

Spring 1220 Adventure

As winter yields to spring, buds, leaves and flowers replace snow and frost. The forest regains its verdant hues, the plants in and around the covenant begin to bloom, and a flowery perfume drifts through the castle on cool breezes.

On night, distressed cries disturb the slumber of the covenant (at least for anyone above ground)...

"Ah, ah, ah..."

Godwin: covenant guard

Godwin was a young guard for the covenant until he allegedly wandered into the forest one night last autumn. He is wandering around the gate and courtyard of the castle. His naked body is smeared with humus and grass stains. Leaves are tangled in his hair and blades of grass in his mouth. He is incoherent but obviously distressed.

Hakon or Paweł recognize him. They both confirm that he is somewhat simple, but now he is not normal.

Godwin has been lost for several months in the Covenant's Regio...

The Regio:

The Covenant is part of a magical Regio of three levels with connections to Faerie and Infernal Regios.

Level 1:

Magic aura = 7

This Regio is only open when the hedge maze's plants are in bloom.

In this Regio, the castle appears to be in better condition. More of the curtain walls leading down the hill are intact. Buildings and a tower can be seen in the courtyard. Fields within the curtain walls contain crops. The forest seems to shine with life.

A few silent grogs work the fields.

The magi's labs within the castle appear as if finished and ready for study--they represent the magi's vision of what they want their labs to be.

The covenant's other magi are here working and whole. However they may show signs of warping.

ENCOUNTERS:

- Karl, Lord of the Wolfhounds. Karl appears as a large wolfhound that can speak. He's very smooth and styles himself a "bitch's hound." Karl possesses knowledge of all-things dog related.
- Fritz: a talking black raven. Fritz is good for directions in the first level of the Regio.

Level 2:

Magic aura =9

In this Regio, the castle appears at its peak and practically shimmers with light glinting off of its corners. More towers top the enceinte and curtain walls. The entire

curtain wall surrounds a small field and the town by the docks. The forest glows with an internal life that banishes all shadows. Silent peasants go about their business.

The magi's labs within the castle appear as an ideal lab that the magi would only dream of--an unobtainable goal at the moment.

ENCOUNTERS:

1. "Lucius", the adder. The adder resides around an apple tree. He enjoys offering anyone apples to "make them wise." When they react, he laughs. "Just kidding. A jest, you see, to pay the world back for the reputation bestowed on my kind." If threatened, he slips into his hole in a bole of the tree.

Level 3:

Magic aura = 12

In this Regio, the castle appears to be made of crystal. A bright light from within the forest illuminates the entire scene.

The gate in the forest:

Wandering into the forest brings the magi to a gate to a Faerie Regio...

A circle of shimmering, swirling light hovers just above the grass--nothing can be seen within it. It is a gate to the Faerie Regio connected to this Magical Regio.

The gate in the dungeon:

In the cellars of the castle another gate of darkness sits...

This is a gate into an Infernal Regio.

NOTES:

Players

Mark: Thalen (companion)

Marcy: Wilhemina the Goose Woman (grog)

Lisa: Philomina (companion)

Vicki: Wila the Jaeger (companion)

Tim: John the Woodsman (grog)

Play Notes

19 May 2019

Berthold (the merchant river captain) brings the Covenant a new mine manager: Fabrizio (an Italian engineer)

The mine produced 4 more Terram vis.

End of Season Activities

Players can take XP in Animal Handling, and Magic Theory

Next games: June 16 (play more of Spring 1220); July 14, August 18.