Characte	r: Vil	tauta	as Dauma	antas	Magus o		Bonisa	gus	Play	er: S a	am		Ars Ma	gica 5 th	Edition	(v4.x)
_			Cı	urrent Yea	1245	AD	Saga:	The Pil	llars of	f the Ear	th / T	he Worr	ns Beneath			
Age	51 (A	Apparen	nt Age 37)	(Point	s / Score)	-	Nationality	Lithua	anian (Nadruvi	an)		Height	t 6' 3"		
Year Born	1194 A	D	Decrepitud	de 0	0	Plac	ce of Origin	Nadru	ıvia, in	Lithuan	ia, No	ovgorod	Weight	: 14 sto	ne (200	lbs)
Gender	Male		Warpin	g 23	2		Religion	Nadru	ıvian p	agan			Haii	r Aubur	n	
Size	+1		Confidenc	e 1/5	00000	F	landedness	Left					Eyes	Blue		
Book:Page	M/m	Type	Virtues (10)			Virtues	and Flaws - Book:Pa		M/m	Туре	Flaw	e (10)				
			<u> </u>				∃	.gc .								
ArM5 9, 43 ArM5 36, 75			Hermetic M	agus			ArM5 55 ArM5 55		m m	Herm Herm		mous M	ic Resista	nce (Im	aginom	,
ArM5 48	M	<u> </u>	Secondary 1	Inciaht			ArM5 51		m	Gen			(Martial)		agilieili	
ArM5 44	m		Inventive G		/⊥6 Lah Total	c)	ArM5 53		M	Per			end Herme		ic Theor	24)
ArM5 40	m		Cautious So	• •		3)	ArM5 54		m	Per		•	ose (Ensur			
ArM5 48	m(F)		Puissant Ma				ArM5 53		M				stior Ueteribu			
ArM5 40	m	Gen	Affinity with			(cost)			1.1	Story			miros the Des			
ArM5 40	m		Affinity with										mer Allies a	•		nuo
RoP:Inf 83	M,Twi		-				-				_		nis of House (icrates)	
AncMag 55	m,Res		Fertility Lor								Liici	ily i <u>Scyti</u>	iis of House (Jucinicus		
AncMag 55	M,Res		Fertility Ritua	•	Dilicy, 123 XI)										
,c. idg 55	,	1101111	. cremey release	r ragic			1									
ArM5 40	m	Gen	Apt Student	t (When to	aught, +5Q)		1 L									
ArM5 40	m,In	Gen	Clear Think	er (+3 Res	ist confusion/	'etc)										
ArM5 43	m	Gen	Good Teach	er (Write +	3Q, Teach +5	5Q)										
ArM5 44	m	Gen	Large	(Size +1	, Wound rang	ges 6)										
ArM5 50	m(F)	Gen	True Friend	: Raven Fan	niliar Užside	gimas										
Defense = Q Damage = S Personalit Curious Humble Friendly Pagan Belie Patient Equipment Wizard's rol Wax tablet, Supplies of	IK + Weapo EX + Weapo IK + Weapo IK + Weapo IR + Weapo IT + Weapo	n Initative n Attack n Defense n Damage Total ed cloa riting q n variou	- Encumbrance + Ability with Weal + (Combat Advantable) - Encumbrance + Ability with Weal + (Combat Advantable) - Encumbrance + Ability with Weal + (Combat Advantable) - Encumbrance + Ability with Weal + Ab	Personali Optimistic Joyful Devoted *Loyal to Use Buts, birch base, inkpot, se	Fresh Winded Weary Tired Dazed Unconcious Fatigue Roll ty Traits to Laima Jžsidegimas rden =	= (Stamina + Score	Reputation Infamous Enthusiasi Kindly (Co Dangerous Encumbrance	cypht edium eavy capacitated and savy capacitated and save capacitated a	+5 = (Order olderly (k of Fuorss (Corength -	-5 13- -CO 19- - 25- Stamina + Other (rer of Her Correspondichimen conservative)	Range 6 -12 -18 -24 Type mes) onden Abstree facti	+ Prote + Form / Scop t (variourusus) on within	e of Reput us scholars) Order of Her Pro Days of Days M 0) Libram /	1 week 1 month 1 season Crisis: *(Roll + Bronz n / 5, round ation) wisions: Rations of Drink loney: Pounds	n 9 1 1 Sunrise & Si ze Cord d up) XP / 42 15 18 21 3 2 2 5	Improve 10 12 15 9
1 Folk Witch	• •	Heal Lig	ght Wound)									(1	.) Denarii	/ Pence	12	<u>'</u> 0
Silver basin		ırails (5	0 £)		The Vigorou	us Irminsul	I [CrHe 30]			Ocu	lus n	f Fertil	e Inquiry [InCo 201		
Human sku					Senelio Kan			e" [CrH	e 131				b Focusing			
			from Mesimiro	s' stash									eps of St I	-	-	 Co 20]
										Mut	e As	sistant	of the Mid	wife [Mu	ı(In)Co 2	.0]
										1						

Character: Viltautas Daumantas

Communication COM +3

Intelligence INT Strength STR Perception PER +1 Presence PRE +2

Stamina STA +2 Dexterity **DEX** -2 Quickness QIK +1

Size +1 Base MR 25 Confidence 1 / 5 0 0 0 0 0 (120+120)

Magus of House: Bonisagus Player: Sam

(75 L+45 Gc) Early Life 120 (15 per year) 150 Later Life Apprenticeship 240 XP from Virtues 286 Total Adventure XP

280 Total **Learning** XP 445 Total **Exposure** XP 315 Total XP = 1836

Abilities XP 999 **Hermetic Arts** XP 742 Spell Mastery XP 95 Total XP Spent = 1836

Martial Abilities	(XP /	Score)	Specialties	Academic Abilities	(XP /	Score)	Specialties
[Gc] Brawl	5	1	Dodging	[Acad] Artes Liberales*	15	2	Ritual Magic
[M] Single Weapon		_	(Ability Block)	Literate in Scripts:	0	2+0	Latin, Greek
[M] Great Weapon	_	_	(Ability Block)	[Acad] Art of Memory*	5	1	Number of Rooms
[M] Bows	_	_	(Ability Block)	[G] Chirurgy*	5	1	Midwifery
[M] Thrown Weapon	_	_	(Ability Block)	[Acad] Medicine*	5	1	Physician
				[Acad] Philosophiae*	32	3	Ritual Magic
Physical Abilities	(XP /	Score)	Specialties				
G] Animal Handling	1	0		Formulae: Artes Liberales (5XP)	0		Astrological Inceptions
[Gc] Athletics	5	1	Balance		0		Pharmaceutical Theriacs
[Gc] Awareness	5	1	Supernatural	Formulae: Philosophiae (5XP)		 	Alchemical Reagents
[G] Hunt	1	0	Supernatural	101 marae 1 1122030p112ac (5741)	U		Azenemzeaz neagenes
			Ma ata batalar	[Aug] Laws Carla of Hamas at	-	-	M da
[G] Legerdemain*	5	1	Magic tricks	[Arc] Law: Code of Hermes*	5	1	Mundane relations
[G] Ride	1	0		[Acad] Law: Civil & Canon*			
[Gc] Stealth	5	1	When still	[Acad] Law: Common Law*			
[Gc] Survival	5	1	Cold forests and bogs	[Acad] Law: Islamic*			
[Gc] Swim	1	0					
				[Acad] Theology, Christian*	1	0	
Social Abilities	(XP /	Score)	Specialties	[Acad] Theology, Jewish*	1	0	
[G] Bargain	5	1	Texts & arcane items	[Acad] Theology, Islam*	1	0	
[G] Carouse	5	1	Quiet and sociable	[Acad] Theology: Pagan*	1	0	
[Gc] Charm	15	2	With kindness		<u> </u>	Ĺ	1
[G] Etiquette	5	1	Hermetic	Supernatural Abilities	(XP /	Score)	Specialties
	15	2		-	30		- '- '
[Gc] Folk Ken [Gc] Guile	15	2	Magi	[Sup] Cthonic Magic [Magic]	30	3	Ancestry & Origins
			Negotiations	[Sup]			
[G] Intrigue	5	1	Alliances	[Sup]			
[G] Leadership	40	4	Teaching and labwork				
[G] Music	5	1	Lithuanian songs	Arcane Abilities	(XP /	Score)	Specialties
[G] Teaching	30	3	Arcane (Magic Theory)	[Arc] Hermetic Magic Theory*	150	8 +2	Research Aff, Pui
			1	[Arc] Parma Magica*	75	5	Mentem
Languages	(XP /	Score)	Specialties	[G] Concentration	5	1	Spellcasting
[Gc] Native: Prussian	75	5	Nadruvian	[Arc] Finesse	6	1	Precision
[G] Living: Middle German	50	4+1	Salzburg region	[Arc] Penetration	6	1	Perdo
[G] Living: Greek	25	2	Cretan, Myths	[Arc] Fertility Lore	25	2	Performing Initiations
G Living: Greek	5	1	Magicians & Apothecaries		15	2	Integration research
	3	+	Magicians & Apothecaries	[Arc] Folk Witch Magic Theory*	13		integration research
II.C. I Livings							
[G] Living:						†	
[G] Living:	_				0.5		
[G] Living: [G] Living: Guan	5	1	Junonia (the Hesperides)	Supernatural Realms	(XP /	Score)	Specialties
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign*	30	3	Instructions and orders	[Arc] Magic Lore*	23	2	Non-Hermetic Traditions
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin*	30 75		-	[Arc] Magic Lore* [Arc] Faerie Lore*	23 5		<u> </u>
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign*	30 75	3	Instructions and orders	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore*	23 5 5	2	Non-Hermetic Traditions
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin*	30 75	3 5	Instructions and orders Hermetic	[Arc] Magic Lore* [Arc] Faerie Lore*	23 5	2	Non-Hermetic Traditions Pagan Gods
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek*	30 75 5	3 5 1+0	Instructions and orders Hermetic Arcane texts	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore*	23 5 5	2 1 1	Non-Hermetic Traditions Pagan Gods Divine creatures
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek*	30 75 5	3 5 1+0	Instructions and orders Hermetic Arcane texts	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore*	23 5 5 5	2 1 1 1	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek*	30 75 5	3 5 1+0	Instructions and orders Hermetic Arcane texts	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore*	23 5 5 5 (XP /	2 1 1	Non-Hermetic Traditions Pagan Gods Divine creatures
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek*	30 75 5	3 5 1+0	Instructions and orders Hermetic Arcane texts	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus	23 5 5 5 (XP /	2 1 1 1 1 Score)	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew*	30 75 5 5	3 5 1+0 1	Instructions and orders Hermetic Arcane texts Metaphysics & academic	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal	23 5 5 5 5 (XP /	2 1 1 1 1 Score) 1 1 1	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions	30 75 5 5 (XP /	3 5 1+0 1 Score)	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania	23 5 5 5 5 (XP / 5 5 5	2 1 1 1 1 Score) 1 1 2	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe	30 75 5 5 (XP /	3 5 1+0 1 Score)	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim	23 5 5 5 (XP / 5 5 15 5	2 1 1 1 1 Score) 1 1 1	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Papermaking	30 75 5 5 	3 5 1+0 1 Score)	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides	23 5 5 5 5 (XP / 5 5 5	2 1 1 1 1 Score) 1 1 2	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Farming	30 75 5 5 (XP / 5 5 5	3 5 1+0 1 Score)	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation Experimental crops	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides [G]	23 5 5 5 (XP / 5 5 15 5	2 1 1 1 1 Score) 1 1 2	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Papermaking [G] Profession: Farming [G] Profession: Sailor	30 75 5 5 	3 5 1+0 1 Score) 1 1 1	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation Experimental crops Staying out of the way	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides [G]	23 5 5 5 (XP / 5 5 15 5	2 1 1 1 1 Score) 1 1 2	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Papermaking [G] Profession: Farming [G] Profession: Sailor [G] Profession: Barkeep	30 75 5 5 (XP / 5 5 5	3 5 1+0 1 Score)	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation Experimental crops	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides [G] [G]	23 5 5 5 (XP / 5 5 15 5	2 1 1 1 1 Score) 1 1 2	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Papermaking [G] Profession: Farming [G] Profession: Sailor [G] Profession: Barkeep [G] Craft:	30 75 5 5 	3 5 1+0 1 Score) 1 1 1	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation Experimental crops Staying out of the way	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides [G]	23 5 5 5 (XP / 5 5 15 5	2 1 1 1 1 Score) 1 1 2	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Papermaking [G] Profession: Farming [G] Profession: Sailor [G] Profession: Barkeep [G] Craft: [G] Craft:	30 75 5 5 	3 5 1+0 1 Score) 1 1 1	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation Experimental crops Staying out of the way	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides [G] [G]	23 5 5 5 (XP / 5 5 15 5	2 1 1 1 1 Score) 1 1 2 1 1	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Papermaking [G] Profession: Farming [G] Profession: Sailor [G] Profession: Barkeep [G] Craft:	30 75 5 5 	3 5 1+0 1 Score) 1 1 1	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation Experimental crops Staying out of the way	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides [G] [G]	23 5 5 5 (XP / 5 5 15 5	2 1 1 1 1 Score) 1 1 2	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Papermaking [G] Profession: Farming [G] Profession: Sailor [G] Profession: Barkeep [G] Craft: [G] Craft:	30 75 5 5 	3 5 1+0 1 Score) 1 1 1	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation Experimental crops Staying out of the way	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides [G] [G] [G] [G]	23 5 5 5 5 5 5 5 5 5 5 5 5 7 7	2 1 1 1 1 Score) 1 1 2 1 1	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces Junonia
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Papermaking [G] Profession: Farming [G] Profession: Sailor [G] Profession: Barkeep [G] Craft: [G] Craft:	30 75 5 5 	3 5 1+0 1 Score) 1 1 1	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation Experimental crops Staying out of the way	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides [G]	23 5 5 5 5 5 5 5 15 5 5 (XP /	2 1 1 1 1 Score) 1 1 1 2 1 1 1 1 Score)	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces Junonia Specialties Research
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Papermaking [G] Profession: Farming [G] Profession: Sailor [G] Profession: Barkeep [G] Craft: [G] Craft:	30 75 5 5 	3 5 1+0 1 Score) 1 1 1	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation Experimental crops Staying out of the way	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides [G] [G] [G] [G] [G] [G] [G] Organization Lores [Arc] Order of Hermes [Arc] Hidden Pillar Lore	23 5 5 5 5 5 5 5 5 5 5 5 5 7 7	2	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces Junonia Specialties
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Papermaking [G] Profession: Farming [G] Profession: Sailor [G] Profession: Barkeep [G] Craft: [G] Craft:	30 75 5 5 	3 5 1+0 1 Score) 1 1 1	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation Experimental crops Staying out of the way	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides [G] [G] [G] [G] [G] [G] [G] Organization Lores [Arc] Order of Hermes [Arc] Hidden Pillar Lore [G] The Church	23 5 5 5 5 5 5 5 15 5 5 5 5 5 5 5 15 5 5 15	2	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces Junonia Specialties Research Performing Initiations
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Papermaking [G] Profession: Farming [G] Profession: Sailor [G] Profession: Barkeep [G] Craft: [G] Craft:	30 75 5 5 	3 5 1+0 1 Score) 1 1 1	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation Experimental crops Staying out of the way	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides [G] [G] [G] [G] [G] [G] Torganization Lores [Arc] Order of Hermes [Arc] Hidden Pillar Lore [G] The Church [G] Teutonic/Livonian Knights	23 5 5 5 5 5 5 5 5 5 5 5 5 5	2 1 1 1 1 1 2 1 1 1 1 5 5 5 5 7 1 1 1 1 1 1 1 1 1 1 1	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces Junonia Specialties Research Performing Initiations Lithuania
[G] Living: [G] Living: Guan [G] Secret: Abstrusan Sign* [Acad] Dead: Latin* [Acad] Dead: Classical Greek* [Acad] Dead: Hebrew* Crafts / Professions [G] Profession: Scribe [G] Profession: Papermaking [G] Profession: Farming [G] Profession: Sailor [G] Profession: Barkeep [G] Craft: [G] Craft:	30 75 5 5 	3 5 1+0 1 Score) 1 1 1	Instructions and orders Hermetic Arcane texts Metaphysics & academic Specialties Copying carefully Experimentation Experimental crops Staying out of the way	[Arc] Magic Lore* [Arc] Faerie Lore* [Arc] Dominion Lore* [Arc] Infernal Lore* Area Lores [Gc] Fulchimen Abstrusus [Gc] Rhine Tribunal [Gc] Lithuania [Arc] City of Arkaim [Arc] The Hesperides [G] [G] [G] [G] [G] [G] [G] Organization Lores [Arc] Order of Hermes [Arc] Hidden Pillar Lore [G] The Church [G] Teutonic/Livonian Knights [G] Knights Hospitaller	23 5 5 5 5 5 5 15 5 5 (XP / 5 5 5 5 5 5 5 5 5 5 5 5 5 5	2	Non-Hermetic Traditions Pagan Gods Divine creatures Deceptions Specialties Labs, Scriptorium, Libraries History Pagan tribes Marketplaces Junonia Specialties Research Performing Initiations Lithuania Aims & Policies
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Targets:

Until sunrise on the fourth solstice / equinox

Vim

One Individual phenomenon

per

+4 Year (R)

Vim

+0 Individual	One single discrete thing
+0 Circle	Everything within an unbroken circle
+1 Part	A part of a discrete Individual
+2 Group	A closely-spaced group of people / things
+2 Room	Everything within a chamber
+3-Bloodline	All descended by blood from immediate target
+3 Structure	Everything within a single structure
+4 Boundary (R)	Everything within a well-defined boundary

Character: Viltautas Daumantas Mag

Magus of House: **Bonisagus** Player: **Sam**

Associations to the Order of Hermes —

Herme	tic House:	Bonisagus
Dom	us Magna:	Durenmar
L	ocated in:	Rhine Tribunal
Curre	nt Primus:	Murion
Name	of Parens:	Radixis Conlatorum "Speaker of Foundations"
		Male, Alpine heritage,
		Born: circa 1123 AD, Gauntlet: 1152 AD
Parens'	Covenant:	(various, including Durenmar)
1st Ap	oprentice:	Laima Žavingas "enchanting luck" of Trianoma
		Female, Lithuanian heritage
		Born: 1210 AD, Apprenticed: Winter 1229 AD
		Fellow Apprentices of Your Parens:
6th	Name:	Kleitos of Ex Miscellenea
		Male, Irish heritage
		Born: circa 1206 AD, Apprenticed: Spring 1219 AD
5th	Name:	Xenia of House Criamon
		Female, Iberian heritage
		Born: circa 1211 AD, Apprenticed: Autumn 1218 AD
4th	Name:	Viltautas Daumantas "Hope of the People, Very Wise"
3rd	Name:	Diogenus of House Bonisagus
		Male, Flemish heritage
		Born: 1166 AD, Gauntlet: 1196 AD
2nd	Name:	Hermogenes of House Mercere ("illegitimate" lineage?)
		Male, Italian heritage, Deceased : 1201 AD
		Born: circa 1146 AD, Taken: 1163 AD, Gauntlet: 1170 AD
1st	Name:	Ibisforeus of House Bonisagus
		Female, Levantine heritage
	,	Born: circa 1102 AD, Gauntlet: 1175 AD

Birth Name:	Vytautas	"(Chase	s / Drives	away	/ / Sees) People"			
Baptismal Name:	(None - u	nbapti	zed pagai	n)				
Year Born:	1194	AD,	on Date					
Parents:	Status un	known	in Nadru	ıvia				
Location:	Nadruvia,	in Lith	uania					
Astrological Sign:	Sign: (Cancer (J	une 21 – July	y 20)				
	Symbol: (Crab			Quality: Cardinal Sign			
	Element: \	Vater			Color: Violet			
	Ruler: N	1oon			Metal: Silver			
	Day: N	londay			Stone: Sapphire			
Apprenticed in Year:	1204	AD,	at Age	10				
Gauntlet in Year:	1219	AD,	at Age	25	(4th for your Parens)			
Joined covenant in Year:	1220	AD,	at Age	26				
Longevity Ritual in Year:	1235	AD,	at Age	41				
Current Year:	1245	AD,	Age	51	(Apparent Age 37)			

	Family, Companions, Shield Grogs, and Servants:
Name:	Laima Žavingas "Enchanting Luck", wife and 1st apprentice
Name:	Albertas "Noble and Bright", 1st child(m), born 1225 AD Spring
Name:	Kasparas "Treasurer", 2nd child(m), born 1226 AD Autumn
Name:	Dalia "Fate/Luck", 3rd child(f), born 1228 AD Winter
Name:	Simonas "He has heard", 4th child(m), born 1229 AD Autumn
Name:	Cemile "Beautiful", 5th child(f), born 1231 AD Spring
Name:	Ieva "Cherry tree", 6th child(f), born 1233 AD Winter
Name:	Jokūbas "Holder of the heel", 7th child(m), born 1234 AD Summer
Name:	Drasa Kruvina, adopted daughter, born Winter 1227 AD
Name:	Doyvidas "Beloved", Grog Captain and second cousin
Name:	Jacobus of Salamanca, Jewish Doctor of Artes Liberales
Name:	

Personal Details of Wizardry —

Covenant:	Fulchimen Abstrusus "The Hidden Pillar"
Wizard's Sigil:	Subtle organization and growth, in base matter and living things
Initiatory Experiences:	Boiling the Stone, Secrets Below FA, Pillar of Roznov, Pillar of Arkaim, The Elect, The Utmost West, Visage and Pillar of Atlas, The Pillar of Cyprus, The Navel of the Earth
Deeds as Mystagogue:	Boiling the Stone, Secrets Below FA, The Elect
Twilight Experiences:	Summer 1229 AD (failed Longevity Ritual for <u>Carnell of Anglia</u> , 3+2 Warping, learned <u>Confounding Instruction of Numerical Arts</u>) Summer 1231 AD (spell testing of <u>The Severed Limb Regrown</u> , 3+0 Warping, Corpus +5XP) Spring 1239 AD (spontaneous casting of InCo spells in the presence of the Titan <u>Atlas</u> , 2+7 Warping, gained <u>Cthonic Magic</u>)
Twilight Scars:	Putrefaction is inhibited in your presence, your gaze has a strangely intense gravity
Notable Discoveries:	Fertility Lore (Arcane Ability, Minor: 15), Fertility Ritual Magic (Minor Hermetic Virtue, Major: 35)
Publications:	PRINCIPIUM FUNDAMENTIO BONISAGUS (Tractatus: Magic Theory, Q=14)
Research and Insight:	Improved Longevity Ritual (8 unstable Insight, from Discovery in 1229 Spring – was disproved)
	Fertility Magic: 2 unstable Insight from original research Discovery in 1238 Summer, (confirmed by Laima Žavingas) Major/Multiple insight sources from Ancient Magic in the Navel of the Earth Fertility Magic: 4 Insight from Discovery in 1243 Spring Fertility Magic: 5 Insight from Discovery in 1243 Summer Fertility Magic: 5 Insight from Discovery in 1244 Spring – Gained new Arcane ability Fertility Lore Fertility Magic: 9 Insight from Discovery in 1245 Winter
Rhine Tribunal Rank:	Master – marks from: Theodoret of Criamon (Columnae Caeli), Severicus of Tremere (Roznov), Adanos of Tytalus (Expectatio)
Certamen:	Defeated Adanos of Tytalus
Wizard's War:	Defeated Mesimiros of Tytalus

		Wizard's Journal - Record of Activities, Adventures, and Experiences since Gauntlet:	
<	1218 AD		
1219	AD Winter		-
1219	AD Spring		
1219	AD Summer		
1219	AD Autumn	Adv: Travel to Salzburg , Inn of the Copper Rooster (Adv-5), (X-3)	
1220	AD Winter	Arrived at Fulchimen Abstrusus, joined covenant, Boiling the Stone. Set up laboratory (X-3)	-
	AD Spring	Studied Summa: Parma Magica (20), (X-3)	
	AD Summer		
	AD Autumn	Scribe: Translated own lab texts (120 Levels), (X-3)	
1221	AD Winter	Is taught: Teaching by Magister Jacobus (13+5+5), (X-3)	-
	AD Spring	Teach: Creo (16+5) to Cemil Tikli , (X-3)	
	AD Summer	Teach: Magic Theory (13+5) to (Jacobus, Paziathe), (X-3)	
	AD Autumn	Study Summa: Intellego (17), 2ndary Insight: +4 Forms, (X-3)	
1222	AD Winter	Study Summa: Rego (18), 2ndary Insight: +4 Forms, (X-3)	-
	AD Spring	Is taught: Muto (15+5) by Custos Vindicoficus (Lower Council of Fulchimen Abstrusus), 2ndary Insight: +4 Forms, (X-3)	
	AD Summer		
_	AD Autumn	Spell Research: CrHe LT=32, <u>Druid's Vigorous Blessing</u> , <u>Druid's Lunar Blessing</u> , <u>Bough of Fragrant Cedar</u> , 2ndary Insight (+4), X-3	
	AD Winter AD Spring	Study: Org Lore: Hidden Pillar Lore (15), Initiation: Secrets Below Fulchimen Abstrusus, X-3 Teach: Corpus (18+5) to Chemil Tikli, X-3	
	AD Spring AD Summer		
_	AD Autumn		
		Lab: Longevity Ritual for Sir Aedan Cole (LT=40), Adv: Choosing of Three (5), 2ndary Insight (+4), X-3	
	AD Winter	Lithuanian Expedition (Durenmar, True Believers Adv-15; Covenant Roznov Adv-10), 2ndary Insight (+4), X-3	
	AD Spring	Lithuanian Expedition (Chase, Cages, Crow Adv-10), 2ndary Insight (+4), X-3	
	AD Summer	Marriage to Laima Žavingas "Enchanting Luck", Gifted Lithuanian tribeswoman	
1224	AD Autumn	Raven Familiar Užsidegimas "Inspiration" Enchant Familiar Bond: CrCo LT=50 (42+5+3), 2ndary Insight: +4, X-3	
1225	AD Winter	Study Summa: Perdo (10), 2ndary Insight +4, X-3	
1225	AD Spring	Study Summa: Vim (15), 2ndary Insight +4, X-3	
1225	AD Summer	Study Summa: Animal (10), 2ndary Insight +4, X-3	
1225	AD Autumn	Study Summa: Herbam (10), 2ndary Insight +4, X-3	
1226	AD Winter	Study Summa: Mentem (10), 2ndary Insight +4, X-3	
1226	AD Spring	Spell Research: ReVi LT=60 (52+Exp8), Discovery! (Rego +6 XP), 2ndary Insight +4, X-3 <u>Circular Ward vs Magical Beings</u> (10), <u>Bodily Solar Ward vs Demons</u> (5), <u>Circular Ward vs Faerie Beings</u> (10), <u>Bodily Solar Ward vs Faerie Beings</u> (5)	
1226	AD Summer	Lab: Enchanting: ReVi LT=73 (49+2+12+10), Discovery! (Magic Theory +15 XP), 2ndary Insight +4, X-3 Headboard of Night's Peace (L=12, x3)	
1226	AD Autumn	Spell Research: ReCo LT=70 (56+Exp14), Major Side Benefit , <u>Violent Spasms of the Turb</u> (15), <u>Leap of Apostrophus</u> (20), 2ndary Insight +4, X-3	
1227	AD Winter	Summa: Terram (15), 2ndary Insight +4, X-3	
1227	AD Spring	Lab: Longevity Ritual for Gunnar , CrCo LT=73 (67+6), 2ndary Insight +4, X-3	
1227	AD Summer	Summa: Aquam (10), 2ndary Insight +4, X-3	
1227	AD Autumn	Summa: Auram (10), 2ndary Insight +4, X-3	
1228	AD Winter	Summa: Imaginem (13), 2ndary Insight +4, X-3	
1228	AD Spring	Is Taught: Leadership (12+5) by <u>Sir Braxis</u> , X-3	
1228	AD Summer	Teach: Hermetic Magic Theory (13+5) to Cyrus, Caelestis, X-3	
1228	AD Autumn	Is Taught: Folk Witch Magic Theory (9+5) by <u>Cyrus</u> , 2ndary Insight +4, X-3	
1229	AD Winter	Opening the Arts of Laima Žavingas , 2ndary Insight +4, X-3	
1229	AD Spring	Lab: Longevity Ritual for Leonardo Fibonacci de Pisa , CrCo LT=80 (67+Exp7+6) Discovery! (8 unstable Insight – was dead end), 2ndary Insight +4, X-3	
1229	AD Summer		
1229	AD Autumn	Spell Research: ReVi LT=64 (51+13Exp) <u>Aegis of the Hearth</u> (ReVi 20 LT), <u>Gathering the Intangible Essence</u> (ReVi 20), 2ndary Insight +4, X-3	
1230	AD Winter	Spell Research: CrCo LT=90 (67+5+14+4) Sovereign Remedy for Internal Malignancy [CrCo 45], 2ndary Insight +4, X-3	
	AD Spring	Lab: Longevity Ritual for Carnell of Anglia , CrCo LT=67 (67+Exp0=0) No Benefit , X-3	
	AD Summer	Teach: Creo (16+5+5) to Laima Žavingas, 2ndary Insight +4, X-3	
	AD Autumn	The Hound, the Maiden, and the Hag (Adv-8), 2ndary Insight +4, X-3	
			-

		Wizard's Journal - Record of Activities, Adventures, and Experiences since Gauntlet:
<	1230 AD	
1231	AD Winter	Teach Corpus (16+5+5) to Laima Žavingas , X-3
1231	AD Spring	Summa: Parma Magica (20), X-3
1231	AD Summer	Spell Research: CrCo LT=72, Restoration of the Defiled Body (CrCo 30 LT), The Severed Limb Regrown (CrCo 30 LT), Solar Charm vs Putrefaction (CrCo 5 LT), spell testing results in Twilight Experience (Gain 3 Warping, +5 Corpus), 2ndary Insight +4, X-3
1231	AD Autumn	Spell Research: CrIm LT=74 (59+6+Exp9) <u>Image of the Phantom Landscape</u> (CrIm 30), <u>Whisper of the Fabulous Cloak</u> (CrIm 5), <u>Gaze of Utterance</u> (CrIm 2), 2ndary Insight +4, X-3
1232	AD Winter	Teach Intellego (16+5+5) to Laima Žavingas , X-3
1232	AD Spring	Practice: Spell Mastery for <u>Leap of Apostrophus</u> (5), 2ndary Insight +4, X-3
1232	AD Summer	Spell Research: ReCo LT=71 (59+1,+4 similar, +7 reinvent) Leap of Homecoming (ReCo 35 LT), Spasms of the Turb (ReCo 15 reinvent), 2ndary Insight +4, X-3
1232	AD Autumn	Tractatus: Spell Mastery for Leap of Apostrophus (9), 2ndary Insight +4, X-3, Depart FA to Constantinople
1233	AD Winter	Arrive Constantinople, Battle of Constantinople (Adv-10) Covenant service for Columnae Caeli (Spell Research: Assist Simon CrTe), 2ndary Insight +4, X-3
1233	AD Spring	Covenant service for Columnae Caeli (Spell Research: Assist Simon CrTe), 2ndary Insight +4, X-3, Return from Constantinople to FA
1233	AD Summer	Arrive FA, Novitiate Council meeting (Adv-5), Teach Rego (16+5+5) to Laima Žavingas , X-3
1233	AD Autumn	Covenant service for Columnae Caeli (Spell Research: Assist Simon CrTe), 2ndary Insight +4, X-3 <u>Conjuring the House of Learning</u> [CrTe 45], <u>Pure Gift of Khnum</u> [CrTe 5 LT], <u>Conjuration of Fertile Loam</u> [CrTe 5]
1234	AD Winter	Leaped from FA to Lithuania, investigation, joined Gunnar; seeking the Prince in Haeleck (Adv-5), Practice: Area Lore: Lithuania (8), X-3
1234	AD Spring	Arrive in Haeleck, service in medicus encampment, reputation & hospitality, Lord Velcis, The Test , Ferocitas filius Severicus (Adv-8), X-3
1234	AD Summer	Meeting of The Elect in Halych, saved the life of <u>Verat</u> , met <u>Fai Wu</u> , The Evils of Wine (Adv-12), The Bog & the Burial, Confession in Constantinople, The Wisdom of Loki, The Envious Earth (Adv-10), Leaped from Lithuania to FA, X-3 <xp_to_here< td=""></xp_to_here<>
1234	AD Autumn	Teach: Creo (16+5+5) to Laima Žavingas, X-3
1235	AD Winter	Lab: Longevity Ritual for Viltautas Daumantas CrCo LT=81 (77+3+1), 2ndary Insight +4, X-3
1235	AD Spring	The Trial of Viltautas Daumantas, Mesimiros "The Destroyer", Machaon of Ex Miscellenea, Scythus of Guernicus (Adv-12), X-3
1235	AD Summer	Teach: Corpus (16+5+5) to Laima Žavingas, X-3
1235	AD Autumn	Lab: Longevity Ritual for Simon of the Stone CrCo LT = (), 2ndary Insight +4, X-3
1236	AD Winter	Summa: Intellego (17), 2ndary Insight +4, X-3
1236	AD Spring	Summa: Intellego (17), 2ndary Insight +4, X-3
1236	AD Summer	Spell Research: InCo LT=82 (71+8+3) The Inexorable Search (InCo 20), Gaze of Mortal Heritage (InCo 15), Revealed Flaws of Mortal Flesh (InCo 10 LT), 2ndary Insight +4 , X-3
1236	AD Autumn	Teach: Corpus (16+5+5) to Laima Žavingas, X-3
1237	AD Winter	Summa: Rego (18), 2ndary Insight +4, X-3
1237	AD Spring	Is Taught: Philosophiae (17+5+5) by hired Magister in Artibus, X-3
1237	AD Summer	Lab: Longevity Ritual for Cemil Tikli CrCo LT= (), 2ndary Insight +4, X-3
1237	AD Autumn	Teach: (+5+5) to Laima Žavingas , X-3
1238	AD Winter	Spell Research: CrCo LT=83 (80+3inventive) Ritual of the Body Strengthened [CrCo 40], 2ndary Insight +4, X-3
1238	AD Spring	Spell Research: CrCo LT=95 (80 +8ss +1exp +6 inventive) Experiment (+3) on side project [CrCo 5] Side Effect: Exaggerated Sigil
1000		Ritual of the Body Made Dextrous [CrCo 40], Momentary Conjuration of Sperma [CrCo 5 exp], 2ndary Insight +4, X-3
1238	AD Summer	Spell Research: CrCo LT=101 (80 +8ss +7exp +6 inventive) Experiment (+3) on side project [CrCo 10] Discovery! (2 unstable Insight) <u>Ritual of the Body Made Swift</u> [CrCo 40], <u>Momentary Conjuration of Cambion</u> [CrCo 10 exp], 2ndary Insight +4, The Blessing of the Lower Council (Hidden Pillar Lore +5XP), Cast CrCo Rituals on self (x3), X-3
1238	AD Autumn	Teach: (+5+5) to Laima Žavingas, Diplomacy & physician (screening crewmen) Adv-5, X-3
1239	AD Winter	Teach: (+5+5) to Laima Žavingas , X-3
1239	AD Spring	Depart FA to undertake The Voyage to the Hesperides: Embarked from Lüebeck, Battle with Ragnvald The Toenail Collector, met unfortunate pirates in the English Channel, Feast & Escape from The Castle of Melusine, overcame Pride at the Westmost Limit, Circumnavigating Leviathan (Adv-12), Sighting the Hesperides: (Adv-12) Battle with Sea Serpents, brief survey of the islands Planasia (The old king), Herbania (the warring island), Canaria (the fierce display), Ninguaria (the fiery mountain), Capraria (island of goats), Pluvialia (the rainless island), and Junonia (Confrontation and Declaration of the Olympiad / Titaniad The Olympiad / Titaniad: (Adv-18, Adv-12, Adv-12) Days I, II and the First Four Tasks (Astrology, Music, Survival Beneath the Earth, Unarmed Combat) Days III, IV and the Second Four Tasks (Delling, Hurling Spears, Serpent Racing, Ordeal of the Serpents), Days VI, VI and the Third Four Tasks (Drinking, Hurdling, Beauty Contest, Worthiness of Blood), Days VII, VIII and the Fourth Four Tasks (Riding Horses, Enduring the Ocean, Enduring the Winds, Wenching), Days IX, X and the Fifth Four Tasks (Enduring Flame, Cozening of Beasts & Spirits, Foot races, Chariot Racing), Days XI, XII and the Sixth Four Tasks (Bull Leaping, Maze Running, Orate right of Olympians/Titans to Rule, Prophecy & Divination) The Dragon Ladon, The Climb of Heracles, The Pit of Atlas, (Twilight Experience: 9 Warping, gained Chthonic Magic), The Golden Apples (gained Clear Thinker), Adv-10, X-3
1239	AD Summer	Aided in founding the covenant Telos Amaxas "Chariot's End" Return voyage Hesperides to W African coast, Corsairs, Djinni and corsairs at the Pillars of Gibraltar, The Wave (Adv-5) Arrival in Cyprus, met <u>Fheiceann se cade</u> , examined statues and pillar, Intrigue with Augustans , The Wedding of Caelestis & Kedi Gozu , The Uninvited Guest (Adv-5), Return journey Cyprus to FA, Novitiate Council meeting, X-3
1239	AD Autumn	Is Taught: Magic Lore (13+5) by Adalwolf, 2ndary Insight +4, X-3
1240	AD Winter	Teach: (+5+5) to Laima Žavingas , X-3
1240	AD Spring	Summa: Terram (15), 2ndary Insight +4, X-3
1240	AD Summer	Assassin in Salzburg, Pilgrimage of Lepers, Rachel, the Jawbone, and the Council (Adv-10), The Ceremony Below – Procession, Veneration, Apocalypse, Aftermath & Nursing (Adv-8), X-3
1240	AD Autumn	Meeting of the Novitiate Council - It Is Accomplished (Adv-5), Spell Research: InCo(MeTe) LT=80 (62,Exp:4+3+6,ss:+3,Cthonic:+2), Special/Story Event (The Many Bones) Whispers Through the Black Gate [InCo(Me) 15 LT], Recitation of the Barrows [InCo(Te) 30], 2ndary Insight +4, X-3

		Wizard's Journal - Record of Activities, Adventures, and Experiences since Gauntlet:
<	1240 AD	
1241	AD Winter	Expedition to Lithuania, accompanied by Maximilian and Fai Wu, The Navel of the Earth (gathered preliminary Insight into Ancient Magic: Fertility Magic), The Mage-Hunters of Lubeck (met Sinceros of Guernicus and Fastigium), sail Lubeck to Klaipeda (Adv-8), X-3
1241	AD Spring	The Spires of Klaipeda, herbwife and granddaughter, seeking mystical capital Voruta, The Hateful Wise One and the Fool, Robin and Owl, The Cliff and the Great Owl, searching for Koschei the Deathless in Voruta, traveled to mystical capital Voruta (Adv-8), Koschei the Deathless (Adv-5), X-3
1241	AD Summer	The House of Mirth and Drink (Machaon and the Waters of Lethe, Mezamiros and the Angry Ghost, Negotiations with the Dark Fae) (Adv-10), Depart Lithuania to FA, Training (8) in Area Lores, Org Lores, Greek, X-3
1241	AD Autumn	Teach: (+5+5) to Laima Žavingas , (Cameo in The Emir, The Headsman, The Centaur, and the Fig-Sellers), X-3 xxxxx
1242	AD Winter	Author: PRINCIPIUM FUNDAMENTIO BONISAGUS (Tractatus: Magic Theory, Q=9+3), X-3
1242	AD Spring	Spell Research: Pe(In)Co LT=82 (63+Exp:4+3+6)+(Cthonic 2)+(Lab:Exp,Pe,Co:+4), No extraordinary effects <u>Dire Remedy of Soranus</u> [Pe(In)Co 20 exp], <u>Invocation of Weariness</u> [PeCo 20 LT], <u>Distant Crimson Coup</u> [Pe(Re)Co 10], Miscarriage of Justice (Adv-5), 2ndary Insight +4, X-3
1242	AD Summer	Revision of PRINCIPIUM FUNDAMENTIO BONISAGUS, Quality now 9+3+2 (inspeximus, was earlier glossed by correspondents), Marks of Mastery (Adv-10), X-3
1242	AD Autumn	Teach: (+5+5) to Laima Žavingas , X-3
1243	AD Winter	Teach: (+5+5) to Laima Žavingas , X-3
1243	AD Spring	Lab: Enchanting: Mu(In)Co LT=81 (63+Exp:5+3+6)+(Lab:Exp,Mu,Co:+4), Discovery! (4 Insight into Fertility Magic) <u>Miraculous Forceps of St Damien</u> [Mu(In)Co 20 exp], <u>Mute Assistant of the Midwife</u> [Mu(In)Co 20], 2ndary Insight +4, X-3
1243	AD Summer	Spell Research: Re(MuIn)Co LT=86 (63+Exp:10+3+6)+(Lab:Exp,Re,Co:+4), Discovery! (5 Insight into Fertility Magic) <u>Benevolent Deliverance of Laima</u> [Re(MuIn)Co 25], 2ndary Insight +4, X-3
1243	AD Autumn	Spell Research: InCo LT=90 (63+Exp:9+3+6)+(Lab:Exp,In,Co:+9), No extraordinary effects <u>Diagnosis of the Barren</u> [InCo 20 exp], <u>Inexorable Search for the Corpse</u> [InCo 25], The Gauntlet of Laima , 2ndary Insight +4, X-3
1244	AD Winter	Lab: Enchanting: InCo LT=100 (63+Exp:2+3+6)+(ShpMat:+10,Cthonic:+3,ss:+4)+(Lab:Exp,In,Co:+9), No extraordinary effects Oculus of Fertile Inquiry [InCo 20 exp], Apparatus of Orb Focusing [InCo 30], 2ndary Insight +4, X-3
1244	AD Spring	Spell Research: MuCo LT=80 (63+Exp:3+3+6)+(Lab:Exp,Mu,Co,person:+5), Discovery! (5 Insight into Fertility Magic) – Gained Fertility Lore (Arcane Ability) Expectant Circle of Celene [MuCo 25 exp], Prenatural Growth and Shrinking [MuCo 15], 2ndary Insight +4, (Fertility Lore +16 XP), X-3
1244	AD Summer	Spell Research: CrAn LT=71 (59+Exp:1+3+6)+(Lab:Exp,Cr,An:+2), Failure (ruined Blessing Upon the Beasts), 2ndary Insight +4, X-3
1244	AD Autumn	Spell Research: CrAn LT=72 (59+Exp:2+3+6)+(Lab:Exp,Cr,An:+2), No Benefit, Blessing Upon the Beasts [CrAn 35 exp], 2ndary Insight +4, X-3 xxx MT=11 here onwards (assumes all Exposure XP spent on MT)
1245	AD Winter	Spell Research: CrAn LT=90 (60+Exp:9+3+6)+(Lab:Exp,Cr,An:+3), Discovery! (9 Insight into Fertility Magic, Fertility Lore +9 XP) <u>Call Forth the Aurochs of Dawn</u> [CrAn 35 exp], 2ndary Insight +4, X-3
1245	AD Spring	Lab: Enchanting: CrHe LT=73 (60+Exp:2+3+6)+(Lab:Exp,Cr,He:+2), Failure (ruined The Vigorous Irminsul), 2ndary Insight +4, X-3
1245	AD Summer	Lab: Enchanting: CrHe LT=86 (60+Exp:4+3+6)+(Lab:Exp,Cr,He:+2)+(ShpMat:+11), No extraordinary effects, The Vigorous Irminsul [CrHe 30 exp], The Marvelous Einbaum, or Senelio Kanoja "Grandfather Canoe" [CrHe 13], 2ndary Insight +4, X-3
1245	AD Autumn	Spell Research: CrMe LT=76 (60+Exp:5+3+6)+(Lab:Exp,Cr,Me:+2), Failure (ruined Conjuration of the Ethereal Feast) Missive of Pleading Eyes [CrMe 15], 2ndary Insight +4, X-3 xxx until here
1246	AD Winter	
1246	AD Spring	
1246	AD Summer	
1246	AD Autumn	
1247	AD Winter	
1247	AD Spring	
1247	AD Summer	
1247	AD Autumn	
1248	AD Winter	
1248	AD Spring	
1248	AD Summer	
1248	AD Autumn	
1249	AD Winter	
1249	AD Spring	??? Lab: Special/Story - Spheres of Male and Female Essence
1249	AD Summer	??? Lab: Botch(1) - Woeful Translocation of Wombs
1249	AD Autumn	
1250	AD Winter	
	AD Spring	
	AD Summer	
1250	AD Autumn	

		wizard's Journal - Record of Activities, Adventures, and Experiences Since Gauntiet:	
<	1250 AD		
1251	AD Winter		
	AD Spring		
	AD Summer		
	AD Autumn		
1252	AD Winter		
	AD Spring		
	AD Summer		
	AD Autumn		
1253	AD Winter		
	AD Spring		
	AD Summer		
	AD Autumn		
1254	AD Winter		
	AD Spring		
	AD Summer		
	AD Autumn		
	AD Winter		
	AD Spring		
	AD Summer		
		??? Sometime before 1255 – Completed Ancient Magic integration research into Fertility Ritual Magic	
	AD Winter		
	AD Wintel AD Spring		
	AD Summer		
	AD Autumn		
	AD Winter		
	AD Spring		
	AD Summer		
	AD Autumn		
	AD Winter		
	AD Spring		
	AD Summer		
	AD Autumn		
	AD Winter		
	AD Spring		
	AD Summer		
	AD Autumn		
1260	AD Winter		
	AD Spring		
	AD Summer		
	AD Autumn		
	AD Winter		
	AD Spring		
	AD Summer		
1261	AD Autumn		
1262	AD Winter		
	AD Spring		
	AD Summer		
	AD Autumn		
	AD Winter		
	AD Spring		
	AD Summer		
	AD Autumn		

Character: Viltautas Daumantas

Magus of House: Bonisagus Player: Sam

Grimoire —

Mastery sFR +Cast [TeFo LL] Range **Duration Target Notes** Spell Name +Pen - Creo Corpus -Ritual of the Body Strengthened 5/1 R +46 CrCo 40 +7 Touch Mom Ritual, permanently increase Strength by +1, max of +1 Ritual of the Body Made Dextrous R +46 CrCo 40 +7 Mom Ind Ritual, permanently increase Dexterity by +1, max of +1 Touch Ritual of the Body Made Swift CrCo 40 +7 Ind R +46 Touch Mom Ritual, permanently increase Quickness by +1, max of +1 Mastery Abilities: +N casting, -N botch dice & min, Parsimonious (Costs -1 pawn vis) Heavy Healing of the Chirurgeon's Touch 5 / 1 R +46 CrCo 30 +17 Touch Mom Ind Ritual, Heals a Heavy Wound (3 pawns) Mastery Abilities: +N casting, -N botch dice & min, Parsimonious (Costs -1 pawn vis) Sovereign Remedy for Internal Malignancy 5 / 1 R +46 CrCo 45 +2 Touch Mom Part Ritual, Cure any disease, even hidden internally Mastery Abilities: +N casting, -N botch dice & min, Parsimonious (Costs -1 pawn vis) Restoration of the Defiled Body 5/1 R +46 CrCo 25 +22 Touch Mom Ind Ritual, heals after-effects of wound/poison/disease Mastery Abilities: +N casting, -N botch dice & min, Parsimonious (Costs -1 pawn vis) Ritual, regrows limb (Flawed: must be fresh wound*) The Severed Limb Regrown 5/1 R +46 CrCo 30 +17 Touch Mom Mastery Abilities: +N casting, -N botch dice & min, Parsimonious (Costs -1 pawn vis) Purification of the Festering Wounds 5 / 1 F +38 CrCo 20 Wound Recovery +9 (3 castings for Heavy Wound) +19Touch Moon Ind Mastery Abilities: +N casting, -N botch dice & min, Precise Casting (+1 on Finesse rolls and -1 Finesse botch dice with this spell) Purification of the Diseased Body 5/1 F +38 CrCo 20 +19 Ind Disease Recovery +9 (A&A pg 46-47) (Flawed: snake or 1/2) Touch Moon Mastery Abilities: +N casting, -N botch dice & min, Precise Casting (+1 on Finesse rolls and -1 Finesse botch dice with this spell) +9 to childbirth rolls (A&A pg 60,62-63) (Flawed: moonlight) Warding Mantle of Lucina 5 / 1 +38 CrCo 30 +9 Mastery Abilities: +N casting, -N botch dice & min, Precise Casting (+1 on Finesse rolls and -1 Finesse botch dice with this spell) Solar Charm vs Putrefaction CrCo 5 +34 Ind Prevents decay of corpse or body part Touch Sun - Perdo Corpus -Rips away a drop of blood from distant target Distant Crimson Coup F +29 Pe(Re)Co 10 +21 Sight Mom F +29 Pe(In)Co 20 Diagnoses health of unborn child, option to abort the fetus Dire Remedy of Soranus +11 Touch Mom Part Invocation of Weariness F +29 PeCo 20 +11 ArM5 143, Target loses a Fatigue level Voice Mom Ind - Intellego Corpus -Revealed Flaws of Mortal Flesh +29 InCo 10 +20 Touch Mom Ind ArM5 130, Diagnose a person, Prognosis +3 (A&A 57-57) Gaze of Mortal Heritage +29 InCo 15 Eve Mom Learn ancestry, and time & place of birth, of person or corpse Whispers Through the Black Gate 5/1 F +19 ArM5 130, Speak with a corpse InCo(Me) 15 +5 Touch Conc Mastery Abilities: +N casting, -N botch dice & min, Quiet Casting (5 less penalty for Quiet/Silent casting) MoH 21. Determine the cause of infertility Diagnosis of the Barren +29 InCo 20 +10 Touch Conc Ind F The Inexorable Search +29 InCo 20 +10ArM5 131, Locate a person via an Arcane Connection Arc Conc Ind Inexorable Search for the Corpse F +29 InCo 25 +5 Conc Locate a corpse or body part via an Arcane Connection Arc Ind Recitation of the Barrows 5/1 F +22 InCo(Te) 30 -7 Percieve corpses, and learn any/all facts about them Conc Smell Mastery Abilities: +N casting, -N botch dice & min, Quiet Casting (5 less penalty for Quiet/Silent casting) - Muto Corpus -Prenatural Growth and Shrinking F +29 MuCo 15 +15 Touch ArM5 131, Target changes Size (+1, +0, -1, -2) Sun Expectant Circle of Celene F +29 MuCo 25 +5 Touch Ring Unborn Changes progress of pregnancy, delays birth - Rego Corpus -+30 Spasms of the Turb ReCo 15 +16 Voice Diam Group Hand spasm for group, Dex vs 12+ to not drop held 5/1 +16 Violent Spasms of the Turb +30 ReCo 15 Diam Group Hand spasm for group, Dex vs 10+ to not attack Voice Mastery Abilities: +N casting, -N botch dice & min, Fast Casting (Qik + Finesse vs Initiative, -1 Casting, +2 Botch dice) Leap of Apostrophus +31 ReCo 20 +12 Per Mom Ind Instantly transport self 500 paces (seen or AC) Leap of Homecoming +31 ReCo 35 -3 Per Mom Ind Instantly transport self to place with AC Mastery Abilities: +N casting, -N botch dice & min, Fast Casting (Qik + Finesse vs Init, -1 Casting, +2 Botch dice), Still Casting (0 penalty for No Gestures) Benevolent Deliverance of Laima F +29 Re(MuIn)Co 25 +5 Touch Conc Unborn Safely delivers an unborn child - Creo Mentem -Missive of Pleading Eyes +29 CrMe 15 +15Eve Conc Group Speak words into the mind of target – Rego Mentem – Confounding Instruction of Numerical Arts Re(Cr)Me 25 -6 Instruct Targets gain intense interest in mathematics

Spell Name Mastery sFR +Cast [TeFo LL] +Pen Range Duration Target Notes

Virtue - Cautious Sorcerer: -3 botch dice Raven Familiar - Golden Cord: -2 botch dice

Spell Masteries: -N botch dice, -N minimum botch dice

Ars Magica 5th Edition (v4.x)

Character: Viltautas Daumantas Magus of House: Bonisagus Player: Sam

— Grimoire —

Mastery sFR +Cast [TeFo LL] Range Duration Target Notes - Creo Animal -Blessing Upon the Beasts R +36 CrAn 35 Bound Ritual, Promotes health and growth of animals in region +2 Touch Year Call Forth the Aurochs of Dawn +29 CrAn 35 Conjures a small herd of auroch (Size +4,+3,+2) Touch Sun Group — Creo Herbam — Druid's Vigorous Blessing +27 CrHe 5 +23 Touch Moon Ind Plant will grow well (up to 10 paces across) Druid's Lunar Blessing +27CrHe 5 +23 Touch Moon Ind Plant will not become sick (up to 10 paces across) CrHe(Im) 5 +23 Bough of Fragrant Cedar +27 Touch Ind Creates a dead branch of aromatic sap-laden wood Sun Trap of the Entwining Vines +28 CrHe 15 5/1 F +14 Voice Sun Group Traps target (Quick 9+, Str 12+ to escape) Mastery Abilities: +N casting, -N botch dice & min, Fast Casting (Qik + Finesse vs Initiative, -1 Casting, +2 Botch dice) – Creo Ignem – Pilum of Fire 5/1 28 CrIg 20 Voice Mom F Strikes target for +15 fire damage Mastery Abilities: +N casting, -N botch dice & min, Quiet Casting (5 less penalty for Quiet/Silent casting) - Creo Imaginem — F CrIm 30 Image of the Phantom Landscape 5/1 +27 -2 Touch Moon Group | Images (Group+3) of terrain/vegetation/buildings Mastery Abilities: +N casting, -N botch dice & min, Precise Casting (+1 on Finesse rolls and -1 Finesse botch dice with this spell) Whisper of the Fabulous Cloak +27 CrIm 5 +23 Voice Sun Static image style/color of skin/clothes, or add item Gaze of Utterance CrIm 2 +27 +26 Eve Target hears one word or sound - Creo Terram -CrTe 45 Ritual, creates a great vaulted hall (Size +6) Conjuring the House of Learning R +37 Touch Mom Pure Gift of Khnum R CrTe 5 +33 Touch Ritual, creates a slab of Nile River clay (1 BI of Te) +37 Mom Conjuration of Fertile Loam R +37 CrTe 5 +33 Touch Ind Ritual, creates a volume of fertile earth (1 BI of Te) Mom – Intellego Vim -Sense the Nature of Vis +19 InVi 5 Determine the Art of raw vis Bitter Taste of Betraval 5/1 +20 InVi 15 +6 Per Sun Taste Detect spells which affect you Mastery Abilities: +N casting, -N botch dice & min, Quiet Casting (5 less penalty for Quiet/Silent casting) — Perdo Vim — Demon's Eternal Oblivion +19 PeVi 5 +16 Voice Mom Destroys 5 Infernal Might – Rego Vim – Aegis of the Hearth R +26 ReVi 20 +7 Touch Year Bound Wards an area against magic and supernatural beings Circular Ward vs Demons +19 ReVi 10 +10Touch Ring Circle Wards against beings with Infernal Might ReVi 10 Circular Ward vs Magical Beings +19 Wards against beings with Magic Might F +10 Touch Rina Circle ReVi 10 Circular Ward vs Faerie Beings +19 Circle Wards against beings with Faerie Might +10 Touch Rina Bodily Solar Ward vs Demons +19 ReVi 5 +15 Touch Sun Ind Wards against beings with Infernal Might +19 ReVi 5 Bodily Solar Ward vs Faerie Beings +15 Touch Sun Wards against beings with Faerie Might Gathering the Intangible Essence 5/1 F +20 ReVi 20 Voice Concentrates raw vis from an intangible source +1 Mom Mastery Abilities: +N casting, -N botch dice & min, Precise Casting (+1 on Finesse rolls and -1 Finesse botch dice with this spell)

Virtue - Cautious Sorcerer: -3 botch dice Raven Familiar - Golden Cord: -2 botch dice

Spell Name

Spell Masteries: -N botch dice, -N minimum botch dice

[TeFo LL]

+Pen

Range Duration Target Notes

Mastery sFR +Cast