate the relationship between pagan religions and the Old Ones. That obviously fell through, but you might be able to convince your fellow Seekers that it was a worthy goal, and thus its failure does not deserve a heavy punishment.

Theudar

You are a member of House Bjornaer, and of Schola.
You control two votes.

Your covenant had spent years building a good relationship with the local church and nobility. They knew enough about you to make it hard for casual evidence to unmask you as more than you claimed, but little enough to not see you as a threat. You helped out, in ways allowed by the Code, and thus had some reserve of friendship, but maintained a sensible distance, so that you didn't get drawn into things.

Then Fanum pulled their stupid stunt, and the covenant was almost completely destroyed. The local overlord decided that you were part of the same conspiracy as Fanum, and sent his troops against you. The library was almost completely destroyed, and Christian shrines have been built on two of your vis sources, destroying them. The covenant only survived at all because of Ptolemaeus of Fanum's intervention at the final battle, so you feel some gratitude towards him.

Punishing Fanum is your first priority. Getting access to books and vis with which to rebuild your covenant is the second, and a punishment which involved handing Fanum's resources over to you would be a very good option.



When the baron attacked the covenant, you received unexpected assistance from Ptolemaeus of Verditius, a member of Fanum. He brought his latest creation, a wand which confused the men fighting on the other side. Charges were delayed at crucial moments, groups of soldiers set off to attack odd targets (like the covenant latrines), and leaders ordered the retreat when their men were on the verge of breaking through. He may not have actually saved the covenant, but it certainly isn't obvious that you could have won without him.

Your resources were severely depleted by the attack on your covenant, and you were, for a while, unable to harvest all your vis sources. Aurora and Aquila took advantage of your weakened state to take over sources that belong to your covenant, as everyone in the tribunal knows. You want to get your ownership of the sources confirmed, and, ideally, force Aquila and Aurora to pay you all the vis that they gathered from the sources while they were illegally occupying them.

The letter on page 16 was recently received by the Bjornaer of the Rhine Tribunal. It has been verified as genuine, and, at the moment, only the Bjornaer know of its contents. You have agreed to meet to decide on a course of action during the Tribunal.

While you have the greatest sympathy for the Novgorod Bjornaer, the disastrous results of interfering in mundane affairs have recently been made all too obvious in this Tribunal. You are opposed to any action being taken at all, and certainly don't want to be involved if it is.

There is a dragon in the Rhine tribunal. Everyone thought that they had all left years ago, but you have stumbled across the resting place of, probably, the last one. It is asleep at the moment, you think, but you must decide what to do when and if it awakens, and what to do before that. Theudar, the first magus to discover it, left a message for any other magi who stumbled across it. Estella, Lalith and Viridia did, and the four of you have agreed to discuss the matter at the tribunal, and preferably decide on a course of action so that you can present a united front.

To a certain extent, you still think of it as 'your' dragon. Certainly, you feel that you should have the main voice in any decision that gets made. It is a noble and wonderful beast, and you think that it should be left alone, but carefully monitored. After all, the tribunal will need warning if it does awaken.



Umaldi

You are a member of House Tytalus, and of Aster. You control two votes.

For years, one of the covenant's sources of income has been a toll bridge over a river. Recently, in a subtle move against the covenant, Aquila built a new bridge over the same river, and lured merchants away from yours. You don't have any direct evidence that magic is involved, but you are sure that it must be: otherwise, how could they have taken all your business so quickly? It is against the Code for magi to take your mundane resources, or to interfere magically in mundane affairs, and you will make sure that Aquila is punished.

You can hardly be held responsible for the ill-advised actions of your subordinates. Franz killed Otto. You were nowhere around. Of course, it is possible that Otto never actually accused Franz's mother of being a heretic whore who kissed the devil's ass every new moon, nor suggested that Franz preferred the company of horses to that of women. You can't be expected to check *everything*. Franz has been suitably punished, and will not forget the whipping for quite some time. You know that Maximus, who was Otto's boss, intends to bring the matter up at tribunal, but you don't think he has any reasonable case.

You have created a secret society of magi: the Ancient Order of the Silver Spear. It is involved in the rediscovery of Roman paganism, and has a purported history going back to the Roman Republic. You are not a member. You have simply planted evidence, and dropped hints, trying to guide Hostiensis at Aster into violating the Code in ways that will allow you to dispose of them. Hostiensis fell for it, and has recruited other members. Westamia of Aquila was quite a catch, given the power of the covenant. Ptolemaeus of Fanum also became a member, which gives you a good lever to catapult all of them into trouble. Coriolanus of Aurora is also a member, and has shown signs of performing dubious actions.



You aren't sure whether to expose them all at this Tribunal, and rely on guilt by association with Ptolemaeus to bring them down, or whether to wait for the next meeting, by which time they may have been led to break the Code for themselves, and the guild by association will be merely confirming evidence. Keep an eye on them, and see how things go.

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The Seekers of the Rhine Tribunal who will be at the meeting are Flavius and Kakondera of Irencillia, Richildis of Aquila, the presiding Quaesitor, Saphronia of Fanum, and Umaldi of Aster.

You want to keep your research quiet, because you think that you have learned the resting place of a

major cache of magic. If you're right, you don't want to share it, because it will greatly increase your power.

Four of the magi of the Rhine Tribunal — Bertoldus of Schola, Iacopo of Durenmar, Junius of Aurora, and Umaldi of Aster — are heavily involved in mundane trade. You have recently come in conflict with one another, and the risk of a trade war, with associated magical trouble, has become quite significant. You have agreed to meet at the Tribunal, and to try to resolve matters between yourselves. If the rest of the Tribunal gets involved, there is a distinct possibility that you will be forbidden from pursuing trade altogether.

You are, of course, in trade for the challenge. Foreign trade is your main love, and you would be willing to forego almost all trade within the Tribunal if it was necessary. However, you would like to see Junius excluded from overseas trading — he has become an important competitor, and very difficult to defeat by purely commercial means. You do not want to restrict the range of goods that you trade, because you never know what will be in demand in foreign countries, but you are happy to take goods from the other magi and trade them overseas.



Viridia

You are a member of House Bonisagus, and of Durenmar. You control eight votes.

The fay are an important element of the Rhine tribunal, and the Order has spent too long dealing with them in an ad hoc fashion. While the mundane population was small and irrelevant, this was excusable, but now the Order needs to be able to concentrate on handling the mundanes. While an alliance with the fay would be nice, at the very least there needs to be some agreement to avoid the fay interfering with magi, just as magi do not interfere with the fay.

In order to conclude such an agreement, the tribunal needs to send an authorized representative to the fay court. That means getting strong support at tribunal for such a move. While all of Irencillia is, unsurprisingly, interested in such contact, and Viridia of Durenmar brings her votes in support, Iacopo of Durenmar represents a bloc opposed to the move, and Crintera and Sagitta have both expressed opposition.

Aquila, a young upstart covenant, has recently been pestering Durenmar to give up one of the rights guaranteed to House Bonisagus by the Code of Hermes, and to allow other covenants access to a village which produces a large number of Gifted individuals, about one every five years. They have threatened to raise it at tribunal, but you don't think that there is really much of a threat. The right of House Bonisagus to claim apprentices is clear from the Code, after all.

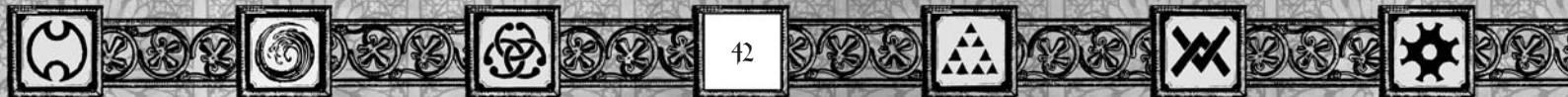
You have invented a spell that completely bypasses Parma and all (as far as you can tell) other kinds of magic resistance. It turns the target's hair blue, but its effect isn't the problem. Although you do not, yet,

know exactly why it isn't resisted, you are sure that you can find out — you invented it while working on the theory of magical resistance anyway. You do know some features that a spell must have to ignore magic resistance, and you have managed to incorporate them into a wide range of effects. Only one has completely ignored resistance, and you are currently trying to discover which other features are also necessary.

This is a major discovery, and potentially a major problem. By the terms of the Code, you are required to tell the rest of the Order. However, the Order was founded on the existence of the Parma, and might not be able to survive its disappearance. You have spoken to Quirinus, the Primus and Praeco, and written to Xavier of Bonisagus, asking to talk to them in confidence at this Tribunal. You will consult with them, together, and try to decide what to do. Xavier plays an essential role: you are very concerned that this not look like an attempt by Durenmar to seize power over the Order.

There is a dragon in the Rhine tribunal. Everyone thought that they had all left years ago, but you have stumbled across the resting place of, probably, the last one. It is asleep at the moment, you think, but you must decide what to do when and if it awakens, and what to do before that. Theudar, the first magus to discover it, left a message for any other magi who stumbled across it. Estella, Lalith and Viridia did, and the four of you have agreed to discuss the matter at the tribunal, and preferably decide on a course of action so that you can present a united front.

If the dragon really does sleep as soundly as it seems to, this is the ideal opportunity to study it. The Order knows much less about dragons than it should, so the possible benefits from such study could be immense. Certainly, ignoring or destroying it would both be criminal wastes of opportunity.



Westamia

You are a member of House Tremere, and of Aquila.
You control seven votes.

A number of the magi of your covenant want to train apprentices, but finding children with the Gift is not easy. At the same time, Durenmar claims exclusive rights to take apprentices from a village in the tribunal that produces one Gifted child every three years or so. They do not need that many apprentices, so some Gifted people are going untrained, a grave loss to the Order. Although Durenmar bases its claim on the clause of the Code giving Bonisagus magi the right to claim apprentices, there is no reason to suppose that this clause gives any rights at all to the domus magna of the House. Private negotiations with Durenmar have failed to produce results, so you are bringing it to tribunal. All you want is equal access for all covenants of the tribunal: you couldn't use an apprentice every three years, either.

The rapid growth of your covenant has led to a greater demand for magical resources. Recently, you found a new source of vis, some distance from your covenant. A check of the records revealed that no covenant had laid formal claim to it, and you monitored it for a few months, by posting a grog there, and in that time no-one came to gather it. You thus assumed that it was unclaimed, and harvested it for your covenant. Schola are now claiming that it is their source, and always has been. You have seen no evidence of this, and intend to defend your claim at tribunal.

Your covenant is also outgrowing its mundane resources, and has been looking for new ways to obtain money. One recent scheme involved creating a bridge over a river, and charging a toll to merchants crossing it. This has caused no problem with the mun-

danes, as they are used to paying towards the maintenance of bridges, and since it is maintained magically, you get a good income from it. However, Aster also have a toll bridge, over the same river. Their bridge is smaller, and the toll higher, so merchants and other travellers have stopped using it. You see this as a natural event, but Aster want to complain to the tribunal about it.

The Ancient Order of the Silver Spear has thousands of years of history behind it, but has been secret for the last millennium. It was a secret grouping within the Cult of Mercury (called simply the Order of the Silver Spear), concerned with enforcing cult policy against activities that threatened the amount of magic in the world. It even had techniques for increasing the magical aura in certain locations, although those have, alas, been lost. The current members are engaged in two activities: holding back the encroaching Dominion, and trying to recover the lost secrets of the group. In the Rhine Tribunal, the members are Coriolanus of Aurora, Hostiensis of Aster, Ptolemaeus of Fanum, and Westamia of Aquila. You have agreed to meet at the Tribunal, where gathering together will draw little suspicion.

You are starting to have doubts about the AOSS. None of your research has turned up the slightest scrap of evidence for its earlier existence, and only Hostiensis seems to have found anything. Certainly, he is a very good liar if he is lying, but that can't be ruled out. You are still in sympathy with the aims of the group, but you do wonder whether Hostiensis made it up for his own purposes.

Fanum's actions were instigated by Archmage Necopinus, who had prior approval from House Tremere. The Tremere therefore have to decide what to do about it at this Tribunal. You think that Necopinus had the right sort of idea, but implemented it very poorly. You are genuinely undecided as to the punishment he should receive.



Xavier

You are a member of House Bonisagus, and of Aster.
You control three votes.

For years, one of the covenant's sources of income has been a toll bridge over a river. Recently, in a subtle move against the covenant, Aquila built a new bridge over the same river, and lured merchants away from yours. You don't have any direct evidence that magic is involved, but you are sure that it must be: otherwise, how could they have taken all your business so quickly? It is against the Code for magi to take your mundane resources, or to interfere magically in mundane affairs, and you will make sure that Aquila is punished.

Your laboratory was destroyed a few years ago, by one of Hostiensis's spells. He has always claimed that this was an accident, but you are not convinced. If it was an accident, it is remarkable that, while your laboratory, some distance away within the covenant, was almost completely destroyed, his was barely singed. Indeed, it took him no more than a couple of days to repair it, while you had to spend two seasons virtually rebuilding the lab from scratch. Ideally, you want him convicted of malice and punished, but failing that a conviction for negligence, forcing him to compensate you, would do.

Viridia, a powerful Bonisagus at Durenmar, wrote to you immediately before the Tribunal. She told you that she needed to discuss a matter of great importance to the House and Order with you, and emphasised that this needed to be kept secret for the time being. She mentioned that she would also be discussing it with Quirinus, which will give you a good opportunity to meet the Archmage and Primus on somewhat informal terms. You are very interested to hear what Viridia has to say, even though you are primarily interested in Hermetic politics, and she is a theoretician.

Five of you (Doraldus of Fanum, Iacopo of Durenmar, Maximus of Aster, Orderic of Sagitta, and Xavier of Aster) have been encouraging mundane scholarship in the Rhine Tribunal. Until recently, you were able to act in easy co-operation, but recently differences have developed. You have agreed to meet together at the Tribunal to resolve those differences.

Your main interest is in spreading basic education, so that it will be possible to recruit apprentices who already know Latin, thus increasing the amount of magic that you can teach them. You have dabbled in higher studies, but none of that really matters to you: they are mundanes, who cares whether or what they study? However, a wide spread of basic education is important, because without a broad base the few Gifted individuals are not guaranteed to receive the basic education they need.

