

Semita Errabunda

by David Chart

Semita Errabunda is a covenant in early summer, populated primarily by young magi. The notable exception is Darius of Flambeau, a respected hoplite coming into his full power as a magus. Darius's membership has kept the covenant safe from serious political rivalry, as few magi want him as an enemy, and the covenant's natural tendency to stay neutral in Tribunal politics has helped insulate it further.

Semita Errabunda is located in a *regio*, in a level 5 magic aura, and the next level of the regio, at level 7, has the remarkable property of connecting to different places in Mythic Europe at different times. The magi would quite like to know why it connects as it does, and how to predict where it will be, but so far none of them have wanted to know badly enough to actually devote serious time to studying the problem. The members of the covenant also strongly suspect that there is at least one more regio level above level 7, but they do not yet have conclusive proof.

There are two levels below the covenant's level, at magic auras of 3 and 1. Level 1 is very similar to the external scenery, but influenced by the appearance of level 5, while level 3 is much like level 5, but influenced by the external scenery. Levels 1, 3, 5, and 7 can all be entered in several ways. Being led by an inhabitant always works, and magic can see through the boundaries. Similarly, simply becoming lost on one of the lower levels gives someone the standard chance of wandering into a higher level. The covenant does not think there is any route that guarantees entrance to higher regio levels, so they keep a grog on the external level to greet visitors and lead them in.

Level 5 of the regio takes the form of a lake surrounded by mountains, highest in the north and dropping to the south. In the north, a waterfall plunges over two hundred feet into the lake, while in the south the waters flow out over a similar drop. Anyone crossing the ridge of the mountains finds

themselves descending again towards the lake, and things that flow out over the waterfall generally flow back in, at the north end of the lake.

There are two exceptions to this: passes to the east and west of the lake. If you pass through the east pass at sunrise, or the west pass at sunset, you find yourself in level 7 of the regio.

The mountains are forested, and home to various creatures, most noticeably magical. There is some space for farming, but the covenant does rely on external contacts for part of its food supply. The lake contains a number of picturesque islands, and the covenant proper is built on the largest of these, slightly south of the center. Residents of the regio can walk on the surface of the lake to get to the island; new recruits to the covenant are accommodated on the shore until they can walk on the water. Mundane recruits are told this before their guide shows them that it can be done. Just how long they are left thinking that the condition is impossible depends on how mean their guide feels.

The covenant itself consists of a number of typical medieval buildings, built mainly of wood. The covenant has not yet spent the *vis* required to raise impressive stone towers, and given the level of security provided by the regio they haven't really felt the need; nothing that can get to the island is going to be hindered by stone walls. The largest building is the great hall, which can hold all members of the covenant with ease, with room for growth. The library is housed in a room on the eastern end of the hall, which also serves as the council chamber.

Each magus has his own house, which includes his laboratory. So far, all the magi have chosen to designate the whole of their house as their sanctum. These houses are built some distance apart, so that a disaster in one laboratory will not immediately threaten everyone. For similar reasons, the mundane

members of the covenant live in several separate buildings, although none of them have whole structures to themselves.

The covenant currently has a minor problem; the magus who used to cast the Aegis of the Hearth has left, and no current members know the spell. Someone will have to, but none of the resident magi particularly want the responsibility.

The Wandering Regio

Level 7 of the regio is changes its appearance from time to time. It always looks very similar to the place it currently leads to, and when its appearance starts to shift, that is a signal that its connection point is about to shift. When the covenant sends expeditions out they always have someone stationed in the regio, to warn if the explorers are about to lose their easy route home. This isn't a popular job, because it is boring and doing it too often warps the guard.

The regio has never been known to connect to a point outside Mythic Europe, but it has connected to many different places within. It normally seems to stay connected to one place for about a month; the shortest recorded connection was a week, and the longest almost a season. There seems to be no pattern to its wandering.

COVENANT STATISTICS

Aura: Magic 5

Hooks: Regio (major)

Boons: Aura (minor x2), Regio (minor)

Build Points Spent: 800

Library: Creo summa (level 6, quality 21), Intellego summa (level 6, quality 21), Perdo summa (level 16, quality 15), Auram summa (level 6, quality 21), Corpus summa (level 16, quality 15), Herbam summa (level 6, quality 21), Ignem summa (level 6, quality 21), Imaginem summa (level 16, quality 15), Vim

summa (level 6, quality 21); Code of Hermes summa (level 6, quality 15), Latin summa (level 5, quality 20), Magic Theory summa (level 6, quality 15); Perdo tractatus (quality 11), Rego tractatus (quality 10); Mentem tractatus (quality 10), Terram tractatus (quality 9); Order of Hermes Lore tractatus (quality 11), Parma Magica tractatus (quality 10), Penetration tractatus (quality 10)

Lab Texts: (All Lab Texts are for spells, rather than enchanted devices.) The Wizard's Mount (CrAn 35); Deluge of Rushing and Dashing (CrAq 40); Circling Winds of Protection (CrAu 20); The Chirurgeon's Healing Touch (CrCo 20), Gentle Touch of the Purified Body (CrCo 20), Purification of the Festering Wounds (CrCo 20), Cheating the Reaper (CrCo 30), The Eye of the Sage (InCo 30), Shape of the Woodland Prowler (MuCo 25), The Wound that Weeps (PeCo 15), Curse of the Leprous Flesh (PeCo 25), Grip of the Choking Hand (PeCo 25), Incantation of the Milky Eyes (PeCo 30), Clenching Grasp of the Crushed Heart (PeCo 40), Strings of the Unwilling Marionette (ReCo 25), Seven-League Stride (ReCo 30); Stir the Slumbering Tree (MuHe 25), The Great Rot (PeHe 25), The Treacherous Spear (ReHe 25); Ball of Abysmal Flame (CrIg 35); Eyes of the Eagle (InIm 25), Summoning the Distant Image (InIm 25), Aura of Ennobled Presence (Mulm 10), Veil of Invisibility (PelM 20), Silence of the Smothered Sound (PelM 20), Wizard's Sidestep (Relm 10), Image from the Wizard Torn (Relm 30); Loss of But a Moment's Memory (PeMe 15). Blessing of Childlike Bliss (PeMe 25), Passion's Lost Feeling (PeMe 25); Obliteration of the Metallic Barrier (PeTe 20), End of the Mighty Castle (PeTe 25); Piercing the Divine Veil (InVi 20), Piercing the Faerie Veil (InVi 20), Piercing the Infernal Veil (InVi 20), Piercing the Magical Veil (InVi 20), Wind of Mundane Silence (PeVi 40), Aegis of the Hearth (ReVi 20), Aegis of the Hearth (ReVi 30), Aegis of the Hearth (ReVi 40)

Vis Sources: Certain pebbles at the base of a crumbling rock face within the regio contain Perdo *vis*, and a total of five pawns per year can be harvested here. Magic is needed to determine which pebbles contain the *vis*.

A golden rabbit (its fur is golden; it isn't actually made of gold), containing four pawns of Animal *vis*, is born every year on one of the regio levels. The *vis*-bearing creature is easy to spot, but then you must catch your rabbit.

If a fire is kindled on the top level of the regio and carried out through that level, and then brought back in through the mundane world and the bottom level, before being allowed to burn out in the top level, the ashes contain a pawn of Ignem *vis*. The fire cannot be transported by magic at any point, but the covenant still manages to do this about once per season. This source can produce no more than four pawns of *vis* in a single year.

A natural mirror in a cave on one level of the regio reflects the true feelings of anyone who looks into it. If someone who is deeply sad, but successfully hiding their emotions, looks into it, five of the tears cried by the image bead on the mirror's surface, and each drop contains a pawn of Intellego *vis*. This source produces no more than five pawns of *vis* per year.

The guano deposited by birds on the covenant itself yields two pawns of Auram *vis* every year. Virtually all of it needs to be collected to get the *vis*, which is normally transferred to another vessel. Neither collection nor transfer are popular jobs.

Vis Stocks: 5 pawns of each type of *vis*, as an emergency reserve. Thus, 75 pawns in total.

Enchanted Items: *Mapa Mundi*: This large map of the world occupies the whole of a circular table in the heart of the covenant. The map itself is drawn onto the table, with details added every time members of the covenant come back from an expedition. A ring, normally worn by a grog, is a fixed Arcane Connection to the map, which shows images of the ring's wearer and all other members of his group. These images show the current state of the people, but do not show their surroundings. They do appear at the correct location on the map, but as they are not drawn to scale each individual is roughly the size of Ireland. Magi in the group are generally invisible, as the item does not have the penetration to get through any magic resistance.

In(Cr)Co(Im) 59 (Base 4, +4 Arc, +2 Sun, +2 Group, +1 InIm requisite, +1 CrIm requisite (making the images on the map), +1 location as well as appearance, +3 levels environmental trigger, +1 level 2 uses/day)

Library Lamp: This bronze lamp contains no fire, but it fills the room it is in with light as bright as that on a cloudy day. This light has no direction and no glare, so it is ideal for reading. It also makes the room it is in comfortably warm.

CrIg 34 (Base 4 (for the light), +1 Touch +2 Sun, +2 Room, +1 heat, +3 levels environmental trigger, +1 level 2 uses/day)

Fire Guardian: This item takes the form of a small bowl of water, and only works if it is kept full of actual water. If a fire starts in the room containing the item, it is immediately extinguished. This only works on fires doing +5 damage or less, but very few fires start stronger than that.

PeIg 20 (Base 4,+1 Touch, +2 Room, +3 levels environmental trigger, +2 3 uses/day)

Guard Alarms: These wristbands are activated by saying 'Help', in Arabic, while wearing them. When activated, they make a distinctive wailing sound for two minutes. This sound is a thousand times louder than a single man's shout, and can be heard throughout the level 5 regio. The covenant has four of these, given to the guards patrolling the borders of the level 5 regio. The sounds cannot, alas, be heard across regio boundaries.

While it is not pleasant to be standing next to one of these when it goes off, it is not actually damaging, nor does it have concrete game-mechanical effects. The grogs using the alarms are taught the command word as a simple sound.

CrIm 5 (Base 1, +1 Diam, +3 size, 1 use per day)