

Power Level: Low, Build Points: 234/300

Season: Spring

Aura: lab 4, General: 4

Aging Modifier: 0

Founded: 1220

Members

Gasparius [NPC]: Ex Miscellanea
 Titus Creperius: Jerbiton
 Gorgamesh: Criamon
 Valeria Libidia: Verditiis
 Dylan Lleu: Merinita
 Octavian: Tremere
 Volkmar the Custos [Militant; Companion]
 Malloc the Troubador [Companion]
 Hakon the Woodsman [Companion]
 Lupus the Wolf-Brother [Companion]
 Erich Waldst [Companion; Militant]
 Heinrich the Swordsman [Militant; Grog]
 Frank the Tough [Militant; Grog]
 Lukas the Hunter [Militant; Grog]
 Matthius the Brewer [Covenfolk]
 Baldermar the Thief [Covenfolk]
 Old Magd the Wise [Covenfolk]
 Pavel the Shapeshiter [Covenfolk]
 Puck the Goblin-Blooded [Covenfolk]
 Giovanni Angiulo [Tremere Loan]
 Covenfolk #8 ?
 Covenfolk #9 ?

Library**Cost**

Fengheld's Summa on Corpus 27
 Type: Summa; Total Quality: 12; Level: 15; Topic: Corpus;
 Language: Latin
 Fengheld's Summa on Vim 24
 Type: Summa; Total Quality: 12; Level: 12; Topic: Vim;
 Language: Latin
 Fengheld's Summa on Animal 27
 Type: Summa; Total Quality: 21; Level: 6; Topic: Animal
 Fengheld's Tractatus on Terram 11
 Type: Tractatus; Total Quality: 11; Topic: Terram; Language:
 Latin
 Fengheld's Tractatus on Mentem 10
 Type: Tractatus; Total Quality: 10; Topic: Mentem; Language:
 Latin
 Fengheld's Tractatus on Rego 10
 Type: Tractatus; Total Quality: 10; Topic: Rego; Language:
 Latin
 Fengheld's Tractatus on Imaginem 9
 Type: Tractatus; Total Quality: 9; Topic: Imaginem;
 Language: Latin
 Fengheld's Summa on Parma Magica 22
 Type: Summa; Total Quality: 10; Level: 4; Topic: Parma
 Magica; Language: Latin
Total 140

Lab Texts**Level**

Shiver of the Lycanthrope InAn10
 Ward Against the Beasts of Legend ReAn20
 Circle of Beast Warding ReAn5
 Ward Against Faeries of the Waters ReAq15
 Ward Against Faeries of the Air ReAu15

Purification of the Festering Wounds

CrCo20

Intuition of the Forest

InHe10

Ward Against Faeries of the Wood

ReHe15

Heat of the Searing Forge

CrIg10

Invisibility of the Standing Wizard

PeIm15

Ring of Warding Against Spirits

ReMe15

Rusted Decay of Ten-Score Years

PeTe10

The Invisible Eye Revealed

InVi15

Scales of the Magical Weight

InVi5

Sense the Nature of Vis

InVi5

Aegis of the Hearth

ReVi15

Total: Build Points: 40

200

Vis Sources**Pawns**

Vis Source: Rego 1
 Physical Form: a stone shard found in the stone circle's floor;
 Location: Covenant; Seasons: Spring
 Vis Source: Terram 1
 Physical Form: A stone shard found on the stone circle's floor;
 Location: Covenant; Seasons: Spring
 Vis Source: Vim 2
 Physical Form: A stone shard found on the stone circle's floor;
 Location: Covenant; Seasons: Spring
Total: Build Points: 20 4

Vis Stocks**Pawns**

Vis: Creo 2
 Location: Covenant
 Vis: Intellego 2
 Location: Covenant
 Vis: Muto 2
 Location: Covenant
 Vis: Perdo 2
 Location: Covenant
 Vis: Rego 2
 Location: Covenant
 Vis: Corpus 4
 Location: Covenant
 Vis: Vim 2
 Location: Covenant
 Vis: Terram 2
 Location: Covenant
 Vis: Mentem 2
 Location: Covenant
Total: Build Points: 4 20

Specialists**Cost**

Hans the Carpenter 10
 Com: 0; Teaching: 0; Highest Ability Score: 10; Abilities:
 Carpentry: 10
 Gottfried the Scribe 7
 Com: 0; Teaching: 0; Highest Ability Score: 7; Abilities: Craft
 (Bookmaking): 5; Magic Theory: 1; Scribe: 7
 Aldrich the Handyman 8
 Com: 0; Teaching: 0; Highest Ability Score: 8; Abilities:
 Profession: 8
 Rodolph the Chef 5
 Com: 0; Teaching: 0; Highest Ability Score: 5; Abilities:
 Craft: 5; Steward: 2
Total 30



Hooks

Cost

Beholden (Fengheld)

1

Total

1

Boons

Cost

Aura

1

Total

1

For a long time in the ancient past, the old records say, the site of Teneo was occupied by the Hermetic covenant of Rethra, although it wasn't at the covenant proper (which lies some 20-30 miles to the east). It is unclear when it was abandoned, perhaps as late as 1202.

Rethra was an ancient covenant, predating the Order itself. Its magi served as pagan priests, at least for a time, but it has fallen into deep Winter and when the Knights of the Sword came in 1202 to pillage and destroy it, they found nothing but empty ruins.

Currently, the site is a snow covered plateau on a clifftop, with a circle of standing stones as its center and the remains of a few wooden buildings around it. Some may be habitable with but little work, which is suprising given the time it was allegedly abandoned, but most are in utter ruins and need to be taken down. The place needs to be rebuilt, and it is for this purpose that Fengheld has provided you with artisans and mundane resources to oversee the construction.

The forest encircles the plateau, spreading from its sides onto the side of the road. From both of the cliff's sides, a trek through the forest outskirts will lead, with some climbing, to the site. The cliff is large enough and the lay of the land is such that the place is not visible from the road or sorounding countryside; only the cliff is visible, not its top.

The clifftop is a deforested "tongue" protruding from the forest towards the east, and so is not covered by trees. The cliff is not high, and the forest hides everything in one direction, so the view isn't something to write home about. It is high enough that, with the lay of the land, the stone circle itself is hidden from sight from the main road that passes below it. If you build low building there and lower (towards the forest; one story to two near the forestline), you won't see and won't be seen from the road. The cliff is wide enough so that there is sufficient mass that the magi could conceivably build subterranean rooms and passages, up to and including beneath the ring of stones itself.

If you go to the cliff's edge and take a peak, you'll have a good view of the road in either direction for a few miles, left and right. On a good day, you can make out some of the outlying farms of a village to the north. To your east are rolling hills and, in the distance, a river and lake.

It is a fairly wide and well-traveled road, but it isn't well maintained. The result is a good road in the right seasons, but you better be alert for potholes and problems as they are fixed rather laisurly (by local villagers, the duke, or other parties). There is traffic for Rostock (North-West), Stettin (East), and Brandenburg (South), as well as more local traffic.

The climb to the clifftop is fairly extensive. Nothing insormountable, but it is somehow tall. Consider that you were able to mount it with wagons, but only barely, and one got stuck. It is mostly gentle, with a few rough spotches, but as it is evident that you are climbing towards the cliff and getting away from the road you would have to be intentionally be going there.

You wouldn't climb it if you are strolling along the road, unless you intentionally go into a path that you know will wind up taking you up towards the cliff, into the forest, and away from the road.

But yes, you COULD have visitors that just followed their curiosity and reached you.

The stone circle is made up of individual monoliths arranged in a ring. The ring is complete, but the stones are rough and worn. It is wide enough for about 8 magi to stand side by side in a circle, on the inside of the stones. There are four huge boulders, sinking deep into the earth. There is also a "crest" or "crown" of a few smaller stones and a small upsurge in the ground, completing the circle. Stones, even pebbles, tend to attract to the crest, and there are some stones there that, though not as huge as the boulders, are fairly large (about a chair's size) and seemingly well anchored to the earth.