

# Fall 1222 Adventure

## Synopsis:

The magi of the Schwartzburg am Spree covenant travel to the Thousand Caves covenant on the orders of the Tribunal. Their job is to determine if the Thousand Caves are violating the laws of the Order of Hermes.

## Main characters:

Kris: Storyteller

Lisa: Bronwyn & Lembit

Marcy: Ines (companion)

Mark: Valton Tomain (w/Sarah the Scholar)

Tim: Ludwig

Vicki: Ružena Ardenois

## NPCs:

Ludmilla of Merinita (Schartzburg am Spree)

Pavel (Three Lakes)

Barchek (Leczyca)

## Locale

- 1.Travel from SaS covenant to Thousand Caves.
- 2.Thousand Caves covenant.

## Obstacles

## Outline:

- 1.Approaching Thousand Caves, the PC magi might spot a hawk following them.
- 2.Farms and semi-permanent villages.
- 3.Closer to the Thousand Caves, a land-based heart beast of a non-magi will trail the PCs.
- 4.GREETING AT THE 1K CAVES ENTRANCE  
Malincka & Natassia greet with retinue.
- 5.WELCOME
- 6.LAB INTERVIEWS

1. Malincka: enthusiastic and will try to recruit collaborators.
  2. Natassia Baramov: will have icon of Firebird in her lodging. She will not hesitate to explain it.
  3. Remachi Danichev: outright pagan; surprised a Latin witch could find his heartbeast; pagan but a Hermetic magus in his own right.
7. A Volkhv Great Ritual, led by Natassia with Malincka present; this will disturb Valten greatly.
8. Volkhv Domestic Magic (p. 59)
1. Chance to see at work in villages (+0-2 aura)
  2. May see in caves (+12 from Slavic faerie aura!)
  3. **Communion** = die + Pre + Concentration + Conviction + aura
  4. **Maintain** Communion: simple or stress die + Sta + Concentration + aura = 9+
  5. Improvised or Great:
  6. **DISCIPLINES**: Spirit Touch, Healing, Shapeshifting, Weatherworking, Animal Magic, Removing Curses, Prophecy, Sun Magic, Earth Magic.
9. REVERSAL

## Session Play Notes:

[Played on 18 April 2020]

Add a few items to trade items? No, but take

- 1.resupply to Gernier (who is studying at Three Lakes) so he's not a burden on Three Lakes
- 2.take trade glassware
- 3.extra supplies as "hostess gifts" for Leczyca...

Richenza: steward of Leczyca Covenant, a Polish gentleman

Nizhnay Novgorod: new trading town. PCs bought a piece of jade from a local merchant. The jade came from Mongol scouts (a group of about 10 riders) who used it to buy supplies.

Greater Bulgar: Ines orders hops (for the covenant's brewer). No vodka (not invented yet), but fermented kefir.

## Thousand Caves

Made up of karst rock formations.

Boatmen from Three Lakes have been paid to stay at Thousand Caves until magi decide to leave.

The boatmen have been warned not to hunt!

Yuri: a younger Volkhv told Ines about his aunt Aniko, an older Volkhv, who is one of their healers.

NEXT SESSION: May 2, 14:00

## Day 2

Ines talks of recording Volkhv language. Malincka heartily agrees and offers Ines hospitality to do research at Thousand Caves.

Volkhv Sun Magic: does it violate Hermetic Law (Limit of Lunar Sphere), or is it affecting light at the Terrestrial end.

### Day 3

Stratsimir - sun koldun of Volkhv people; lives in hut on Earth Crown.

NEXT TIME: 16 May 2020. Talk to Nattassia Paramov. She worships Khors & can turn into a semblance of the Firebird.

Ružena is studying Yakim's notes on Magic Theory.

### Day 4

Visit Aniko, the healer, in the evening. She cannot heal Valton and says that he does not **want** to see. During the ritual, something infernal is seen around Valton.

### Day 5, Ritual Day

The Ritual:

People with Second Sight see Sarah the Scholar with a rounder face and bigger eyes.

Once it starts, Valton does not want to witness the ritual.

Schwartzburg am Spree's report:

1.Volkhv aren't using Hermetic magic unless Gifted. Thousand Caves is teaching Hermetic magic to the Gifted Volkhv.

2.Magic Theory: Volkhv magic is emotional and not logical; spiritual.

3.Ines: Volkhv are learning more from Hermetic Order than reverse.

4.Spirits? More research needed! But not divine nor infernal.

5.Recommend documenting Volkhv language and life.

6.Emphasize: no infernal influence!

## **Season Activity Notes (Post-Session Email):**

Next Game: June 20

XP from this season: 15. Spendable on any Art or Ability that seems reasonable.

Due to the long travel time, no lab work is possible this season.