

Ars Magica

# Faith & Flame

The Provençal Tribunal



by Dahl, Faulkner,  
Hayes, McFarland,  
& Romer



# Credits

**AUTHORS:** Erik Dahl, Mark Faulkner, Lachie Hayes, Ben McFarland, Christian Jensen Romer

**DEVELOPMENT, EDITING, & PROJECT MANAGEMENT:** David Chart

**PROOFREADING, LAYOUT, & ART DIRECTION:** Cam Banks

**LAYOUT ASSISTANCE:** Michelle Nephew

**PUBLISHER:** John Nephew

**COVER ILLUSTRATION:** Christian St. Pierre

**CARTOGRAPHY:** Matt Ryan

**INTERIOR ART:** Jason Cole, Jenna Fowler, Susan Knowles, Jeff Menges, Christian St. Pierre

**ADDITIONAL ART:** *Roland at Roncesvalles*, Alphonse-Marie-Adolphe de Neuville, 1883; *Astrology and Astronomy*, Mineola, NY: Dover Publications, Inc. 2006.

**ARS MAGICA FIFTH EDITION TRADE DRESS:** J. Scott Reeves

**PUBLISHER'S SPECIAL THANKS:** Jerry Corrick & the gang at the Source.

**FIRST ROUND PLAYTESTERS:** Jason Brennan, Justin Brennan, Elisha Campbell, Robert Major, Eirik Bull, Helge Rager Furuseth, André Neergaard, Karl Trygve Kalleberg, Donna Giltrap, Malcolm Harbrow, Aaron Hicks, Richard Love, Antoni Morey i Pasqual, Guillem Gelabert Perelló, Joan Bauzá Soler, Melcior Parera Más, Vincent Palmer Richardson, Pelle Kofod, Christian Rosenkjaer Andersen, Rasmus Strandgaard Soerensen, Mark Shirley, Camo Coffey, Andrew Walton, Ben Roberts, Barrie James

**SECOND ROUND PLAYTESTERS:** Donna Giltrap, Malcolm Harbrow, Aaron Hicks, Richard Love, Helge Rager Furuseth, Karl Trygve Kalleberg, Pelle Kofod, Dan Ilut, John Illingworth, Rob Llwyd, Matt Ryan, Mark Shirley, Camo Coffey

**THIRD ROUND PLAYTESTERS:** Helge Rager Furuseth, Martin Granseth, Ola Hulbak, Karl Trygve Kalleberg, André Neergaard, Rasmus Strandgaard Sørensen, Christian Rosenkjaer Andersen, Pelle Kofod, Dan Ilut, John Illingworth, Robert Brown Llwyd, Matt Ryan, Christoph Safferling, Jan Sprenger

## AUTHOR BIOGRAPHIES

**Erik Dahl** has been writing for *Ars Magica* for almost ten years, and appropriately this is his thirteenth book for the Fifth Edition, the thirteenth Tribunal book of the line. He lives in far-off California, which he fancies to be an Arcadian analogue of Provence. He organizes the annual Grand Tribunal America convention every summer and hopes that the reader will consider attending. He was especially glad to work with Ben McFarland, who took everything that Erik did on this project and made all of it better. Thanks, Ben!

**Mark Faulkner** works as a chef at the Castle nightclub in Chicago. Formerly known as Excalibur, and long before as Limelight, the building was originally the Chicago Historic Society. Legend has it that it is haunted by several various ghosts and that occult rituals are conducted in secret rooms. Mark would like to thank everyone who participated in the creation of this book: the authors, the editor, the playtesters, Atlas staff, and God almighty.

**Lachie Hayes** lives a very long way from Provence in a land where bunyips rather than dracs are the most famous mythical water creatures. He'd like to thank Timothy Ferguson for the inspiration for the Coenobium found in the new House Jerbiton description, but also the dedicated playtesters for being the unyielding anvil upon which this supplement was forged by repeated hammering on the part of the authors. This is Jarkman's third contribution to *Ars Magica Fifth Edition*.

**Ben McFarland** lives in the wilds of Upstate New York, where he continues to venture into mysterious regiones in search of adventure with the priceless support of his wonderful wife, Mandy, his family, and the excellent advice of his steadfast friend, James.

**CJ Romer** first encountered this Tribunal via the early books *Mistrudge* and *Pact of Pasaquine*, which helped shape his idea of what *Ars Magica* should be. He really enjoyed writing for a book where the Hermetic culture is not that different from the one described in rulebook, which after Thebes and Hibernia made a great change. He would like to dedicate his efforts on this book to the faithful grog, Hugh Wake.



www.atlas-games.com

*Ars Magica* players participate in a thriving fan community by subscribing to email discussion lists (like the Berkeley list), compiling archives of game material (such as Project Redcap), maintaining fan-created web sites, and running demos through Atlas Games' Special Ops program. To learn more, visit [www.atlas-games.com/ArM5](http://www.atlas-games.com/ArM5). You can also participate in discussions of *Ars Magica* at the official Atlas Games forums located at [forum.atlas-games.com](http://forum.atlas-games.com).

Copyright 2014, 2015 Trident, Inc. d/b/a Atlas Games. All rights reserved. Reproduction of this work by any means without written permission from the publisher, except short excerpts for the purpose of reviews, is expressly prohibited.

*Ars Magica*, Mythic Europe, and Charting New Realms of Imagination are trademarks of Trident, Inc. Order of Hermes, Tremere, and Doissetep are trademarks of White Wolf, Inc. and are used with permission.

Digital Version 1.0



## Faith & Flame

Blanquefort.....	55
Soulac.....	55
Dolmens.....	55
Rosefleur.....	56
Knightly Matters.....	58
<i>Knights Templar</i> .....	58
<i>Knights Hospitaller</i> .....	59
<i>Knights of St. James of the Sword</i> .....	59
Langon.....	60
Marmande.....	60
AUCH.....	60
Agen.....	61
La Romieu.....	61
BAYONNE.....	61
MIMIZAN.....	64
Magi of Mimizan.....	64
Pau.....	65
Tarbes.....	65
Lourdes.....	66
CASTRA SOLIS.....	67
The Magi.....	68
The Covenant.....	69
THE SERPENT'S VENOM.....	69
Fruit and Seeds.....	70
<i>Sins of the Past</i> .....	70
<i>Schemes of the Present</i> .....	73

### VI. The Pyrenees and the Hispanic March

75

DOMAINS OF THE HISPANIC MARCH.....	75
Kingdoms of Castile and Navarre.....	76
<i>Pamplona</i> .....	76
<i>County of Labourd</i> .....	76
<i>Lower Navarre</i> .....	77
<i>Viscounty of Soule</i> .....	77
Kingdom of Aragon and the County of Barcelona.....	77
<i>County of Besalu</i> .....	77
<i>County of Conflent</i> .....	77
<i>County of Cerdagne</i> .....	77
<i>County of Pallars</i> .....	77
<i>Counties of Jaca,</i> <i>Sobrarbe and Ribagorza</i> .....	78
<i>County of Urgell</i> .....	78
Andorra.....	78
GEOGRAPHIC LOCATIONS.....	78
Zugarramurdi Cave.....	78
Roncevaux Pass.....	78
Mount Perditu.....	78
Breach of Roland.....	79
The Mallos de Riglos.....	79
Les Gorges de Galamus.....	79
Cave Systems.....	79
BELLAQUIN.....	80
History.....	81
Setting and Description.....	81
Culture and Traditions.....	82
Magi.....	82

Covenfolk.....	83
AEDS MERCURII.....	83
Setting and Description.....	83
The Magi.....	84
MINIATA SOPHIA.....	86
History.....	86
Setting and Description.....	86
Culture and Traditions.....	86
The Magi.....	87
Covenfolk.....	88
THE BASQUES.....	88
Basque Country.....	88
Language.....	88
History.....	88
Culture.....	89
Mythology and Magic.....	89
New & Modified Virtues & Flaws.....	91
THE SORGINAK.....	91
Sorginak History.....	92
Akelarre.....	92
SORGINAK MAGIC.....	93
Favored Abilities.....	93
Initiations.....	93
New & Modified Virtues & Flaws.....	93
Sorginak Powers.....	94
<i>Casting Methods</i> .....	94
<i>Hex</i> .....	95
<i>Premonitions/Visions</i> .....	95
<i>Wilderness Sense</i> .....	95
<i>Summoning</i> .....	95
<i>Commanding</i> .....	96
<i>Ecstatic Magic</i> .....	96
Warping.....	97
<i>Epiphany</i> .....	98
<i>Debasement</i> .....	98
Hermetic Considerations.....	98
<i>Exotic Casting</i> .....	98

### VII. Narbonnais

99

LOCAL NOBILITY.....	99
TERRITORY OF RAIMOND VI.....	99
County of Lodeve.....	99
<i>St. Thibery</i> .....	99
VASSALS OF TOULOUSE.....	100
County of Béziers.....	100
<i>Béziers</i> .....	100
Duchy of Narbonne.....	100
<i>Narbonne</i> .....	101
County of Nimes.....	101
<i>Nimes</i> .....	102
<i>The Bramabiau Gorge</i> .....	102
<i>Grotto of Faeries</i> .....	102
<i>The Nemausian Spring</i> .....	102
March of Provence.....	102
<i>Avignon</i> .....	102
County of Rodez.....	102
<i>Rodez</i> .....	102
TERRITORY OF JAMES OF ARAGON.....	103
County of Gévaudan.....	103

Montpellier.....	103
County of Millau.....	103
County of Roussillon.....	103
<i>Perpignan</i> .....	103
VASSALS OF ARAGON.....	104
County of Foix.....	104
County of Provence.....	104
LOCAL FLAVOR.....	104
Moorish Raiders.....	104
Jewish Scholars.....	105
Knights of the Order of Aubrac.....	105
Traveling Troubadours.....	105
Via Domitia.....	105
COVENANT OF STELLA DURUS.....	106
History.....	106
Setting and Description.....	106
Culture and Traditions.....	106
The Magi.....	106
Covenfolk.....	109
COVENANT OF ARA MAXIMA NOVA.....	109
History.....	110
Setting and Description.....	110
Culture and Traditions.....	110
<i>The Pilgrimage to Rome</i> .....	110
<i>Seeking the Hesperides</i> .....	110
<i>Spirits of the Vineyards</i> .....	111
The Magi.....	111
Covenfolk.....	112

### VIII. Arelat

113

THE LEGACY OF FRAXINETUM.....	114
THE RHONE VALLEY.....	115
Avignon.....	115
<i>Pont Saint-Bénézet</i> .....	116
<i>St Andre</i> .....	116
Beaucaire.....	117
<i>The Drac</i> .....	117
<i>Aucassin of Tyrtalus</i> .....	117
Tarascon.....	117
Arles.....	117
<i>Les Arenes</i> .....	117
<i>The Alyscamps</i> .....	118
<i>The Barbegal Ruins</i> .....	118
<i>Pont Flavian</i> .....	118
The Alpilles.....	118
Les Baux.....	119
The Camargue.....	120
St Gilles-du-Gard.....	123
Orange.....	124
Plaine de la Crau.....	124
EASTERN PROVENCE.....	124
Marseilles.....	124
Toulon.....	124
<i>Of Purple and of Crimson</i> .....	125
<i>The Hyeres Islands</i> .....	125
Massifs des Maures.....	125
<i>La Garde-Freinet</i> .....	125
Mount Ventoux.....	126
Forcalquier.....	127



Aix.....127  
 Iles de Lérins .....127  
     *Tropaeum Alpium* .....127  
 LOWER BURGUNDY.....128  
     Vienne.....128  
     Grand Chartreuse .....128  
     Aix Les Bains .....128  
 THE COENOBIMUM RHODANIEN.....128  
     History.....129  
     Setting & Description .....130  
         Avignon:  
             *The Sub Pontem Chambers*.....130  
             Arles: *the Mercer House*  
             at St Cyprian's .....130  
             *The Camargue: the Factory at*

*Trinquetaille*.....131  
 Magi.....131  
 Covenfolk .....134  
 Culture & Traditions.....134

**IX. The Lost Covenant  
 of Val-Negra 135**

History.....135  
     *Delendar the Destroyer*.....135  
     *The Founding*.....135  
     *The Golden Age*.....135  
     *The Schism War*.....135  
 Setting & Description .....136  
     *Into the Black Vale*.....136

*The Village of Perdut*.....136  
*The Labyrinthine Caverns*.....137  
*The Valley of Mists*.....137  
*The Fortress of Val-Negra*.....137  
 Sites of Interest .....137  
     *The Guardian's Tower*.....137  
     *The Black Tower*.....137  
     *The Iron Door*.....139  
     *The Grand Library*.....140  
     *Inirel's Tower*.....140  
     *The Catacombs*.....140  
     *The Shrine of the Aerie*.....140  
 THE AERIE CLAN .....141  
     Lifecycle of the Aerie.....141

**List of Inserts**

List of Inserts.....5  
 Story Seed: Golden Treasures.....7  
 Charlemagne.....10  
 Fallen Covenants of the Tribunal.....11  
 Virtue: Troubadour/Trobairitz.....13  
 Virtue: Notary.....13  
 What is Heresy?.....13  
 A Note On Terminology.....14  
 The Consolamentum.....14  
 The Cathars and Pacifism.....16  
 Playing a Perfectus.....16  
 The Bogomils.....17  
 The Crusade and Your Saga.....17  
 Saint Dominic.....17  
 Example Southern French Names.....20  
 The Covenant Oath.....21  
 A Tribunal for Every Magus?.....22  
 New Mercurian Rituals.....26  
 Consecration of Priamitus.....28  
 New Virtues.....29  
 The Procrustean League.....30  
 Tres of Ex Miscellanea.....30  
 Potential Parentes  
     of the Provençal Tribunal.....31  
 Toulouse Covenants.....33  
 Toulouse, City of Towers.....35  
 Story Seed: Residence Requirement.....36  
 The Mystery of the Regio.....37  
 The Magic Lake.....38  
 Story Seed: The Borrowed Book.....41  
 Story Seed: The Ghost of Na Geralda.....43  
 Story Seed: A Rare Vintage.....43  
 Story Seed: The Traitors of Lolmie.....43  
 Story Seed: St. John's Eve.....44  
 Story Seed: An Unrepentant Bishop?.....45  
 Story Seed: The Daughters of Na Loba.....46  
 Story Seed: The Scrabbling Dead.....46  
 Story Seed: The Way of Secrets.....51  
 Story Seed: Six Deadly Spirits.....51  
 Cenodoxus Superbia,  
     Lord of Pride and Envy.....52  
 Gascony Covenants.....53  
 Adrian, the Voice of Safety.....54  
 Julian/Julia, the Tempter  
     of the Way of St. James.....55  
 Story Seed: The Hero's True Panopoly.....56  
 The Helen of Gaul.....56  
 Oriande la Fée.....57  
 Story Seed: Ill-Met By Moonlight.....58  
 Unicorn.....59  
 Story Seed: Scourge of the Way.....61  
 New Virtue: Saint's Aid.....61  
 Matagot.....62  
 Story Seed: Feed Me.....62  
 Lou Carcolh.....63  
 Rebecca Ex Miscellanea and Sorgina.....65  
 Sarda Whale.....66  
 Story Seed: Time is Short.....66  
 The Guide.....70  
 The Serpent.....72  
 The Stone.....74  
 Tangled Ties.....76  
 Story Seed: A Timeless Monk.....76  
 Story Seed: The Bitter Lord.....76  
 Covenants of the Pyrenees.....77  
 Story Seed: Who  
     Watches the Watchtower?.....79  
 Story Seed: Looking for a Lord.....79  
 Story Seed: Contested County.....79  
 Story Seed: A Giant Witch.....79  
 Story Seed & Vis Site:  
     The Cairn of Pyrene.....80  
 Pyrene the Spectre.....80  
 Story Seeds for Miniata Sophia.....87  
 The Song of Roland.....89  
 Common Basque Names.....89  
 The White Lord.....90  
 Estranged Relatives.....90  
 Story Seed: Claim the Comb.....92  
 Story Seed: Power, Unorganized.....92  
 Male Sorginak.....93  
 The Many Faces of Mari.....94  
 Example Hexes.....95  
 Potent Magic.....96  
 Tradition Ex Miscellanea:  
     Hermetic Sorginak.....97  
 Covenants of Narbonnais.....99  
 Vis Site: The Ancient Wine Press.....99  
 Old Man of the Bridge:  
     The Tempter of St. Thibery.....100  
 Story Seed: The Wolves o  
     f the Massif Central.....103  
 Crown of Thorns Fragment Relic.....104  
 Vis Site: The Abandoned Mine.....104  
 Story Seed: A Pirate's Life.....105  
 Story Seed: The Rampaging Golem.....105  
 The Jinn Corsair,  
     Howling Knife of the Dunes.....107  
 Story Seed: Marriages of Calculation.....107  
 Story Seed: Vis from the Stream.....108  
 Vis Site: Heracleian Vis.....110  
 Story Seed: The Expedition.....111  
 Saga Seed: The Rise  
     and Rise of the Coenobium.....114  
 Not the Lotharingian Tribunal.....114  
 Arelat Covenants.....114  
 Boats of the Rhone.....115  
 The Hermetic Toll  
     and the Price of Hospitality.....115  
 Drac, Lesser.....116  
 Story Seeds: Beaucaire & Tarascon.....118  
 Story Seeds: Arles.....119  
 A Small Tarascon.....120  
 The Ogre Under the Bridge.....121  
 The Ruins of Glanum.....122  
 The Legacy of Balthazar.....122  
 Le Chevre D'Or.....123  
 Salt for Life, Life for Salt.....123  
 Story Seed: The Green Magi  
     in the Trees.....124  
 The Pirate Isles.....125  
 Story Seed: The Mistral.....126  
 The Ghosts of the Garagai Gorge.....127  
 Story Seed: The Magic Milestone.....127  
 The Lost Chapters of Portus Cottiae.....129  
 The Carthusian Order.....130  
 Is the Coenobium in Good Taste?.....131  
 Notes on Urban Magic  
     and the Island of Barthelasse.....131  
 The Masques of the Coenobium.....132  
 Saga Seeds: Joining the Coenobium.....133  
 Story Seed: Lighting the Way.....137  
 A Ruin Wreathed in Flowers.....138  
 Shroud of Memories.....139  
 A Covenant of Ghosts.....139  
 The Adulteration of Flambeau  
     (Malignancy, Autumn).....140  
 Character Guide: Aerie Guard.....142

## Chapter One

# Introduction

### A Note on History and Myth

Much of the history presented here draws on real historical events, but allows the rich myths of southern France, the exaggerations of the troubadour songs, and the imagination of Basque storytellers to take precedence. Some liberties have been taken to enhance story potential. This is a land of dragons, where witches lurk in village covens, shepherds command the winds and herbs, and the legacy of Rome lies buried just beneath the bustle of daily life. Many mythic sites spring from more contemporary legends, while others have been woven from fantasy to make the tapestry more vivid.

Welcome to the Languedoc, the strife-torn lands south of France! Here is the home of courtly love and troubadours singing of ladies and heroes, where gender roles and traditions differ from the rest of Mythic Eu-

rope and the dominance of the Church suffers from the independent, sometimes heretical, good men and women of the Midi.

Further south, beneath the shadow of the Pyrenees and away from human settlements, dwell creatures from Basque folklore and even the occasional giant amid the foothills or woodlands.

Historically the stronghold of House Flambeau, the martial House's dominance has declined, even while they strengthened their commitment to noble codes and principles. Religious conflict tears the culture of Provence asunder, threatening the fields and towns of the Languedoc with the flames of war.

### How to Use this Book

This book is primarily designed for troupes whose saga is based in the Provençal Tribunal, but sagas set in neighboring Normandy in particular may be drawn into the conflict and stories of the region, perhaps even migrating to the southern lands permanently in the wake of the havoc

wreaked by the Albigensian Crusade. Magi from more distant Tribunals may visit the Languedoc region as part of their official duties, during quests for Mystery initiations or in search of the magical treasures of fallen covenants and ruined Diedne enclaves.

These chapters provide background and details most characters would be expected to know about their region—but many of the overarching saga themes, story seeds, and game statistics throughout are intended *for storyguides only* and reading though this supplement without prior discussion may seriously affect your enjoyment as a player.

This sourcebook is a guide and reflects only one possible vision of the Provençal Tribunal in 1220. Any or all of the Hermetic elements presented here can be omitted or adapted to suit your saga. Likewise, although care has been taken to accurately present the complicated history, politics and geography of the region, this is not a history text. Your troupe must decide how closely to follow history and which additional resources help create the most rewarding stories.



# Ars Magica

## Recent Releases

### The Contested Isle: The Hibernian Tribunal

The magi of Hibernia respect the land and its supernatural inhabitants, granting much of the Tribunal's area to hedge traditions and allowing supernatural creatures a vote at Tribunal. Now, magi from elsewhere in the Order have come to "reform" the Peripheral Code, laying siege to and taking one of the Irish covenants. If the native magi could just stop fighting each other, they would resist.

As English lords push further into the island, and the Church struggles with attempts to make it fit continental ideals, the Order of Hermes faces its own conflict. The traces of past conflicts are everywhere: the faerie Tuatha De Danaan, the magic Fir Bolg and Formorach, and saints as prone to curse as bless. Demons, however, are nowhere to be seen, as constant fighting convulses the Emerald Isle. It is, as ever in Ireland, a time for heroes.

### Transforming Mythic Europe

Hermetic magic has the power to change the world. A magus fresh from apprenticeship can create a land to rule where there was nothing but ocean. Magic can replace much of the back-breaking labor typical of the medieval world. Even without changing their use of magic, magi could upend the structure of society by involving themselves in its problems and politics. But magi avoid such activities. They know the risks involved, and do nothing that might upset the status quo of Mythic Europe. Except when they do.

This book describes the magic and activities necessary to transform Mythic Europe, whether by creating an island for magi to rule, integrating the Order of Hermes into wider society, or starting a technological revolution. None of the magic is particularly hard, nor does it rely on hidden secrets. Magi have not changed Europe because they have not yet chosen to. Your magi may choose differently.

### hooks

Mythic Europe is a place of wonders. Ancient spirits live in the rivers and sleep under towns and cities. Merchants travel between those cities, bringing the mundane population together, while nobles fight and hunt from their castles of stone. The dead do not all rest quietly, and the traces of ancient magics take an active interest in the present day. Yet still magi prefer to sit in their libraries and laboratories, oblivious to everything beyond the walls of their covenant. Get their attention.

This book contains eight short scenarios for *Ars Magica Fifth Edition* tied to a previously released *Ars Magica* sourcebook. Each is designed to be played in a single session, and to draw the characters into some aspect of the rich background of Mythic Europe. Each scenario could serve as a single session's entertainment, or as the springboard for a saga arc.

COMING SOON: MYTHIC LOCATIONS

Find out more at [atlas-games.com/arsmagica](http://atlas-games.com/arsmagica)