Viatoro's prologue

Viatoro was born in the spring of the year 1190. Raised solely by his mother, as was the tradition, who was a practitioner of Hedge Magic. It was because of his lineage that his "Gift" was bestowed upon him [**Mythic Blood** - *ArM 5e p.47*]. His mother and the Matriarchs before her could proudly trace their lineage to the originator of their line, Sandola. Sandola was the only child sired by Mercere after losing his Gift, it was ironic that one that lost his Gift could still pass The Gift on to his children. One beneficial side effect of this was that all descendents of Sandola acquired a gentle display of the gift [**Gentle Gift** - *ArM 5e p.42*] without alarming others. Because she was his bastard child and that her mother also practiced Hedge Magic, Mercere decided to protect them both. Mercere commissioned one of his former apprentices to create a portal that lead to a magical regio [**Mystical Portal** - *Covenants p. 8*]. This was no ordinary regio, in fact it was completely isolated from the outside world. To achieve such a feat a large magical aura had to exist between the created realm and the portal. Mercere's solution was to warp the fabric of time itself inside of the magical realm [**Missing Aura**, **Time Dilation** - *Covenants p. 7,9*]. Because of the time dilation achieved, the aura was four times as powerful as any aura in the ordinary world. Mercere then funneled all of the aura into the portal, none was spared thereby draining the land of any noticeable aura at all. As a final measure, Mercere enlisted the help of Faeries along with Sandola and other practitioners of hedge magic to curse the lands surround the portal such that passage to and from the portal was severely limited, and difficult to get to by outsiders [**Regio**, **Hidden Ways** - *Covenants p. 7,23*]. It was here that Sandola lived and her daughters after her. Mercere told Sandola upon his leaving that she would only have daughters, but if in the future she should have a son then he should establish a secret covenant in the magical realm and cause the newly formed fusion of The Gift with hedge magic to flourish in the hopes that one day those who practiced hedge magic would be accepted as other magi, as equals. It was against this backdrop that Viatoro was born.

From his youth, his mother trained him in his gift and the local hedge wizards familiarized him with hedge magic [**Hedge Wizard** - *ArM 5e p. 54*]. His mother did not consistently expose him to the outside world, and because of this Viatoro developed a curiosity about the local Mercere houses. Once he came of age he spent more time with the local redhats and even accompanied them on some of their deliveries. He developed an appreciation for the logistics involved in the delivery of the messages and sometimes goods that the redhats carried on some of their longer journeys. It is because of this he has developed a fascination and budding obsession with portals. Although after Mercere's death, much of the knowledge of how these portals operate was lost he determined to learn what was forgotten and form his own house, one where it would take more time to take a shower than to deliver a message acros the world [**Higher Purpose** - *ArM 5e p. 54*][**Driven** - *ArM 5e p. 53*]. There are some that even believe that the portals never existed, although Viatoro knows better. Viatoro finally made a commitment to the local Mercere house and met the needs of the local Mercer house. [**Lone Redcap** - *House of Hermes p. 106*][**Well-Traveled** - *ArM 5e p.50*]. Over time, because of his tenacity and openness to discuss ideas about portals along with the idea of resurrecting the forgotten knowledge, he was often ridiculed and scoffed since no one believed that this was possible [**Judged Unfairly** - *ArM 5e p. 55*]. Frustrated with house Mercere in general, he decidedly to leave causing his reputation to tank with the local house and with House Mercere overall. Because of this, he nore his followers can expect to receive any assistance from any local Mercere houses, Viatoro is not driven more than ever to find the secrets of the portals along with developing a system of lightning fast deliveries the world or House Mercer has ever seen.

Viatoro's mom officially handed over the ownership and leadership of the house to him last year, although his mother still makes some strong recommendations every now and then [**Hermetic Patron** - *House of Hermes p. 108*]. He has started to reshape the house and its regio into a force of his making to realize his grandiose dreams.

Viatoro wasted no time getting his newly gifted "covenant" off the ground. Viatoro needed to get knowledge and fast, his library was non-existent and he decided to exploit the time dilation of his covenant to his advantage. It would normally take scribes at least a season or more to copy various texts (for a fee) and deliver them to the requester. With the time dilation, his scribes could copy books four times faster [**Hermetic Services** (copying texts) - *Covenants p. 21*]. What wizard wouldn't want four books copied in a season instead of one!? What Viatoro didn't publicize was that he would create two copies of the book he was hired to copy. One for the customer and one for himself. It was illegal [**Dark Secret** - *Covenants p. 19*], but he felt confident he could get away with it.

The first step was the organization of the covenant. It was a small start, and the covenant was less of a true covenant and nothing more than a house [**Wooden Fortification**- *Covenants p. 15*] [**House Covenant** - *Covenants p. 22*], he would upgrade it in time. He wanted to attract quality individuals to his covenant, especially scribes. He did this by providing adequate wages, but more importantly he gave them property [**Alienable Land** - *Covenants p. 19*], provided equal opportunity to all regardless of sex or use of magic (hedge or otherwise) [**Suffrage** - *Covenants p. 20*],permitted its inhabitants to govern the day to day operations of the covenant in the form of a council composed of its residents where he had the final approval/disapproval [**Council** - *Covenants p. 17*]. Viatoro rarely overrode the council's decision, but would if it would interfere with his life's goals namely the discovery of how to use the portals. The scribes he brought in were extremely intelligent and those they recommended as servants and deliverers were also very loyal. Their community was a tight knit one. Over time they developed certain traditions that not even Viatoro would consider changing [**Rights & Customs** (unknown) - *Covenants p. 20*]. It was here that Viatoro's ambitions, and fears ... his very life would start anew.

**Year 1:**

Game Mechanics:

Step 1: Received two adventures [**Missing Aura, Hermetic Services**] and 1 extra botch die from bad omen.

Step 2: Both adventures' difficulty set to **15**.

Step 3: Missing Aura: **Own House**, Hermetic Services: **Local Gentry**.

Step 4: Missing Aura: **Winter**, Hermetic Services: **Autumn**.

Step 5: Missing Aura: **Complex (2)**, Hermetic Services: **Complex(2)**.

Step 6: Missing Aura: **1: Thriller/Wilderness, 2: Legal/Diplomatic**, Hermetic Services: **1: Legal/Diplomatic, 2: Thriller/Wilderness**.

Step 7: N/A

Steps 8-12: see year 1 logs

Story:

**Spring**: Lab work, create new spell to speed rate of travel via the surfing of earth waves created by the spell Crest of the Earth Wave.

Viatoro decided he wanted to first create the spell then to try and enchant pebbles iwth the spell that were attuned to certain individuals. They would simply hold the pebble in their hand and be able to travel at very fast speeds across the ground while standing upon a board made of wood. The plan was for them to "ride" on the earth wave as it propelled them forward. The first step was to create the spell, for that he started with attempting to manipulate the following aspects of the Crest of the Earth Wave Spell:

* R: Voice (Personal), he decided he wanted to change it to Personal since that was how it envisioned it being used once it was attached to the pebble.
* D: Mom (Sun), Viatoro only expected travel during the day and as such planned it for use only during the day as a longer period of time would no longer make the creation of the spell more difficult. Perhaps this is something he could look into later.
* T: Part, Viatoro didn't find a need to change this as it made since for it to start at the feet.

There were other aspects of the spell that he wanted to change:

* the waves would start small and then lift the person up to a height of 1 feet high. The traveler would direct the size of the wave with his thoughts. [change from 5 feet high and 30 ft wide to 1 feet high and 3 feet wide)
* the rider must make a DEX stress roll of 6+ to adjust to riding the wave otherwise there is a chance they could take damage (1d10)
* the wave would move as fast as 880 paces per round vs. the snail's pace of 50 paces per round
* the direction of the wave is controlled by the rider

New Spell would look like:

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| --- | --- |
| **Old Spell** | **New Spell** |
| CREST OF THE EARTH WAVE (Lvl 20)R: Voice, D: Mom, T: Part Creates a wave in the earth that starts at your feet and travels out to the range of your Voice in a designated direction. It starts as a narrow ripple and within 5 paces reaches its full size of 5 feet high and 30 paces wide. It moves about 50 paces per round. Those caught in its path must make Dexterity stress rolls of 12+ to leap over the wave, or they are tossed aside and take +10 Damage. The wave overturns trees and damages buildings in its path. (Base 3, +2 Voice, +1 Part, +2 size) | Rider OF THE EARTH WAVE (Lvl 25)R: Personal, D: Sun, T: Part Creates a wave in the earth that starts at your feet and travels out to the range of your Voice in a designated direction. It starts as a narrow ripple and within 5 paces reaches its full size of 5 feet high and 30 paces wide. It moves about 50 paces per round. Those caught in its path must make Dexterity stress rolls of 12+ to leap over the wave, or they are tossed aside and take +10 Damage. The wave overturns trees and damages buildings in its path. (Base 10, +0 Personal, +2 Sun, +1 Part, +0 size) |

Viatoro's Lab total = 3(Int)+5(Magic Theory)+0(Aura)+15(Rego)+15(Terram)+3(Spells lab specialization)+3(Creo specialization)+5(Rego specialization) = 44

Time to create the spell = 44-25=19, so it would take 2 seasons to complete.

**Summer**: Finish creating spell, *Rider of the Earth Wave*

**Autumn**:

Viatoro decided after six months of study to try and establish his covenant not only as an alternative to house Mercere's slow and antiquated delivery system but as a viable book copy service. He made his way to the local towns and visited some of the better known local merchants since his reputation with the Hermetic Houses wasn't at its best at the time. Almost immediately he was stopped in his tracks as he was told he would first have to register his services and his house as a viable trading partner with the local merchants guild before they could discuss anything. Viatoro tried everything to work around the process. He tried schmoozing the merchant, even invoking religious texts to appeal for help, but the merchant was resolute in his stance. Disappointed but yet determined, Viatoro made his way to the local guild and paid the extortionist rate of 70 pounds to get registered. At least with that behind him, he would be able to try again later, as it took him three weeks to go through the registration process.

While traveling back to the house, the weather still hadn't eased up and the storms continued, slowing his progress through the forest realm in which the magical portal back home to peaceful weather existed. As he neared the portal he noticed what appeared to be two women gathered around the portal performing some ritual. He watched, as what he only concluded to be some form of witchcraft, drawn upon the portal to infuse something they had brewing in the small cauldron that they setup.

Viatoro tried to sneak around the witches camp, but first had to climb a tree to get a better vantage point to sneak. While climbing, the branch he was on gave way and he fell, barely injuring himself but making enough of a loud noise to capture the attention of the witches. As they approached the broken branch, one of them sniffed the air as they eyed Viatoro sneakily trying to enter the portal. They both cast a spell at him at the same time he tried casting his offensive Terram spells, Creeping Chasm followed by Crest of the Earth Wave. They got to him first and interrupted his casting both times, the force of the spell sent him through the portal and he vanished.

**Winter**:

Viatoro waited a few weeks to make his way back to the portal to try and discern what if any damage the witches made to the portal along with trying to study it much like studying raw vis. He wasted no time assessing the damage done to the portal, there was none that he could ascertain and started to spend his time studying the magical underpinnings of how the enchantment was connected to the portal. It was at this point he decided to experiment with the enchantment itself. At first he started subtly and had some success but then decided to take chance and that was when it happened. He lost his focused and temporarily caused the portal to shut down for several days. Unfortunately half of his house was trapped in the regio with the other half waiting to arrive in the dead of winter. Sadly, some of those waiting for the portal to open had to make camp and some of those unaccustomed to the harshness of winter died while waiting. Viatoro tried several times to activate the portal and received some nasty feedback from the magical enchantment while it was trying to "heal" from whatever damage the witches or even himself had caused. This caused him to stumble around the rest of the week and he was bedridden for most of it. It was at this point he decided to stop the investigation and let time and healing run its course.