

The Broken Covenant



of Calebais

by Jonathan Tweet & Mark Rein•Hagen

Lion Rampant



The Broken Covenant of Calebais

an adventure supplement for *Ars Magica*

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Dedicated to Kristin Hagen
(who we forgot the first time)

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Introduction

Grimgroth was disgusted with his fellow magi. For most of them, nothing on mortal earth was more important than their studies, and they were loath to leave their laboratories. They simply didn't understand the importance of these occasional unscheduled council meetings, and they always complained. This redcap had interesting news, however, information which could give them a decided advantage over the covenant of Windgraven. Fortunately, the redcap had come to them first. He supposed the Denimur ring which Consuelia gave the messenger last time she visited could have made some little difference.

"Order, I will have Order," Consuelia said, her large frame amply filling the bronze chair at the end of the council table. "We have important business at hand. Favored redcap, tell my compatriots what you told me earlier."

"I have a letter here from the hand of a nun," said the willowy redcap. "She told me that she once lived in the covenant of Calebais, in the days before it was ruined."

Gasps of surprise and then a flurry of talk erupted from the congregated magi. Calebais of the broken crown was well known to all of them; nearly fifty years before, it had been mysteriously destroyed, the only covenant in living memory (and for wizards, living memory goes back a long way) to have fallen. No one knew what could have brought down such a carefully guarded and powerful covenant...

"She even showed me her identifying brand," the redcap continued. "It is certain, there was a survivor after all. Here is the letter. It was

written by the wizard Krenval just before his death. Some of you may have known him."

In a maelstrom of wind and feathers, the document flew into the air and landed in Vulcris' outstretched hand, just a moment before Oculo closed his hand where the document had lain. "Think of what we can find inside the ruins," Vulcris screeched. "All of its wealth and magic — the Bell of Ibyn — all of it untouched after these many years. Tell me, you, does the letter tell us how to pierce to Veil of Mormool?"

"It gives only clues, madam," said the redcap, "but perhaps the clues will be enough to let you pass through the Shrouded Glen that has stopped all others."

"So who shall we send on this important mission?" said Consuelia. "Who is willing to forgo their studies for a time to risk exploring the halls of Calebais and return its magic to us?"

After a long moment of silence, Oculo finally spoke up, "But whatever destroyed them may still be there! Don't look at me Consuelia, I cannot go; besides I am in the middle of enchanting a staff."

Slowly Consuelia looked about the council of magi, finally resting her eyes on her recently released apprentice, Grimgroth. "So, I must go," she said. "Even I, the founder of the abode for you all, am not allowed peace and rest in my old age."

On hearing this, Grimgroth stood up and looked boldly about the room, shaking his head at his sedentary compatriots. "Call out the grogs; I leave immediately."

How to Use This Book

This is, more than anything else, a mystery story. Fifty years ago the wizards' covenant of Calebais was destroyed, and in all those intervening years no one ever discovered why, or how. Now that broken covenant is finally going to be explored, and the characters will hopefully find out how such a powerful and well-defended covenant could possibly fall. This is the central mystery of this story. Its the big question of *why* — what mad force brought about the downfall of the beautiful Calebais and where dwells that danger now?

Because of this mystery, the characters may become concerned over the fate of their own covenant as well. If one covenant can fall then so could another; the danger could still be lurking about, biding its time before it moves on to other prey. This concept could become the most dynamic element of the story, and can be the source of some excellent role-playing.

Presented in this book are background notes to use in running this *Ars Magica* story. Unlike some published adventures, which

the adventurers explore room by room, section by unrelated section, these background notes present a dynamic setting that can interact with the characters. Thus, all possible actions of the non-player-characters cannot be spelled out. We provide suggestions and ideas, but how the story unfolds is up to the imaginations of you and the other players.

For this reason, you will need to be familiar enough with the setting described in this book to be able to ad lib freely and in order to have it run smoothly. The story of the Broken Covenant of Calebais requires a bit more preparation on your part than most published adventures, but in return you will have a story that better suits the needs and style of your troupe.

Throughout the text, options are presented; giving you ideas for changing the encounters as you see fit. Consider these options and others of your own creation before running the adventure. Perhaps, during the story a character's actions will make one of the options especially appropriate, so be ready to change your mind about the nature of some of the encounters as you go. Try to end up with an exciting and fulfilling story that is realistic and makes

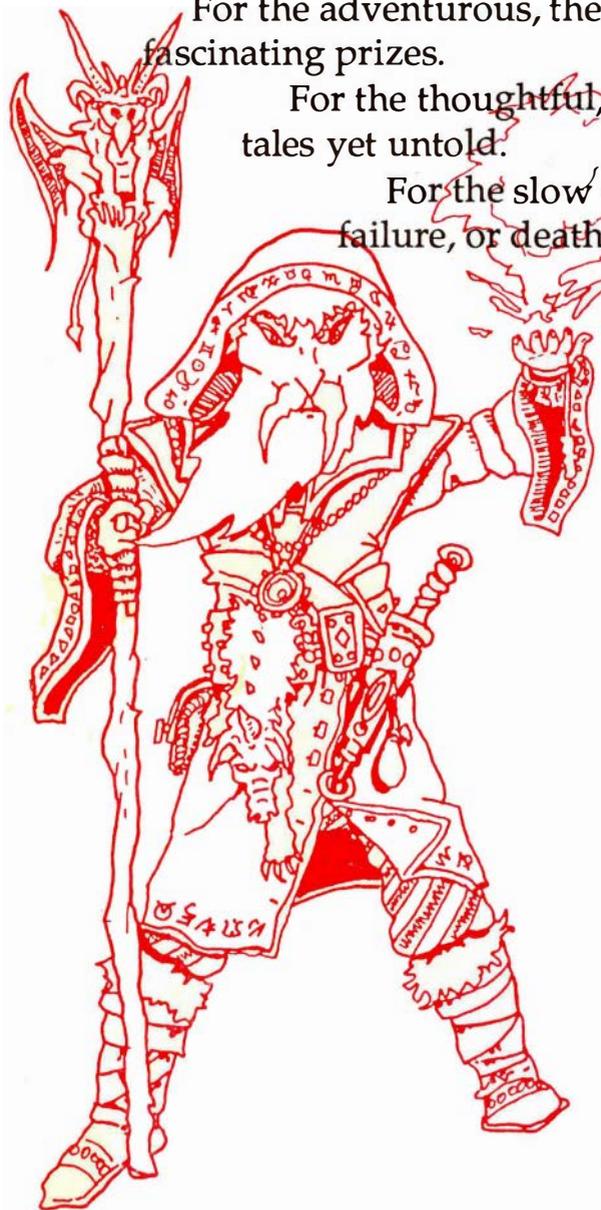
The Bell of Ibyn Never Tolled.

And so the covenant fell. The wondrous bell warned the magi of all dangers, or so the wizards of Calebais thought. But fifty long years ago some dark force destroyed their beautiful covenant, and its opulent halls have remained untouched ever since. Until now. Into your hands has fallen a document that hints at how to pierce the protective Veil of Riddles, and you have an opportunity denied to all wizards before you: to explore the covenant of Calebais, to loot its treasures, and to solve its mysteries. But how did Calebais fall, and does the danger lurk there even yet?

For the adventurous, there wait bestial creatures, deadly traps, and fascinating prizes.

For the thoughtful, there wait riddles, mysteries, and tales yet untold.

For the slow of mind or body, there waits failure, or death.



This story includes:

- Mormool's challenging and intricate Veil of Riddles, which one must solve in order to reach Calebais. More than a cliched plot device, this riddle makes sense in terms of the story.
- An inside look at a wizards' covenant, a source of ideas for the players' own home.
- Rules for intriguing ghosts which give them new vitality, interest, and possibility.
- A great variety of role-playing opportunities with NPC's whose personalities are clearly defined and believable. Role-playing tips for each major character maximize your acting talents.
- Profusely detailed with realistic and innovative encounters and "finds." Creatures to talk to, to fight, and to flee.
- At last, a "dungeon" that makes sense, whose inhabitants have reasons for being where they are and for doing what they do.
- Cross-indexed and cleanly laid out — to provide flexibility and detail with minimal hassle. An adventure organized and written so you can actually use it, not just steal ideas.

A story worthy to be told, a mystery worthy to be solved,
a prize worthy to be pursued.