## **Summer 1222 Adventure**

Novgorod Tribunal

## **Synopsis:**

Members of the SaS Covenant travel to the Three Lakes Covenant for the Novgorod Tribunal.

## Main characters:

Kris: storyteller

Lisa: Bronwyn (maga) & Lembit (familiar)

Marcy: Sister Agnes Celeste

Mark: Valten (magus), accompanied by Sarah the Scholar

Tim: Ludwig

Vicki: Ružena, accompanied by Parisa de Cartis

### Locale

Three Lakes Covenant, Novgorod Tribunal

#### **Obstacles**

Members of the Thousand Caves Covenant will push for SaS to join Rhine Tribunal.

FIND A HEALER MAGE TO LOOK AT VALTEN. This mage will say that the blindness is inherent in Valten due to some trauma that he does not remember.

COMPETITION...

#### **Outline:**

#### MAIN NPCS:

Three Lakes:

Thousand Caves Covenant

Pripet Maior

Leczyca Covenant:

#### Other NPCs:

Bodyguards: Petruccio & Zuan Baldovini

Alwig the cart driver & Owen the mule

- 1. Yakkim ibn Rassur of Thousand Caves has heard SaS makes glassware and wishes to purchase as much glassware, on behalf of TC, as possible from SaS. [Trade agreement in Session Play Notes]
- 2. Pripet Covenant attack on Thousand Caves (in 1217)
  - a. Andrei Soitkchin (3 Lakes) is senior quaesitor, and must bring up question.
  - b. Malincka Capcek of Thousand Caves is shouted down by Pripet Tribunal, and then re-declares their (limited) success in integrating Volkhv pagan/faerie magic with Hermetic magic to control auras.
  - c. Yellina Ozwry states Malincka's research (using powerful Faeries) will invite demons instead. Plus it's Hermetic heresy!
  - d. Pavel Chedvav of Three Lakes asks, "Isn't your ultimate goal to unite Hermetic magic and mundanes?"
  - e. Natassia Baramov, "The Volkhv already have their own magic to obtain a heart beast and work Domestic Magic."
  - f. XXX, "Domestic Magic is just a myth—a superstitious believe, a placebo."
  - g. XXX, "And there's no control in the Volkhv to prevent demonic possession."
  - h. Andrei Soitkchin tries to bring argument back to Pripet Maior's attack on Thousand Lakes, <u>5 years ago</u>. "They had no mandate for a Wizard's War!"
  - i. Yellina of Pripet, "Can't you see that Thousand Lakes is practicing forbidden magic that could descend into diabolism? We needed no to mandate."
  - j. Yelya of Thousand Caves, "I demand an apology for the attack. I demand Certámen!"
  - k. Etc...
- 3. Tribunal Topic: Rhine Tribunal's offer
  - a. Magi outline options.
  - b. A House Tytalus magus (find one?) suggests a contest between SaS/Novgorod and Roznov/Rhine Tribunal. Others may wonder who would be a suitable champion for SaS.

- c. Yury Beslav suggests that before SaS makes a decision, they visit Rosnov/Rhine Tribunal before making a decision.
- 4. Personal Event: Valten's blindness
  - a. A notable healer magus (find one?) cannot fix. Says that Valten's inherent nature of blindness is his unwillingness to see, and that he must confront what caused his blindness.
- 5. Tribunal Competition:
  - a. Spells:
  - b. Magic items:

## **Session Play Notes:**

Sister Agnes Celeste arranged to take gifts to the Three Lakes Covenant. They were well received by the Covenant and made an impression at the Tribunal.

- Ales and beers made by Lenuzo the Brewer.
- Cobalt glass lab ware and bowls.
- Forest glass dinnerware.
- Chest of citrus fruit.

## **Trade agreement with Thousand Caves Covenant**

Yakkim ibn Rassur of Thousand Caves Covenant (TCC) negotiated the following trade agreement with Schwartz am Spree Covenant (SaS).

Every year, during Winter, TCC provides SaS with 2 pawns of Herbam Vis, 2 pawns of Aquam Vis, and 2 pawns of Animal Vis.

Every year, during Fall, SaS provides TCC with 2 sets of laboratory glassward, plus some replacements.

## The Tribunal

SaS magi tasked with independent research of Thousand Caves issue in the Fall of 1222. (Next game session/adventure.)

Pripet Maior magi showed their dementias (winter covenant). Casimi Ljech randomly shifts to his water buffalo Heart Beast.

Rhine Tribunal's offer to SaS is tabled.

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

XP: 10

Suggested XP use: Hermetic Arts, Code of Hermes, Faerie Lore, Parma Magica, Magic Lore, Magic Theory

Grogs???

Companions???