

Ars Magica · Definitive Edition

The Midsummer Harvest



A decorative border in blue and gold runs along the edges of the page. It features stylized floral motifs, including tulips and clusters of berries, set against a dark blue background with gold outlines.

THE MIDSUMMER HARVEST

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RUNNING THE NIGHT

A HARVEST AND A VILLAGE IN DANGER

A harvest and a village in danger

For a brief, spoiler-light introduction to share with the players: On Midsummer Eve in Sant Pere de la Riba, the covenant's long-standing interest in the water pearls beneath the old mill has become contentious. The miller is dead, his son has given the mill to an abbey, a rival maga disputes the covenant's claim to the seasonal source, and villagers have begun forgetting their own names. The night will test what the covenant owes its neighbours, what it can establish about the source, and what it is willing to risk before dawn. Keep the cause of the name-loss and the rival's private actions from this introduction.

THE UNPAID EXCHANGE

The unpaid exchange

The underlying truth is that the Aquam pearls forming beneath the mill are not a natural vis source. They are payment under an ancient pact between the river faerie, Senyora de la Correnta, and the miller's bloodline. For three generations the PCs' covenant has harvested the pearls, unaware of the exchange that made them possible. Each Midsummer, Miquel Vidal gave the faerie one of his memories. Miquel is dead; the

payment stopped with him. The faerie is now taking villagers' names, one by one, as she collects what she considers an overdue debt.

Name-taking has a specific, visible consequence: an affected person cannot remember or speak their own name, but retains other memories and can still be recognized by others. The loss is not the same as losing a memory. The faerie can return a taken name by agreement. The abbot's completed exorcism restores names taken during this crisis. The memories Miquel gave in earlier years remain with the faerie unless she agrees to return them; neither restoring the villagers' names nor ending the current crisis automatically returns those memories.

Keep three interests distinct. Joan Vidal's grant gives the Cistercian abbey of Santa Maria de Fontclara the mill and its working property. It does not decide who may claim Hermetic access to vis, and it does not transfer or end the faerie's pact. Estefania de Foix publicly argues that the recurring source was never properly registered. The covenant's long practice of harvesting it is relevant history, but neither that history nor the mill grant settles the registration dispute. The supernatural exchange is a third matter: the faerie expects payment, regardless of what the Church or the Order concludes about property and vis.



The Unpaid Current

THE PEOPLE WITH CLAIMS ON THE NIGHT

The people with claims on the night

At the opening, Estefania is camped by the river and openly disputes the source's registration. In private, she has offered the unwitting villager Agnès Bosch to the faerie in exchange for redirecting the pearls to Estefania's covenant. The faerie has not completed that bargain. Estefania wants an enduring source and a stronger claim for her covenant, not indiscriminate harm; she knows the offer is consequential and has reason to prevent it being established before a Quaesitor. Her public argument and her secret offer are separate facts. Do not let the former prove the latter, or treat an accusation as an official ruling.

Agnès has not consented to being offered and does not know the pact's history at the outset. She is a person with her own wishes, not a payment the PCs can allocate. If told of the offer, she may seek protection, confront Estefania, refuse any proposed exchange, or make her own approach to the faerie. Joan, Miquel's son, is a Cistercian novice who gave the mill to the abbey. He knows that his father kept a private Midsummer observance, but not that it involved a faerie or a memory payment. He wants to respect his vocation and the transfer while protecting people he knows. His father's former obligation does not bind him to inherit it.

Abbot Ramon is responsible for the house that received the mill. He wants the villagers safe and the monastery's mundane rights respected, but does not claim those rights include the vis. He does not know the pact's history or Estefania's private offer. He possesses genuine, specific Divine authority to lead a sustained exorcism at the river before dawn. If he completes it, the faerie is expelled, the village is saved, names taken in this crisis are restored, and the vis source is destroyed forever. This is an exceptional fact of this story, not a general clerical power.

The three pregenerated PCs have different reasons to involve themselves. Bernat de Cardona, a newly apprenticed Guernicus magus of the harvesting covenant, wants to establish what Estefania actually did before deciding whether an accusation is warranted; he is not an appointed judge. Elisenda Prat, a companion raised in the village and trusted as a go-between, wants to protect its people and secure a hearing with Joan and the abbot. Pere Soler, a grog with mill ties, wants to keep villagers safe and find Agnès before anyone can move her secretly. Their bonds create ways into the dispute, not duties that dictate their choices.

A NIGHT MEASURED IN CHOICES

A night measured in choices

The crisis runs from dusk to first light. At dusk, the name-taking has already begun; the pearls are forming beneath the mill, and Estefania's public challenge is available to the PCs. Her offer to the faerie remains incomplete, so timely intervention can still prevent it from being carried through. Use the



A Public Dispute at the River

hours as pressure, not as a sequence of gates: the PCs may pursue whichever lead or response they consider urgent.

If the unpaid debt remains unresolved, the faerie continues taking names one by one. Midnight is a useful point to make that danger newly apparent—perhaps another villager is affected—but do not set a required tally. Which people have lost their names by dawn depends on what the PCs and other actors have done. A delay can cost safety or trust and make the danger harder to ignore, but should not close every route to learning the truth or negotiating a remedy.

Before dawn, Ramon needs time and opportunity to complete his sustained rite at the river. He may prepare or proceed if the danger persists; the PCs can assist him, negotiate with him, protect the site, hinder him, or pursue another solution. First light is the limit for completing the exorcism, not an automatic moment when the faerie kills a victim or the crisis resolves itself. If the rite has not been completed by then, do not grant its consequences. Resolve the night according to the bargains, protections, and other actions the players actually achieved.

EVIDENCE, MAGIC, AND THE HERMETIC CLAIM

Evidence, magic, and the Hermetic claim

The allegation to assess is scenario-specific: Estefania intentionally attempted to deprive another magus of magical power by using the faerie to divert a recurring vis source the PCs' covenant has long harvested. Evidence must bear on both her intent and her action. A public dispute over registration is not, by itself, proof of that attempt, and the source's contested status does not predetermine a formal finding. The PCs can preserve what they learn and decide whether it warrants further attention through the Order; Bernat's Guernicus standing does not make him the decision-maker.

There are independent ways to substantiate or challenge the allegation. Agnès can say she did not consent and relate what she knows. The faerie can describe Estefania's proposal, though she has her own interests. If approached and persuaded or otherwise protected, the boatman can provide his deposition: he says he recognized Estefania bringing Agnès to the river, saw an unidentified woman in the water, and heard Estefania offer the girl in exchange for the pearls. He could not hear the woman's answer or see what happened afterward, so his account does not establish that the faerie accepted. Valid magical evidence may also matter; judge what it demonstrates by the actual spell and circumstances, not by an assumed blanket immunity or automatic proof.

The abbey's Copy of the Mill Grant is evidence of Joan's transfer of the mill and its working property to Santa Maria de Fontclara. It says nothing about Aquam vis, Hermetic registration, or the river pact. The Boatman's Deposition is available only if the witness is approached and willing or made safe enough to speak. Neither document supplies a legal verdict. In investigation, a failed approach can cost time, trust, or a witness's willingness without making the underlying facts permanently unknowable.

NO INHERITED ANSWER

No inherited answer

If Joan learns the truth and freely agrees to inherit his father's role, the pact and recurring harvest can continue, but he must give the faerie one memory each Midsummer. That choice bears on his religious vocation and his ties to the village; neither his bloodline nor his father's practice makes the decision for him. A PC who knowingly and freely replaces the payment gives one of their own memories for the exchange and accepts that continuing vis requires another payment at each Midsummer. Do not treat a single payment as an indefinite solution.

The faerie may accept a different bargain. The PCs can propose terms, but no standard cost or outcome is fixed: make clear what each party actually agrees to, who bears the obligation, what happens to the names, and whether the terms provide for future vis. An offer involving Agnès does not count as her consent. If a freely accepted agreement returns a name, the faerie can do so; memories Miquel already gave remain hers unless she agrees to return them.

The abbot's completed exorcism is a different resolution. It expels the faerie, saves the village, restores names taken during this crisis, and ends the Aquam source permanently. It does not return Miquel's earlier memories. The PCs may favor this outcome, oppose it, seek an agreement first, or take another course the situation supports. Do not impose a sacrifice, bargain, legal ruling, or moral verdict because it seems like the intended ending.

WHERE TO BEGIN, AND WHAT FOLLOWS

Where to begin, and what follows

Set the adventure around 1220, on Midsummer Eve in fictional Sant Pere de la Riba, frontier Catalonia, within the Tribunal of Iberia. The river community lies by a tributary of the Segre; Santa Maria de Fontclara, the fictional Cistercian abbey that now holds the mill, is upstream. The PCs' covenant has harvested the pearls for three generations. Use the covenant's established name and circumstances from your saga; that longstanding interest is the essential connection to this crisis.

Begin with the party already in the situation at dusk, ready to choose its first action—not with a required summons, arrival scene, or meeting. They can seek villagers' accounts, pursue access to Joan or Ramon at the abbey, examine the water, look into the transfer, find Agnès, or challenge Estefania. Their different roles make those approaches available in parallel, but no one route is mandatory. The schematic map in *Sant Pere de la Riba and the Mill Stream* supports movement and negotiation among the settlement, mill, and upstream abbey; it is not to scale and establishes no measured travel time.

The playable chapters develop from that open position. *Dusk at Sant Pere de la Riba* establishes what can be observed and the immediate local interests. *What the Water Remembers*



The Mill and the Upstream Abbey

supports investigation from several directions, with the deposition available only through its witness. *Terms Before First Light* brings the outstanding debt, the abbot's opportunity to act, Joan's possible choice, and Estefania's conduct into the deadline. *The River's Answer* follows what the PCs actually secured, agreed to, interrupted, or failed to prevent. The grant and deposition are player aids consulted or obtained in their respective scenes; refer to their wording there rather than presenting them in this overview.

The immediate outcome should follow the actions taken before first light: a freely accepted continuing payment preserves the harvest at the cost of recurring memory obligations; an agreed new bargain has only the terms its parties accepted; a completed exorcism saves the village and ends the source forever. If no solution was completed, do not invent a successful rite or an accepted bargain. Carry forward the actual state of the names, promises, and danger. In the optional next-season reckoning, consider the relationships left by that choice: the covenant's standing with villagers and abbey, its access to the mill, any ongoing exchange, and whether evidence about Estefania warrants a later Quaesitorial inquiry. None of these consequences declares the disputed registration settled by itself.



DUSK AT SANT PERE DE LA RIBA

Begin with the village at dusk

Begin with the player characters already in Sant Pere de la Riba as Midsummer evening settles. Do not play a journey or require a summons: the covenant's three-generation interest in the mill's seasonal pearls is reason enough for them to be present. Bernat can pursue the disputed claim, Elisenda can open conversations with people she knows, and Pere can use his mill ties to watch the river approaches. Their sheets establish what each knows at the outset. These connections offer ways into the crisis, not instructions about what the characters must decide.

The immediate situation is plain even before its cause is understood: villagers cannot say their own names, pale pearls are forming in the water beneath the mill, and Estefania de Foix is disputing the covenant's claim. The monastery's recent receipt of the mill concerns mundane property; the Hermetic claim to vis and the river's supernatural bargain are separate questions. The characters may address whichever concern seems most urgent, and they need not pursue every lead in this chapter before acting.

Sant Pere de la Riba

The settlement stands by a tributary of the Segre in frontier Catalonia. Its layout is not fixed: the old mill is within the village, but no particular street plan or route between its houses and the river is established. The schematic map orients

the party among the village, mill, and upstream abbey; it is not to scale and gives no measured travel times.

The first sign of the crisis is visible among the people gathered in the evening. When asked her name, one resident hesitates, searches her memory, and cannot say it. Neighbours know who she is and can name her; she remembers her work, family, and the events of the day. The loss is her own name, not her other memories. Other villagers affected by the taking show the same specific confusion. People nearby are frightened, and the growing concern draws attention toward the mill and watercourse.

The village offers several immediate conversations: the affected people can describe what they experience, and their neighbours can confirm that the change is sudden. Do not gate this basic fact behind a roll. If a character makes a tense attempt to reassure and question a household, Communication + Folk Ken against Ease Factor 6 can determine whether they are trusted enough to continue without first addressing the family's fear. Failure costs goodwill or time, not access to the observable symptoms. A Gifted magus dealing directly with villagers faces the normal suspicion caused by the Gift; an unGifted character can open the conversation instead.

The first losses

The affected villagers are still themselves in every other respect. They recognize relatives and neighbours, remember their own lives, and understand questions; they simply cannot recall or speak their own names. Others may still identify them



Sant Pere de la Riba and the Mill Stream

by name. This distinction matters when the characters investigate, protect someone, or consider what the faerie might return.

If the party asks what happened, the villagers have no account of a bargain or a supernatural cause. They can say that the failure came on suddenly and that they knew their names before. A failed social approach may make a household insist that the characters help calm or protect the afflicted person before answering further. Another neighbour can still confirm the symptoms, so no single reluctant witness can close this line of inquiry.

Estefania's public claim

Estefania de Foix is camped beside the river and makes her position known: the recurring source, she says, was never properly registered to the player characters' covenant. She is prepared to discuss harvest history and records, and to challenge an unsupported assertion that long use settles the matter. Her public dispute does not establish a Tribunal finding or prove any private act.

The director knows the separate truth: Estefania has privately offered the unwitting Agnès Bosch to the river faerie in exchange for redirecting the pearls to Estefania's covenant. The faerie has not completed that bargain at dusk. Estefania seeks an enduring source and a stronger claim for her covenant; she has reason to keep the offer from being established, but the characters should not learn of it merely because she states her registration argument. They may question or challenge

her now, or pursue independent evidence before making an accusation.

A useful opening exchange is Estefania's question, "*Your covenant has harvested the pearls for generations. What record shows that the source was properly registered?*" It puts the disagreement in the open without deciding it. The scenario-specific allegation concerns an intentional attempt to deprive another magus of magical power by diverting a recurring source the covenant has long harvested. The public claim alone proves neither intent nor the private offer.

Estefania de Foix

Characteristics: Communication 2, Dexterity 0, Intelligence 2, Perception 1, Presence 1, Quickness 0, Stamina 0, Strength -1

Size: 0

Age: 42

Confidence Score: 1

Confidence Points: 3

Soak: 0

Armor Protection: 0

Encumbrance: 0

Abilities: Bargain 4 (recurring agreements), Intrigue 4 (Hermetic disputes), Charm 3 (fellow magi), Awareness 3 (changes in a conversation), Concentration 3 (casting under scrutiny), Latin 5 (Hermetic correspondence), Artes Liberales 3 (written arguments), Order of Hermes Lore 4 (vis-source claims), Code of Hermes 4 (disputed claims), Magic Theory 5 (Vis), Penetration 2 (Aquam), Catalan 5 (river villages)

Arts: intellego 10, rego 9, aquam 13, vim 7, mentem 5, creo 4

Vinculos: Owes her own, unnamed rival covenant a useful result from the disputed harvest.; Regards the player characters' covenant as a longstanding harvester and a political opponent, not an enemy that must be attacked.; Her proposed bargain makes



A Name Gone Missing

Agnès Bosch vulnerable, though Agnès neither knows of nor consents to the offer.

Covenant: An unnamed rival covenant

Description: At dusk on Midsummer Eve, c. 1220, Estefania is camped beside the river at Sant Pere de la Riba in the Tribunal of Iberia. She represents a rival covenant whose name is not established here. She publicly argues that the recurring Aquam vis pearls formed beneath the old mill were never properly registered as the player characters' covenant's source. She knows that covenant has harvested the pearls for three generations. She also knows the private offer she has made to the river faerie: the unwitting villager Agnès Bosch as payment if the faerie redirects the pearls to her covenant. The faerie has not yet completed that bargain at the opening. Estefania understands that offering Agnès without her knowledge has serious personal and Hermetic stakes. Her claim to the vis does not give her title to Joan Vidal's recently granted mill, and neither claim settles the faerie's pact.

Equipment: Travel clothes suitable for a maga camped beside a Catalan river; Writing materials for recording claims and proposed terms; A covered place to keep her papers dry

Fatigue · Long term: 0

Fatigue · Short term: 0

Fatigue Penalty: 0

Fatigue State: Fresh

Gift: normal

House: tremere

Motivation: Secure an enduring Aquam harvest and a stronger defensible claim for her covenant. She wants neither indiscriminate harm nor a fight for its own sake, but will try to keep her offer to the faerie from being established before a Quaesitor.

Personality: Persistent when a continuing source of vis is at stake.; Prefers an agreement she can defend over a night of indiscriminate harm.; Treats a disputed record as an opening for negotiation, not proof that a Tribunal has ruled for her.

Realm: mundane

Role: Magus

Initial goal: At dusk, press the registration challenge in public while seeking an answer from the faerie before anyone can interrupt or substantiate her private offer.

Tactics: Start with questions about records, witnesses and the distinction between long practice and a formally established claim. Bargain if the characters propose a verifiable arrangement that protects her covenant's interests; contest unsupported accusations and ask how any testimony was obtained. If confronted with credible evidence of her offer, weigh withdrawal or a negotiated settlement against the risk of a Quaesitor hearing. She may use legitimate Hermetic magic where its actual effects help her investigate or protect herself; no spell makes the pact, Agnès's consent, or a legal finding automatic. Her normal Gift may make ordinary villagers wary, so she does not assume they will accept her account. If violence begins, seek distance and an exit rather than fight to the death. A political or magical setback does not by itself establish a Tribunal verdict.

Wound Penalty: 0

Agnès Bosch in the village

Agnès Bosch is among the village's ordinary working people, and her presence gives Pere a practical reason to look for her rather than let others decide where she should be. At the opening, she does not know of the pact or of Estefania's private offer. She has not consented to it. If the characters find her, she can answer questions about encounters she personally experienced, state what she wants, and refuse any plan involving her.

Do not make Agnès's lack of consent stand in for proof of what Estefania said to the faerie. Her account may help establish her own wishes and what she observed; the rival's intent and actions require evidence bearing on those matters. If the party



The Dispute Beside the River

does not approach her immediately, that is their choice, not a reason to assume that the faerie has accepted the offer.

Agnès Bosch

Characteristics: Communication 1, Dexterity 1, Intelligence 0, Perception 1, Presence 0, Quickness 0, Stamina 1, Strength 0
Size: 0

Age: 27

Soak: 1

Armor Protection: 0

Encumbrance: 0

Abilities: Living Language (Catalan) 0 (village speech), Craft (Weaver) 5 (linen), Area Lore (Sant Pere de la Riba) 3 (village households), Awareness 3 (riverbank), Folk Ken 3 (neighbors), Athletics 2 (walking rough banks), Bargain 2 (cloth), Charm 2 (neighbors), Survival 2 (river weather)

Vínculos: The households of Sant Pere de la Riba rely on her weaving, and she relies on their custom and help.; She knows Joan Vidal as a fellow villager, but knows only that his father kept a private Midsummer observance—not what it required.; Her village ties give her reasons to approach familiar neighbors for help rather than trust an unfamiliar maga at once.

Description: Agnès earns her living weaving linen in Sant Pere de la Riba and knows its households through work, errands and exchanges of cloth. At dusk she is an ordinary villager facing an extraordinary danger, not a participant in the old pact. Estefania de Foix has privately offered her to the river faerie without her knowledge or consent; the faerie has not yet completed that bargain. Agnès does not know the pact's history or that she has been offered. She can recount only encounters and words she actually witnessed, identify her own wishes, seek protection and refuse a proposed exchange. Her refusal does not establish what Estefania said privately; her account can establish that she gave no consent.

Equipment: Plain summer work clothes; Linen thread and a small bundle of weaving work; Household knife carried as a tool

Fatigue · Long term: 0

Fatigue · Short term: 0

Fatigue Penalty: 0

Fatigue State: Fresh

Motivation: Keep herself and her neighbors safe, continue her work, and learn why people are losing their names before anyone makes a promise on her behalf.

Personality: Practical about work and promises; unwilling to let others decide what she owes.; Frightened by the losses of names, but capable of asking direct questions.

Realm: mundane

Role: Grog

Initial goal: Ask what has happened to the neighbors who cannot recall their names, then find someone she trusts to help her question any plan that places her at the river.

Tactics: She prefers witnesses, familiar company and plain questions to confrontation. If told of Estefania's offer, allow her to decide whether to leave, confront Estefania, seek the PCs' or abbot's help, or address the faerie herself. She can report her lack of consent without being required to accept the PCs' preferred solution. If her name is later taken, she cannot recall or speak her own name, but retains her other memories and can still be recognized by others. The faerie may return it by agreement; the abbot's completed exorcism restores names taken in this crisis. Neither outcome should be assumed at dusk.

Wound Penalty: 0

Old Mill and Watercourse

The old mill stands within Sant Pere de la Riba, with water running beneath it. The mill's machinery and the river are the obvious places to examine when the pearls begin to form; no particular interior arrangement, additional landmark, or route along the stream is established. The abbey lies upstream, but the map does not imply a measured distance or travel time.

At dusk, pale, rounded glints collect beneath the mill in the flowing water. These are the seasonal Aquam vis pearls the covenant has harvested for three generations, not ordinary objects caught in the millrace. Their formation is visible without a test. Someone familiar with the covenant's harvest can recognize what is appearing, even if the source's nature and the reason it forms remain questions for investigation.

The water can be examined, approached, or affected by legitimate magic. Let an effect reveal only what its actual parameters permit: detecting vis does not by itself establish registration, ownership, or the terms of a pact. Bernat's listed Aquam Intellego effects can answer the questions their written effects cover, but do not identify the bargain. Do not make the water immune to valid magic to preserve a later discovery.

A presence in the current

In the moving reflection beneath the mill, a woman's face appears where no person stands on the bank. This is Senyora de la Correnta, a Faerie Realm river power, not a demon or a Magic being. She is present at the place where the pearls form, but the characters need not approach or address her before choosing another course.

The director knows why she is here: the pearls are payment under an old exchange with the miller's bloodline, and Miquel Vidal's death ended the annual memory payment. With that payment unmet, she is taking villagers' names one by one. She can bargain, but she has not completed Estefania's offer at the opening. If the characters speak to her, let them do so on their terms; do not require a particular spell, witness, or order of investigation before they can attempt conversation.

Senyora de la Correnta

Characteristics: Communication 2, Dexterity 0, Intelligence 2, Perception 2, Presence 3, Quickness 1, Stamina 1, Strength -2
Size: 0

Age: 180

Might Score: 15

Might Points: 15

Soak: 1

Armor Protection: 0

Encumbrance: 0

Abilities: Awareness 3 (sounds along the river), Charm 3 (proposing exchanges), Guile 2 (leaving terms unstated)

Vínculos: Miquel Vidal paid her memories while alive. She holds those memories, distinct from the names taken during this crisis.; Joan Vidal is Miquel's son, now a Cistercian novice; his gift of the mill to Santa Maria de Fontclara transferred mundane property, not his consent to the pact.; Estefania de Foix has privately offered her the unwitting Agnès Bosch in return for redirecting the pearls to Estefania's covenant. The faerie has not completed that bargain at dusk.; Abbot Ramon can undertake an exceptional Divine exorcism at the river. If he completes it, she is expelled and the source ends forever.

Description: A Faerie Realm presence of the river at Sant Pere de la Riba, in frontier Catalonia around 1220. In the moving reflection beneath the old mill, she appears as a woman in river-worn linen with wet hair threaded through with pale, pearl-like glints. She is neither a demon nor a Magic being. For three generations the PCs' covenant has gathered Aquam pearls here without knowing that they were the proceeds of her exchange with the miller's bloodline. The dead miller Miquel Vidal gave her one memory each Midsummer; his death has left this year's payment unmet.

Fatigue · Long term: 0

Fatigue · Short term: 0

Fatigue Penalty: 0

Fatigue State: Fresh

Motivation: Secure an acknowledged exchange for what flows beneath the mill. She regards the villagers' names as overdue debt, but would rather obtain a durable bargain than lose her place in their lives. She can state what she has taken and what she wants; she need not accept a proposal merely because it is offered.

Personality: Exacting about exchanges, but willing to hear new terms; Interested in remembered human lives rather than ownership deeds; Offended by an unpaid Midsummer obligation; not indiscriminately murderous

Powers: Original design — Collect an Overdue Name: While the annual memory payment remains unsettled, she can address one person within earshot of the millrace and take that person's own name. This costs 1 Might point per person. The target can thereafter neither recall nor say their own name, but retains other memories; other people can recognize and name them. This is a supernatural effect subject to applicable Magic Resistance, not an immunity to investigation, protection, or restoration by legitimate magic. The storyguide determines penetration under the applicable creature-power rules rather than treating Might score as automatic penetration. She takes names one by one, not everyone at once. She may choose not to take a name, and a bargain or effective intervention can stop further collection.; Original design — Custodian of Names: She can return a name she has taken by agreement with its bearer or someone bargaining on that person's behalf; specify which names are returned when terms are accepted. Returning a name does not itself return a memory previously paid by Miquel. The abbot's completed, scenario-specific exorcism instead restores all names taken in the current crisis, expels her, and permanently ends the pearl harvest. It does not return Miquel's paid memories.; Original design — Midsummer Exchange: The pearls of Aquam vis beneath the mill are the annual payment under her old pact with the miller's bloodline, given in exchange for one of the miller's memories each Midsummer. A proposed successor must knowingly agree to give

a memory for the annual exchange to continue; this is a continuing obligation, not a single payment securing every future harvest. She can negotiate different terms, including whether names are returned and whether future pearls form. Do not presume that Joan, a PC, or an unwitting villager has agreed. A memory previously paid remains hers unless she expressly agrees to return it.

Realm: faerie

Reputation: The woman in the millrace: an uncertain local account, not a known public identity

Role: Creature

Initial goal: At dusk, seek payment or new terms before the Midsummer night ends; if neither comes, continue taking villagers' names one at a time. Hear the PCs' proposals without promising acceptance or requiring any particular sacrifice.

Tactics: She first speaks from the millrace, names the unpaid obligation, and asks what the visitors offer. She treats an offered object, a freely promised memory, protection for the village, and a proposed continuing arrangement as different terms. She does not treat Estefania's offer of Agnès as Agnès's consent. If threatened, she withdraws into the flowing water and seeks another occasion to speak rather than fighting to the death. Appropriate magic can investigate, resist, protect, restore, or harm her under its normal rules; it does not by itself settle consent, ownership, or the future exchange. If the abbot is given time and opportunity to finish his rite, apply its stated consequences.

Wound Penalty: 0

Cistercian Abbey

Santa Maria de Fontclara stands upstream from the village and mill. Its place on the schematic map establishes that relative position only; no specific approach route, measured distance, or travel time is set. The abbey has received the mill from Joan Vidal, and the abbot is concerned about the villagers' distress.



The Face in the Current

Visitors seeking the monastery's account can ask there about the transfer and the grant.

The abbey is another way into the situation, not a required stop. Characters can seek Joan, speak with the abbot, or ask to consult the monastery's copy of the transfer. A refusal or delay in access should change the conversation or cost time, not erase the mundane record or settle the Hermetic claim. The abbey's ownership of the mill does not by itself decide access to vis or end the faerie's pact.

Joan at the abbey

Joan Vidal is at the abbey as a Cistercian novice. If the characters ask about the mill, he can confirm that he gave it to the house after his father, Miquel, died. He knows his father kept a private Midsummer observance, but does not know that it involved the river faerie or a memory payment. He cannot explain the forming pearls or the loss of names.

Joan wants to understand what has happened to neighbours he knows. The characters may ask him what he remembers about his father, the mill, or the transfer, but should not treat him as automatically bound by Miquel's choices. If later told the truth, Joan may decide for himself whether to inherit the annual payment; his father's history and the gift of the mill do not make that decision for him.

Joan Vidal

Characteristics: Communication 1, Dexterity 0, Intelligence 1, Perception 1, Presence 0, Quickness 0, Stamina 0, Strength 0
Size: 0

Age: 20

Soak: 0

Armor Protection: 0

Encumbrance: 0

Abilities: Living Language 5 (Catalan; speech of Sant Pere de la Riba), Awareness 2 (changes in familiar places), Athletics 2 (riverbanks), Folk Ken 2 (neighbors), Profession 2 (milling), Area Lore 2 (Sant Pere de la Riba and its river), Organization Lore 2 (Santa Maria de Fontclara; novice's daily duties), Etiquette 2 (monastic guests), Concentration 2 (prayer amid distractions)

Vinculos: Miquel Vidal was his father; grief makes Joan attentive to evidence about Miquel's private observance, but does not give him knowledge of its terms.; Abbot Ramon receives him as a novice and represents the abbey that now owns the mill; Joan respects him without being obliged to endorse every proposed remedy.; The villagers of Sant Pere de la Riba are Joan's neighbors, not strangers to be exchanged for a harvest.

Description: Joan Vidal is the late miller Miquel Vidal's son and a Cistercian novice at the upstream abbey of Santa Maria de Fontclara. He gave his father's mill to the abbey; the grant transfers mundane property, not a Hermetic claim to Aquam vis or the obligation of a supernatural pact. Joan knows Miquel kept a private Midsummer observance, but never learned that his father paid a river faerie one memory each year. He can describe Miquel's habits and the mill's workings, not explain the pearls or the villagers' missing names. At dusk he is troubled by what is happening to people he knows.

Equipment: Plain novice's habit and belt; Work shoes; Small wooden prayer cross

Fatigue · Long term: 0

Fatigue · Short term: 0

Fatigue Penalty: 0

Fatigue State: Fresh

Motivation: Honor his vocation and the mill's transfer without abandoning the village or treating his father's wishes as an answer to a danger he does not yet understand.



Joan at Fontclara

Personality: Conscientious about his novice's duties; Protective of people he grew up with; Reluctant to speak for his dead father without knowing the facts

Realm: mundane

Reputation: Miquel Vidal's son, lately entered at Santa Maria de Fontclara

Role: Grog

Initial goal: Find out why neighbors cannot say their own names, make sure those affected have help, and learn whether his father's Midsummer observance bears on the danger before deciding what to tell the abbot.

Tactics: Joan seeks conversation and practical help rather than a fight. He can guide visitors around familiar mill machinery and speak to the abbey about its grant, subject to the abbot's authority over access. If told the pact's actual price, give him room to question both its truth and its consequences. He may freely choose to inherit the annual memory payment, decline it, seek another bargain, or support the abbot's rite. Neither his father's choice nor the property transfer binds him automatically. A choice to inherit would cost him a memory each Midsummer and put pressure on his vocation and relationships; refusing can likewise strain relations with neighbors who hope to save the harvest, without making him responsible for the faerie's acts.

Wound Penalty: 0

Abbot Ramon's concern

Abbot Ramon de Fontclara is responsible for the house that received the mill. He is concerned for the affected villagers and will listen to their condition and to the characters' account of the water. He does not claim that the mill grant includes the vis, and does not know the hidden terms of the old exchange at the opening.

Ramon has genuine, specific Divine authority to lead an exorcism at the river before dawn. This is an exceptional fact of this story, not a general clerical spell. Its completion expels the faerie, saves the village, restores the names taken in this crisis, and permanently destroys the vis source; the full procedure and conditions are given in *Abbot Ramon de Fontclara*. Characters can give him time and opportunity, negotiate with him, help protect the river, or hinder him. He does not compel their cooperation.

Abbot Ramon de Fontclara

Characteristics: Communication 2, Dexterity 0, Intelligence 1, Perception 1, Presence 1, Quickness -1, Stamina 0, Strength -1

Size: 0

Age: 54

Confidence Score: 1

Confidence Points: 3

Soak: 0

Armor Protection: 0

Encumbrance: 0

Abilities: Catalan 5 (pastoral conversation), Latin 5 (liturgy), Theology 4 (pastoral questions), Leadership 4 (monks), Folk Ken 3 (petitioners), Awareness 2 (distress), Concentration 3 (prayer amid distractions), Charm 2 (reassuring villagers)

Vinculos: Joan Vidal is a novice under Ramon's care; Ramon will hear him out rather than order him to assume his father's unknown obligation.; The villagers of Sant Pere de la Riba depend on the upstream house as a neighbour, even when they dispute its rights at the mill.; The monks of Santa Maria de Fontclara rely on Ramon to safeguard their community and its lawful property.

Description: Ramon heads the fictional Cistercian abbey of Santa Maria de Fontclara, upstream from Sant Pere de la Riba in frontier Catalonia, c. 1220. Joan Vidal, now a novice, has given the abbey the mill formerly held by his late father, Miquel. Ramon takes responsibility for the house's mundane property and for the safety of its neighbours. He can produce the abbey's copy of the grant if

visitors seek its account; it concerns the mill, not ownership of Aquam vis. At dusk he sees villagers unable to recall their own names and treats their distress as urgent. He does not know the ancient memory payment, the faerie's identity, or Estefania's private offer to Agnès Bosch.

Equipment: Plain Cistercian habit; Travel cloak; Small vessel for blessed water; Abbey's copy of the mill grant, available to consult at the monastery

Fatigue · Long term: 0

Fatigue · Short term: 0

Fatigue Penalty: 0

Fatigue State: Fresh

Motivation: Keep the villagers safe while respecting Joan's vocation and the abbey's mundane rights. Ramon wants time to prepare and perform a river rite if no safer remedy emerges; he neither claims that the mill grant conveys vis nor demands that the magi surrender their Hermetic claim.

Personality: Protective of the villagers without presuming to decide for them.; Patient in discussion, resolute when he believes delay endangers people.

Powers: Exorcism at the river — original, scenario-specific Divine authority, not a Hermetic spell or a power available to clerics generally. Ramon must be present at the river before dawn. After preparing with those willing to assist him, he leads sustained prayer and blessing directed against the power taking the villagers' names; allow roughly two hours at the river for the sustained rite. He cannot complete it from the abbey or by uttering a single command. If driven away or prevented from praying, the rite cannot progress; if he returns before dawn, he can resume, but still needs sufficient time to complete the sustained observance. If completed before dawn, it expels the river faerie, restores names taken in the current crisis, saves the villagers from this collection, and permanently ends the Aquam vis source. It does not return memories Miquel previously gave the faerie. Negotiation, protection, obstruction, and legitimate magic can change whether Ramon has the opportunity to finish; the rite grants him no general immunity to interference. If it remains incomplete at dawn, none of its completion effects occurs: the faerie retains the names she has taken, and the villagers still need protection or an agreement for their return. Its efficacy is an exceptional fact of this story, not a certified general exorcism rule.

Realm: mundane

Reputation: Abbot of Santa Maria de Fontclara; known locally as a conscientious steward.

Role: Companion

Initial goal: Go to the village, learn who has lost a name, arrange help for the affected households, and secure an opportunity to pray at the river before dawn.

Tactics: Ramon begins with conversation: he asks what the afflicted can still remember, offers the abbey's account of the mill transfer, and listens to proposals that would restore the names. He will not treat a claim to vis as a claim to the mill, or the reverse. If persuaded that a timely bargain genuinely protects the villagers, he may hold back while its terms are tested. If the danger persists, he gathers willing helpers and proceeds to the river. Characters may escort him, negotiate time, protect the site, delay him, or prevent the rite; he does not compel their cooperation. Harm to a villager strengthens his resolve, but he remains available to talk.

Wound Penalty: 0

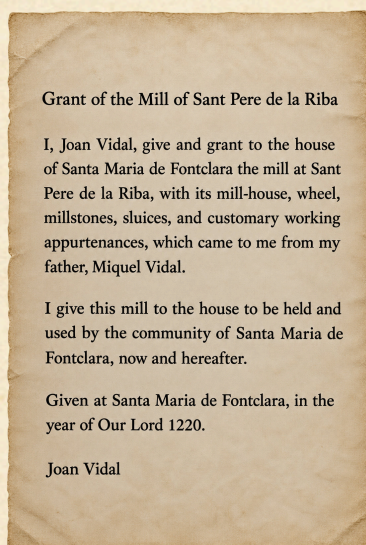
The abbey's copy of the grant

If the characters seek the monastery's account of the transfer, Ramon can show them the *Copy of the Mill Grant*. Give them the document as written. It records Joan's grant to Santa Maria de Fontclara of the mill and its working property, including the mill-house, wheel, millstones, and sluices.

The copy says nothing about Aquam vis, Hermetic registration, or the river pact. It is evidence of the mundane transfer, not a ruling on who may harvest the vis or what is owed to the

faerie. The characters may use it to clarify the abbey's claim to the mill without allowing that claim to answer the other disputes.

Handout 1 • Copy of the Mill Grant



Grant of the Mill of Sant Pere de la Riba

I, Joan Vidal, give and grant to the house of Santa Maria de Fontclara the mill at Sant Pere de la Riba, with its mill-house, wheel, millstones, sluices, and customary working appurtenances, which came to me from my father, Miquel Vidal.

I give this mill to the house to be held and used by the community of Santa Maria de Fontclara, now and hereafter.

Given at Santa Maria de Fontclara, in the year of Our Lord 1220.

Joan Vidal

Choose the first lead

The characters can begin with the afflicted villagers, the pearls, Estefania's public challenge, Agnès, Joan, or the abbot. They may divide their efforts or stay together. No sequence is required: a conversation can lead toward the mill, the mill toward the faerie, or a question about ownership toward the abbey. The schematic map supports these choices without fixing how long a particular journey takes.

If the characters use magic, apply the stated effects honestly. A spell can reveal or change what its parameters allow; a discovery about magical activity does not automatically decide consent, vis ownership, registration, or whether an allegation is established. Do not invent a blanket immunity for the faerie or make a failed roll erase a fact that can be learned elsewhere. If an approach fails, use its immediate cost—lost time, diminished trust, or a witness who will not speak yet—while leaving other routes available.

The name-taking has already begun, and if the unpaid debt remains unresolved the faerie continues collecting names one by one. The night runs from dusk to first light. Delay can put more villagers at risk and reduce the time Ramon has to complete his rite, but first light does not grant an uncompleted remedy or decide the night for the characters. What happens next depends on which people they reach, what evidence they preserve, and what promises or protections they choose to pursue.



WHAT THE WATER REMEMBERS

FOLLOW THE EVIDENCE

Several questions, no required order

This investigation begins after the party has seen the first signs of the name-loss and learned that the mill, its harvest, and the rival maga's claim are in dispute. The characters can divide their attention among the mill, the village, the abbey, and the river; they do not need to follow a fixed sequence. Bernat can seek evidence before making any accusation, Elisenda can use her local ties to open conversations, and Pere can look for Agnès or keep watch on the mill's approaches. These are opportunities, not assignments that dictate what the players must do.

The questions are related but not interchangeable. Why has the water produced pearls for the covenant? Why are villagers losing their names? What did Estefania offer, and did the faerie accept? What, precisely, does the abbey's mill grant establish? Each answer can come from a different source. If the characters postpone one inquiry, let the people involved keep acting: the faerie may take another name, a wary witness may leave, or Estefania may press her public claim. Delay changes the situation, but does not make the truth permanently inaccessible.

What a stolen name looks like

A person whose name has been taken is not confused about everything. Ask about familiar work, family, or the events of the day and the person answers normally; ask for their own name and they cannot remember or speak it. They may know that others are calling them by a particular name, and they remain recognizable to neighbors. Do not portray this as a loss of identity, speech, or other memories.

A calm interview can establish the limits of the affliction without a roll. A villager might say, *"I know my sister's face, and I remember the cloth I promised her. I know you are calling me by a name. But when I reach for my own, there is nothing there."* The family can confirm that this is the same person they knew before the loss. This is evidence that the harm concerns a name, not a general failing of memory; by itself, it does not reveal who took it or why.

If the characters ask how the missing names can be restored, a victim or neighbor cannot supply a supernatural answer. They can report that no ordinary reminder has worked. The faerie can explain that she may return a name by agreement, and Ramon can explain what his completed rite would accomplish if the characters consult him. A failed attempt to reassure a victim may make them less willing to speak, but it cannot erase the observable distinction or prevent the party from seeking another witness.



A Name Missing



The River's Answer

The miller's Midsummer observance

Joan can confirm that his father kept a private observance at Midsummer. He does not know its terms, and the mill grant does not explain it. If the characters ask him to describe what he knows, give him room to distinguish memory from inference: he can speak for his own knowledge, not for a bargain he never witnessed or understood. He may also direct the party to the river, where the supernatural account can be tested against what he remembers of his father's custom.

If the characters address the presence in the water and ask what happened between her and Miquel, she answers plainly: *"Each Midsummer he gave me a memory. The pearls were what the river paid in return. He is dead, and this year no memory came."* She explains that the names are her collection after the missed payment, not a property of the water or an effect of the mill's machinery. This is her testimony, offered from a faerie's own understanding of an exchange; it is strong evidence of the pact, not a ruling on who may claim the vis. She will answer a direct question about the old payment without requiring the characters to accept new terms. A fuller negotiation remains open for later in the night.

Miquel is dead and cannot be questioned or made to speak through this scene. His past obligation explains why the harvest existed and why the current crisis began; it does not establish that Joan inherited the obligation knowingly, or that his son must continue it.

Miquel Vidal, the dead miller

Miquel Vidal maintained the exchange between his bloodline and the river faerie: each Midsummer he gave her one of his memories, and the Aquam pearls formed as payment. He is dead before the crisis opens. The faerie holds the memories he gave her; they remain there unless she agrees to return them. This history is not an account of a ghost, nor evidence that Joan understood or consented to his arrangement.

Miquel Vidal

Characteristics: Communication 0, Dexterity 1, Intelligence 0, Perception 1, Presence 0, Quickness 0, Stamina 1, Strength 1

Size: 0

Age: 59

Soak: 1

Armor Protection: 0

Encumbrance: 0

Abilities: Living Language: Catalan 0 (village speech), Profession: Miller 5 (watermills), Area Lore: Sant Pere de la Riba 3 (river and mill), Awareness 3 (changes in the river), Bargain 2 (grain customers)

Vinculos: Joan Vidal was his son; Miquel did not give him an informed understanding of the bargain.; His bloodline's bargain bound his annual observance to the river faerie.; The village depended on the arrangement Miquel maintained, while the PCs' covenant harvested its Aquam vis pearls.

Description: Miquel Vidal, the old miller of Sant Pere de la Riba, is dead before the adventure opens. He is a historical figure for the investigation, not a present encounter, ghost, or second character in another profile. During his lifetime he kept an ancient bargain between his bloodline and a Faerie Realm power of the river: each Midsummer he gave her one of his memories. The Aquam vis pearls beneath the mill were payment under that bargain, although the PCs' covenant, which harvested them for three

generations, did not know the source was a pact rather than a natural occurrence. Miquel maintained the exchange to preserve the harvest and protect the village. Which particular memories he surrendered is unspecified; those memories remain with the faerie unless she agrees to return them. His death stopped the payment. The faerie is consequently taking villagers' names, one by one. Miquel cannot now explain himself, consent to a new bargain, or intervene. His son Joan inherited the mill and subsequently gave it to the upstream Cistercian abbey of Santa Maria de Fontclara upon entering its novitiate. Joan knew his father kept a private Midsummer observance, but not its supernatural terms. Neither the transfer of the mill nor Joan's blood relationship makes him an informed party to the pact. The abbey's mundane ownership, the contested Hermetic claim to vis, and the faerie's bargain remain separate questions. The river faerie can give an account of Miquel's payments; investigators may compare it with what Joan and villagers independently recall, without treating any witness's interpretation as a legal ruling. Miquel's cause of death and any surviving written record of his observance are not established.

Fatigue · Long term: 0

Fatigue · Short term: 0

Fatigue Penalty: 0

Fatigue State: Fresh

Motivation: In life, keep the annual memory payment so that the river's exchange continued and the village remained safe. He has no present motive or actions.

Personality: Protective of the village during his lifetime; Steadfast in keeping his annual obligation

Realm: mundane

Role: Grog

Initial goal: None: Miquel is dead. For investigators, establish what his annual observance cost and why its interruption matters before anyone is asked to assume it.

Tactics: None. Do not have Miquel act during the dusk-to-dawn crisis. His history may emerge through the faerie's account, independent recollections, and any legitimate investigation; do not create a ghost or an automatic confession to deliver it.

Wound Penalty: 0

Estefania's public claim

Estefania's stated position is that the recurring source was never properly registered. Her argument is credible enough to demand an answer: three generations of harvesting show longstanding use, but the fact of that use does not, on its own, settle what was registered or what another magus may claim. She knows the covenant has harvested the pearls for generations and treats the disputed record as an opening for negotiation. Do not invent a local rule that automatically decides the matter for either covenant.

If challenged, she asks what the characters can establish about the covenant's earlier harvests and any registration they rely on. A confident assertion is not proof, but neither is her challenge proof that the covenant lacks a valid claim. A character who presses her in person may use an appropriate social Ability; resolve the roll with the usual Characteristic + Ability + die against an Ease Factor suited to the approach. Success can win a substantive answer or keep the conversation open. Failure may harden her position, cost time, or make her more careful about what she says; it does not make the registration question unanswerable.

Keep this public disagreement separate from her private offer to the faerie. The allegation the characters may investigate concerns her intent and act of trying to divert a source the covenant has long harvested by offering Agnès. Neither a dispute over registration nor the abbey's ownership of the mill

proves that offer occurred. The characters can preserve what they learn and decide what, if anything, to bring before an appropriate Quaesitor; Bernat is not an appointed judge, and no formal finding is made here.

The boatman's account

The unnamed boatman will speak only if the characters approach him and persuade him, or make him feel sufficiently protected to do so. He is concerned about being drawn into a dispute between covenants and does not want his words mistaken for knowledge he lacks. A patient conversation, help from a trusted local intermediary, or a credible offer of protection can bring him forward. If a social roll is genuinely needed, use the usual Characteristic + Ability + die against an Ease Factor suited to the approach. Failure can make him withdraw for now or require the characters to spend time earning his trust; it does not force him to invent a story or permanently close this route.

When he agrees to give his account, provide *The Boatman's Deposition*. It records that he saw Estefania bring Agnès to the river, heard her say, "Take this girl, and let the pearls come to my covenant from now on," and heard no reply from the woman in the water. His view was partly blocked, and he could not see what happened afterward. His testimony supports the claim that Estefania made the offer; it does not establish that the faerie accepted it, what happened beyond his sight, or how the Order should rule.

Handout 2 · The Boatman's Deposition

On Midsummer Eve, after dusk had begun, I was in my boat below the old mill. From the river I could see the bank, though the mill buildings hid part of it and I could not make out every face.

I recognized Estefania de Foix, whom I had seen in the village, coming down to the water with Agnès Bosch. Another woman stood in the river before them. I could not see the stranger's face clearly. Estefania spoke to her. I heard these words: "Take this girl, and let the pearls come to my covenant from now on." I heard Agnès say nothing. I could not hear any answer from the woman in the river.

I did not see what passed between them after that. My boat was moving with the current, and I had to attend to it; when I looked back, the bank was no longer in my sight. I cannot say whether the woman accepted Estefania's offer, or what either of them did afterward. I write only what I saw and heard.

A boatman of Sant Pere de la Riba

What Agnès can say

Agnès does not know about Estefania's offer unless someone tells her or she learns of it by another means. She can speak about what she herself experienced and decide what she wants now; she cannot confirm words she did not hear. If asked whether she agreed to be given to the faerie, her answer is no. Her refusal establishes her lack of consent, not the fact that Estefania made the offer.



A Dispute About the Source



What the Boatman Saw

If the characters share the boatman's account, Agnès can respond to it and choose whether to seek safety, confront Estefania, or approach the river herself. Do not treat her as evidence to be produced on demand or as a payment that another person can authorize. Her account becomes especially useful alongside the boatman's: his testimony concerns what Estefania said, while Agnès can establish that the proposed exchange was not hers to make. If she is frightened or distrustful, a failed approach costs the characters her confidence for the moment, not access to every other line of evidence.

If asked about Estefania's offer, the faerie can describe how Estefania offered Agnès in exchange for redirecting the pearls. This is the faerie's self-interested testimony: it supports evidence of Estefania's intent and action, but does not establish that the faerie accepted the offer or settle any Hermetic judgment.



Agnès Speaks for Herself

Magic as evidence

Let legitimate magic do what its actual effect permits. Bernat's *Clarity Beneath the Foam* can reveal suspended material and ordinary impurities in water he touches; it does not identify the terms of a supernatural bargain. *The Current's Open Course* reveals currents in a visible body of water, not ownership or registration. His *Intellego Mentem* spells can expose the present thought or present dominant emotion described in their effects, not a complete memory or a guarantee that a thought is true. Another spell, supernatural ability, or magical investigation may provide stronger evidence if its effect genuinely reaches the relevant fact.

When a character proposes a spell or other magical method, establish its target, what it can reveal, and any applicable resistance under the normal rules. Do not block a valid effect merely to preserve the mystery. At the same time, distinguish what the effect proves: a present thought about an offer is not automatically a record of the past, and a faerie's testimony remains testimony even if magic confirms that she is sincere. A magical result can corroborate the boatman, Agnès, or the faerie without settling the separate questions of consent, vis registration, mill ownership, or Hermetic judgment.



Reading the Current

Three claims, three kinds of evidence

The Copy of the Mill Grant establishes that Joan gave the mill and its working property to Santa Maria de Fontclara. It does not grant the abbey *Aquam vis*, establish Hermetic registration, or describe the river pact. The monastery's title concerns mundane property; the covenant and Estefania dispute a Hermetic claim; the faerie's exchange concerns a supernatural obligation. None of these claims settles the others.

If the characters need the grant and have not already consulted it, they can request the abbey's account from Ramon or Joan. Use the document for what it says, not as a verdict on vis. Conversely, the covenant's longstanding harvest and the boatman's account of Estefania's offer bear on the rival's actions, not on who owns the mill. Keep these distinctions clear when characters present evidence to one another: disagreement about one claim need not prevent useful action on another.

Carry the findings into the night

By this point the characters may know that the pearls are payment under the old pact, that the faerie is taking names because Miquel's payment stopped, and that Estefania privately offered Agnès in exchange for redirecting the harvest. They may have only some of those facts, or none if they chose other priorities. Do not hold the next chapter hostage to one

successful roll: if a witness is unavailable or a conversation fails, the remaining routes still exist, and direct questions to the faerie can supply her account.

If the faerie has accepted Estefania's offer during play, treat that as a change from the situation at dusk, not as proof that Agnès agreed. The characters can still respond to the actual terms and consequences. If no acceptance has occurred, the offer remains interruptible. In either case, the boatman's account does not claim to know the answer the faerie gave.

Once the characters understand the debt, the names, or the offer—or decide to act without full certainty—the situation is ready to move into the choices before first light. Their evidence can inform what they tell the abbot, Joan, the faerie, or one another; it does not dictate whether they bargain, support the rite, protect Agnès, challenge Estefania, or pursue another course. Carry forward exactly what the characters learned and preserved, and let the next events follow from their choices.





The Millrace at Midsummer

TERMS BEFORE FIRST LIGHT BEFORE THE RIVER'S ANSWER

The last investigation has brought the party to a choice of what to do with what it has learned. Place the characters where their previous actions left them: by the mill, with villagers, at the abbey, confronting Estefania, or divided among these concerns. The events below do not require that they have uncovered every fact. If they have not yet spoken with the river faerie, she can explain her claim when they seek her; if they have already met, continue from the terms and promises actually discussed. Do not stage an earlier revelation again.

The choice at the millrace

At the old mill, pearls of *Aquam vis* are forming beneath the water as they do each Midsummer. The dead miller's son has given the mill to Santa Maria de Fontclara; neither the transfer nor the argument about Hermetic registration answers the faerie's claim. The villagers' lost names make the question immediate, while the abbot's opportunity to act before dawn puts a genuine limit on deliberation. The party can pursue a bargain, support the abbot, protect Agnès, confront Estefania, or attempt another solution; none of these needs to wait on a prescribed meeting or a complete set of clues.

If the characters have not yet approached the river faerie, let them choose whether and when to do so. She does not have to appear on cue merely because the story has reached this chapter. A character can address the flowing water beneath

the mill, call for her, or bring a proposal to the bank. If the characters avoid her, other actors continue pursuing their aims: the faerie may take another name while the debt remains unsettled, and Ramon may prepare his rite if he believes the danger persists. A delay can therefore narrow the time available without closing every avenue to a remedy.

The river names its price

The Senyora de la Correnta speaks from the millrace, or from the water's reflection if the characters have already drawn her attention. The pearls catch the last light; beneath them, her reflected face remains steady while the current moves. She can describe Miquel's annual payments and the harvest they secured. She may say, *"Miquel remembered what he owed. Each Midsummer he gave me a memory, and the river gave its pearls. Now he is gone, and nothing has been given."* She presents the villagers' names as what she is collecting in place of the missing payment. Her account is hers, not a neutral judgment of the parties' claims.

A taken name is not another one of Miquel's surrendered memories. A villager whose name is taken cannot remember or speak their own name, but retains other memories and can still be recognized by family and neighbors. In the river's reflection, the faerie can voice a name that its bearer cannot recall; treat any rippling or echoing of the sound as a way to show her possession, not as a physical token that can simply be seized. Likewise, the memories Miquel gave her may surface in reflections as brief, particular moments of his life.

The faerie holds those memories; they are not automatically returned when a villager's name is restored or the present crisis ends.

The characters can ask what she has taken, what she wants, whether she will return a particular person's name, and what terms would let the pearls continue to form. She can return a taken name by agreement. The abbot's completed exorcism is a separate means of restoring the names taken in this crisis. Neither remedy by itself gives back Miquel's paid memories. If the faerie's account conflicts with a witness's, let the characters weigh each source rather than announcing that any one testimony settles the matter.

Making a bargain

Do not decide the price of a new agreement before the characters propose one. Ask the parties to say plainly what they are offering and what they expect in return. Useful questions include: **Who gives what?** Is the offer a single payment or a recurring obligation? **What happens to the names already taken?** **Will the pearls form in future years, and who may harvest them?** **What is promised to the village, the covenant, and the faerie?** These are questions for negotiation, not a hidden checklist whose completion forces an agreement.

The faerie can make a counteroffer, reject a proposal, or agree to terms that differ from the old pact. Her interests lie in an acknowledged exchange and in the remembered lives she values, but that does not make any particular substitute payment

certain to please her. A promise made on behalf of another person is not that person's consent. In particular, Estefania's offer of Agnès does not authorize the faerie to treat Agnès as a willing party. If Agnès is present, give her space to speak and decide what she will accept; if she is absent, do not let others' convenience stand in for her agreement.

Once the faerie and the relevant people accept terms, state them aloud in concrete language and make clear who bears each obligation. Specify whether the faerie returns names, whether she will take no further names, whether future pearls will form, and what payment or service is due and when. A bargain's consequences follow its actual terms. If no agreement is reached, do not treat discussion alone as payment or assume that the faerie has promised to stop collecting names.

Joan's inheritance is his to choose

If Joan is brought into the discussion, explain that his father's bloodline carried the old obligation, but the mill grant did not make Joan an informed party to it. He knows Miquel kept a private Midsummer observance, not that it involved giving a faerie a memory. Joan needs to hear the actual terms before he can consider them. Elisenda's friendship may open a patient conversation; it cannot decide for him, and neither his father's past payments nor his transfer of the mill binds him to continue them.

If Joan freely agrees to inherit his father's role, he gives the faerie one of his memories each Midsummer. That recurring payment allows the old exchange and harvest to continue



A Face in the Moving Water

under the pact's terms. Make the cost explicit before he decides: the memory is his to surrender, and each year's payment renews the obligation. His choice bears on his vocation as a Cistercian novice, his relationship with the abbey, and his neighbors' safety. Do not dictate whether he leaves the novitiate, remains, or seeks another way to reconcile the commitment with his religious life. He may accept, refuse, ask for time, or propose other terms.

A conversation can help Joan understand or trust the information, but no social roll compels him to accept the pact. If a check would meaningfully affect whether he hears an argument or grants a private audience, use the relevant Characteristic + Ability + die against an Ease Factor suited to the circumstances. On failure, the conversation becomes harder or takes time; do not convert the failed roll into an irreversible refusal or a decision made against his will.



Terms Spoken Freely



A Novice Weighs an Inheritance

A willing memory, or other terms

A player character may knowingly and freely offer to replace the miller's payment. If the character does, let that player choose which memory is given and what it means to the character. The faerie receives one memory for the annual exchange; this is not a costless way to claim an endless harvest. A continuing vis harvest requires a continuing payment at each Midsummer. Make clear whether the character is promising only the immediate payment or accepting that ongoing obligation, and let the faerie and the other parties agree to any different arrangement explicitly.

Do not choose the character's memory for the player or turn the loss into an invented reduction to an Ability, Art, or other statistic. Its effects are a matter of the character's history and the player's portrayal unless the troupe has an established way of handling such losses. A character may refuse to pay, withdraw an offer before agreement, or seek another solution. The faerie can accept, negotiate, or refuse; she is not compelled to take a freely offered memory simply because it is proposed.

Other proposals are also possible. The faerie may agree to different terms, but the adventure establishes no fixed substitute price or guaranteed bargain. Clarify what each participant accepts, what happens to the names, and whether the arrangement protects the village and provides for future harvests. If

no continuing terms are accepted, do not tell the players that a one-time concession secures later years of vis.

Ramon's last resort

Ramon wants the villagers safe, not the covenant's vis. If the danger continues, he can prepare to lead his exorcism at the river. He must be present there before dawn and have the opportunity to sustain the rite, which takes roughly two hours of prayer and blessing. This is genuine, specific Divine authority in this story—not a Hermetic spell, a quick command, or a power possessed by clerics generally. Ramon can explain that he needs time at the river and invite help from those willing to stand with him.

The characters may help him prepare, guard the site, keep frightened villagers clear, or negotiate with him while he waits. If they present a credible agreement that has already secured the villagers' safety, he may hold back while its terms are tested. They may also hinder him or ask him not to proceed. He does not automatically abandon the rite because someone asks, and his willingness to consider a bargain does not mean that he has accepted its terms on behalf of the faerie or the village. The players decide what their characters do; Ramon decides whether he can in good conscience delay.

If Ramon is driven away or prevented from sustaining the prayer, the rite cannot progress. If he can return before dawn and still has enough time, he can resume; allow for the roughly two hours it requires. Do not resolve the outcome with a roll that substitutes for the established condition of his completing the rite. If he completes it before dawn, the faerie is expelled, the village is saved, all names taken in this crisis are restored, and the Aquam vis source is destroyed forever. Miquel's earlier memories remain with the faerie unless she separately agrees to return them. If the rite is incomplete at dawn, it restores no names by itself: names already returned under an accepted bargain remain returned, while any others remain with the faerie unless the bargain provides otherwise. The village still needs whatever protection or agreement is necessary under the terms actually reached.

What the evidence can establish

The scenario-specific allegation against Estefania is that she intentionally attempted to deprive another magus of magical power by using the faerie to divert a recurring vis source that the PCs' covenant has long harvested. Keep the allegation distinct from a formal finding. Her public claim that the source was never properly registered does not prove the secret offer, and the covenant's history of harvesting does not by itself settle registration. The mill grant concerns mundane property, not the vis claim or the pact.

If the private offer is still unresolved, the characters can confront Estefania, protect Agnès, or put witnesses in a position to hear any further proposal. If they already interrupted the offer or established what occurred in an earlier scene, carry that result forward rather than reenacting it. Estefania can dispute unsupported claims, withdraw from a proposed bargain, or consider a defensible settlement when confronted with credi-

ble evidence. Do not turn a confrontation into an automatic confession or a Tribunal verdict.

Different evidence bears on different parts of the allegation. The boatman's deposition reports that he recognized Estefania bringing Agnès to the river and heard her offer the girl in exchange for the pearls. He could not hear the river woman's answer or see what followed. Agnès can state that she never consented and describe what she herself experienced; do not credit her with witnessing a private conversation she did not hear. The faerie may explain what Estefania proposed and whether she accepted it, but she has her own interests. Valid magical evidence may also be relevant: judge only what the actual spell and circumstances demonstrate. A present thought, emotion, or magical trace is not automatically a complete record of past intent.

Bernat can collect and preserve these accounts without declaring himself judge. The characters may decide the evidence warrants a report or later Quaesitorial attention, or conclude they have not established enough. An accusation may affect Estefania's willingness to negotiate and the covenant's relations with her, but it does not settle the source's registration or determine the Order's eventual response.

When the night runs out

The night's pressure comes from the faerie's continuing collection, Estefania's still-conditional offer if it has not already been settled, and the time Ramon needs at the river. Do not impose a fixed number of victims or a hidden countdown.

When the characters spend significant time without addressing the debt, show the consequence in play: the faerie may take another person's name, a frightened household may refuse to leave its home, or Ramon may begin preparing at the river. Choose a consequence that follows the actual delay and established situation, not one that forces a particular ending.

If the characters retreat, refuse every bargain, or cannot prevent further name-taking, the crisis is not thereby resolved. The names already taken remain lost unless the faerie agrees to return them or Ramon completes the rite before dawn. If no exchange or effective intervention occurs, the faerie may continue taking names one by one. First light closes the abbot's opportunity to complete this rite; it is not a guaranteed cure or an automatic moment of further violence. Carry the actual promises, evidence, interruptions, and losses into *The River's Answer* rather than supplying a victory, a bargain, or a legal finding the players did not secure.



Prayer Beside the River



THE RIVER'S ANSWER

When the night gives way

Begin this reckoning when the characters' immediate actions have run their course, at first light or earlier if the crisis has already been settled. Do not replay the negotiations or decide what the PCs promised for them. First establish which villagers have lost names, whether those names have been returned, what the faerie has accepted or refused, and whether Abbot Ramon completed his rite before dawn. The pearls and the future of the source follow those actual events.

Dawn is the deadline for Ramon's exorcism, not an automatic resolution of the faerie's debt. If the rite was interrupted or remains unfinished, it has none of its completion effects. Nor does an unanswered debt itself dictate a fixed catastrophe: carry forward the faerie's actions, the names already taken, and any protection or agreement the characters secured. Keep the mill's transfer to Santa Maria de Fontclara separate from both the Hermetic claim to vis and the faerie's bargain.

If someone inherits the exchange

If Joan freely accepts his father's role, he must give the faerie one memory at each Midsummer for the recurring exchange to continue. If a PC knowingly and freely takes that place, the same continuing obligation applies to that character. Neither the mill's inheritance nor a single payment binds Joan, a PC, or anyone else to future years. Let the person making the choice state what they understand they are undertaking.

Resolve the current crisis according to the terms actually agreed. The faerie can return names by agreement; do not assume that renewing the annual payment, by itself, restores every name already taken. Establish which names she will return, whether she will cease taking names, and what the parties understand about the next Midsummer. The pearl harvest continues only while its payment and other accepted terms are met.

Miquel's earlier memories remain with the faerie unless she agrees to return them. Do not treat the restoration of a villager's name, the renewal of the harvest, or the end of the immediate danger as also returning those memories.



A Choice at the Water

If they make new terms

The faerie may agree to a different exchange, but an offer is not an agreement until she and the relevant parties accept it. Make the settlement concrete: who undertakes what, which names are returned, whether further name-taking stops, and whether future pearls will form. A bargain may settle the immediate danger without securing a continuing harvest, or provide for future vis on terms different from Miquel's. Do not supply a standard cost when the players have negotiated their own terms.

If Estefania's offer involving Agnès has been interrupted or accepted, resolve it according to what the faerie actually agreed to and did. Estefania cannot consent on Agnès's behalf, and the offer does not turn Agnès into property. Agnès retains her own wishes and may refuse, seek help, or address the faerie herself. Do not infer an additional fate for her, or a transfer of the pearls, beyond the events and terms established in play.

If Ramon completes the exorcism

If Ramon completes his sustained rite at the river before dawn, the faerie is expelled, the village is saved, and the names taken during this crisis are restored. The Aquam vis source is destroyed forever. This is the exceptional Divine authority established for Ramon in this situation, not a general ability of clergy.

The rite does not return the memories Miquel previously gave the faerie. The abbey retains the mill under Joan's grant unless events independently change that mundane property. Neither the rite's success nor the abbey's ownership decides the Order's dispute about the vis claim.

If no remedy is completed

If no bargain is accepted and Ramon's rite is not completed, do not grant the effects of either. The faerie still holds the names she has taken, unless another action or agreement returned them; Miquel's paid memories remain with her. The source's future depends on what has happened to the exchange, not on a ruling about who owns the mill.

If the faerie's debt remains unsettled, she may continue taking names one by one. Do not make dawn itself kill a victim, restore a name, end the collection, or destroy the source. Resolve what follows from the faerie's actual conduct and the characters' interventions. Protection, a later agreement, or another effective solution can still matter, even if the abbot's before-dawn opportunity has passed.

Estefania and the evidence

If the characters interrupt or substantiate Estefania's offer, let the people involved respond to what they actually know. Agnès can state that she did not consent and decide whom she trusts or whether to confront Estefania. The faerie may describe the proposal from her own perspective. Estefania may contest unsupported claims, withdraw, or consider a set-

tlement when credible evidence puts her offer at risk; neither her public registration argument nor an accusation alone proves the private act.

If the offer is interrupted or substantiated, the PCs' covenant will regard an attempted diversion of a source it has harvested for generations as a serious threat to its interests. Its magi may seek an account, preserve evidence, or press for negotiation; the covenant's particular response depends on the saga. This reaction does not settle the vis claim or establish a legal finding.

The scenario-specific Hermetic allegation is that Estefania intentionally attempted to deprive another magus of magical power by using the faerie to divert a recurring vis source the PCs' covenant has long harvested. Assess the evidence for both her intent and her actions. Agnès's account, the boatman's deposition if obtained, the faerie's testimony, and valid magical evidence may support or complicate that allegation. Preserve what was learned and how; testimony does not automatically become a legal finding.

Bernat's Guernicus standing does not appoint him judge, and no character's accusation settles the disputed registration or determines an Order outcome. The PCs may report what they can substantiate for later Quaesitorial attention, pursue a settlement, or leave the matter open. Keep those consequences separate from the immediate question of the faerie's debt.



The Rite Before Dawn

The next season

If useful, revisit the village and abbey in the following season. Begin with what the PCs actually promised, learned, protected, or damaged. A continuing exchange may bring future pearls but also a recurring memory obligation; an exorcism leaves the village saved and the vis source gone; a negotiated settlement has only the reach its terms provide. If the debt was left unresolved, the villagers' safety and the faerie's continuing conduct remain matters for play.

Let access to the mill reflect the monastery's ownership and whatever arrangements the PCs made with its community. The abbey's property rights still do not decide Hermetic access to vis. Likewise, the covenant's long history of harvesting the source does not settle the registration dispute by itself. If the characters preserved evidence of Estefania's offer, it may support a later Quaesitorial inquiry; do not declare its conclusion in advance.

Close by recording the exact obligations and agreements the troupe intends to carry forward, who accepted them, and which names or memories remain with the faerie. The immediate crisis is over only to the extent that the characters' actions made it so; no particular bargain, sacrifice, legal verdict, or future harvest is required.



Agnès Speaks for Herself

THE MIDSUMMER HARVEST

Bernat de Cardona

Director truth: the pearls are Faerie payment, not natural vis; Miquel Vidal paid one memory each Midsummer, and his death ended the payment. The faerie now takes villagers' names. Estefania has offered Agnès Bosch without consent to obtain the pearls for her covenant. The source's prior harvest history and the rival's intention are relevant to a scenario-specific allegation of attempted deprivation of another magus's magical power, but registration and any legal outcome remain for the evidence and appropriate Order process. Bernat is not an appointed judge and must not be forced to accuse.

Elisenda Prat

Director truth: Joan's father maintained a pact with a Faerie river power by giving it a memory each Midsummer; Joan does not understand that history. The faerie's current taking of names follows the missed payment. Estefania has secretly offered Agnès without consent to redirect the vis. Elisenda can advocate for Joan, villagers, or a negotiated solution, but no relationship dictates her choice or Joan's. The abbot's exorcism genuinely saves the village and ends the vis source if completed; Church authority and the mill's mundane transfer remain distinct from the Hermetic claim.

Pere Soler

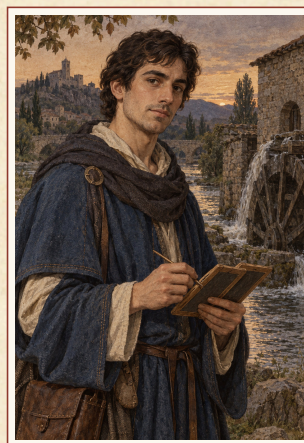
Director truth: the Aquam pearls are produced under a Faerie pact, and the faerie is collecting names after Miquel's death stopped the yearly memory payment. Estefania has offered Agnès without her knowledge in exchange for redirecting the harvest. Pere's familiarity with the mill and trust in the community provide practical ways to protect people, find witnesses, or interrupt an attempt; they do not make him the group's automatic combatant or require violence. The abbot can complete a genuine Divine exorcism before dawn, but its success permanently destroys the vis source.

Magus · Ars Magica

Bernat de Cardona

Age
25
Confidence Score
1
House
guernicus

Size
0
Confidence Points
3
Covenant
The player characters' covenant, which has harvested the mill-stream pearls for three generations



Newly gauntleted after fifteen years of Hermetic apprenticeship, Bernat serves the covenant whose magi have harvested Aquam pearls beneath the mill for three generations. He brings a careful eye and a Quaesitorial education, but no authority to decide the dispute himself. The old miller has died; his novice son transferred the mill to the abbey, and a rival maga publicly contests the source's registration. Bernat does not yet know why the pearls appeared or why villagers are losing their names.

Characteristics

Intelligence	2
Perception	1
Strength	0
Stamina	1
Presence	0
Communication	1
Dexterity	1
Quickness	0

Virtues and Flaws

Hermetic Prestige — Cost: 0; Effect: House Guernicus grants Bernat standing within the Order through Hermetic Prestige. His recent training and his sponsor's trust do not make him an appointed judge or establish a ruling on the contested source.; Tipo: virtue

Fatigue

Long term 0
Short term 0
Fatigue State **Fresh**
Fatigue Penalty 0
Soak 1
Armor Protection 0
Encumbrance 0
Wound Penalty 0

Personality

Fair-minded +3; Inquisitive +2; Cautious +1

Tactics

Ask separate witnesses what they directly observed, compare their accounts with the harvest records, and use investigative magic where its limits and the witness's circumstances permit. Leave room for Elisenda's negotiations and Pere's knowledge of the mill.

Abilities

Name	Specialization	Score
Catalan	river villages	5
Awareness	small discrepancies	3
Folk Ken	witnesses	3
Brawl	dodging	1
Swim	river crossings	1
Survival	riverbanks	1
Area Lore: Sant Pere de la Riba	the mill road	2
Athletics	walking rough ground	2
Charm	patient conversation	2
Latin	legal documents	3
Artes Liberales	reading	1
Magic Theory	investigation	3
Parma Magica	Aquam	1
Code of Hermes	testimony	2
Penetration	Intellego	1
Concentration	maintaining spells	1
Faerie Lore	river stories	1

Motivation

Establish what Estefania actually did and earn trust as a fair investigator rather than making an accusation before the facts are known.

Initial goal

Gather independent accounts of the harvest, the mill transfer and Estefania's public claim before deciding whether any accusation is warranted.

Bonds

A senior Quaesitor sponsors Bernat's work; Bernat values that trust and wants his account to withstand the sponsor's scrutiny.

Equipment

Plain travelling robes; Wax tablets and stylus; A small satchel for notes; A copy of the covenant's mill-harvest accounts

Bernat de Cardona

Arts

CREO 4

INTELLEGO 9

REGO 4

AQUAM 9

MENTEM 5

VIM 5

Spells

The Current's Open Course — Duration: Concentration; Effect: Reveals the direction and relative strength of currents within one visible body of water while Bernat concentrates.; form: aquam; Level: 20; mastery: 0; Range: Sight; Target: Individual; technique: intellego; **Clarity Beneath the Foam** — Duration: Concentration; Effect: Reveals suspended material and ordinary impurities in the water he touches; it does not identify the terms of a supernatural bargain.; form: aquam; Level: 15; mastery: 0; Range: Touch; Target: Individual; technique: intellego; **Thought at the Meeting of Eyes** — Duration: Momentary; Effect: Reveals the subject's present surface thought, not a complete memory or a guarantee that the thought is true.; form: mentem; Level: 20; mastery: 0; Range: Eye; Target: Individual; technique: intellego; **The Heart's Present Concern** — Duration: Momentary; Effect: Reveals the subject's present dominant emotion and what currently occupies their attention.; form: mentem; Level: 15; mastery: 0; Range: Eye; Target: Individual; technique: intellego; **The Hand Upon the Working** — Duration: Momentary; Effect: Detects an active Hermetic magical effect on an object Bernat touches. It does not identify a faerie pact or prove the absence of other supernatural activity.; form: vim; Level: 20; mastery: 0; Range: Touch; Target: Individual; technique: intellego; **Water for the Vigil** — Duration: Sun; Effect: Creates a modest vessel's worth of clean water until sunrise or sunset.; form: aquam; Level: 20; mastery: 0; Range: Touch; Target: Individual; technique: creao; **Nudge of the Millrace** — Duration: Momentary; Effect: Briefly redirects a small quantity of water into an adjacent open channel.; form: aquam; Level: 10; mastery: 0; Range: Voice; Target: Individual; technique: rego

Weapons

Fists — ability name: Brawl; attack modifier: 0; damage modifier: 0; defense modifier: 0; initiative modifier: 0; load: 0; notes: Unarmed; Bernat prefers to withdraw from a fight.

Gift

normal

Companion · Ars Magica

Elisenda Prat

Age
27

Confidence Score

1

Covenant

The PCs' covenant

Size
0

Confidence Points

3

Raised in Sant Pere de la Riba, Elisenda carries messages between the PCs' covenant, village households and Santa Maria de Fontclara. People know her as a neighbour rather than an official. She understands that the monastery's new ownership of the mill and the covenant's longstanding vis harvest give each party a different interest in the river. She has seen villagers unable to recall their own names, though she does not know why. Her friendships open conversations; they give her no authority to decide for anyone else.



Characteristics

Intelligence	1
Perception	1
Strength	0
Stamina	1
Presence	1
Communication	2
Dexterity	0
Quickness	0

Fatigue

Long term 0

Short term 0

Fatigue State **Fresh**

Fatigue Penalty 0

Soak 1

Armor Protection 0

Encumbrance 0

Wound Penalty 0

Personality

Protective of neighbours +2; Patient +1; Wary of bargains made for others +2

Tactics

Seek out affected households, hear their accounts and bring willing witnesses into the same conversation. Distinguish who owns the mill from who may harvest vis; press for time to consider any proposed bargain.

Abilities

Name	Specialization	Score
Living Language	Catalan; village affairs	5
Area Lore	Sant Pere de la Riba; local families	4
Athletics	river paths	2
Awareness	changes in behaviour	2
Folk Ken	villagers	4
Charm	putting neighbours at ease	4
Bargain	practical agreements	4
Etiquette	speaking with clergy	3
Intrigue	conflicting interests	2
Leadership	organising neighbours	2
Profession: Messenger	river-route errands	2
Organization Lore	Santa Maria de Fontclara	2
Survival	riverbank	2

Motivation

Protect the village without allowing its people to be treated as payment or property.

Initial goal

Secure a hearing with Joan and the abbot before the night's deadline.

Bonds

Joan Vidal is a longstanding friend. Elisenda respects his vocation even when she disagrees with his decisions.; Her home village and the PCs' covenant both rely on her to carry concerns across their boundaries.

Equipment

Plain travelling clothes and cloak; Sturdy shoes; Satchel with writing materials for carrying messages; Small lantern

Grog · Ars Magica

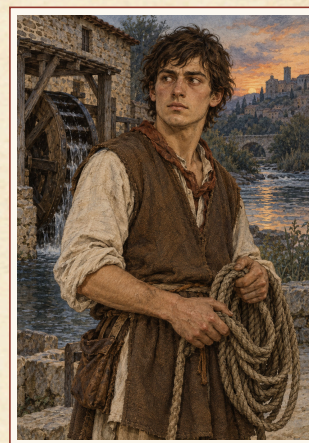
Pere Soler

Age
25Size
0

Covenant

The PCs' covenant

Pere is a village mill worker who helps the covenant at the old mill during harvests. He knows its wheel, sluices and paths to the river, and he recognizes the ordinary signs that someone has been moved or hidden there. He knows Miquel Vidal is dead, the mill has passed to the monastery, and the covenant has taken water pearls there for generations. He has seen neighbours forget their own names, but does not know why.



Characteristics

Intelligence	0
Perception	1
Strength	1
Stamina	1
Presence	0
Communication	0
Dexterity	1
Quickness	2

Fatigue

Long term 0
 Short term 0
 Fatigue State **Fresh**
 Fatigue Penalty 0
 Soak 1
 Armor Protection 0
 Encumbrance 0
 Wound Penalty 0

Personality

Loyal +2; Practical +2; Wary of strangers making decisions for villagers +1

Tactics

Pere first seeks witnesses, checks familiar routes and uses the mill's ordinary workings to notice or interrupt a movement. If threatened, he tries to get people clear rather than seek a fight.

Abilities

Name	Specialization	Score
Living Language (Catalan)	village speech	5
Area Lore (Sant Pere de la Riba)	river approaches	3
Athletics	running	2
Awareness	movement around the mill	3
Folk Ken	village households	2
Profession (Miller)	waterwheels	5
Brawl	grappling	2
Survival	riverside	3
Swim	river currents	2
Stealth	riverbank	2
Hunt	tracking	2
Animal Handling	draft animals	2
Chirurgy	workplace injuries	1
Carouse	mill workers	2
Bargain	work and supplies	2
Leadership	mill work crews	2
Craft (Carpenter)	wooden sluice gates	2
Ride	workhorses	1

Motivation

Keep the village households safe and ensure outsiders do not decide their fates without them.

Initial goal

Find Agnès Bosch and watch the mill's routes to the river so nobody can quietly carry her away.

Bonds

The households of Sant Pere de la Riba know Pere as a familiar, practical presence and have relied on his help.

Equipment

Work clothes and sturdy shoes; Rope; Hooded lantern; Small carpenter's tools

PLAYER HANDOUTS

Handout 1 · Copy of the Mill Grant

Grant of the Mill of Sant Pere de la Riba

I, Joan Vidal, give and grant to the house of Santa Maria de Fontclara the mill at Sant Pere de la Riba, with its mill-house, wheel, millstones, sluices, and customary working appurtenances, which came to me from my father, Miquel Vidal.

I give this mill to the house to be held and used by the community of Santa Maria de Fontclara, now and hereafter.

Given at Santa Maria de Fontclara, in the year of Our Lord 1220.

Joan Vidal

Handout 2 · The Boatman's Deposition

On Midsummer Eve, after dusk had begun, I was in my boat below the old mill. From the river I could see the bank, though the mill buildings hid part of it and I could not make out every face.

I recognized Estefania de Foix, whom I had seen in the village, coming down to the water with Agnès Bosch. Another woman stood in the river before them. I could not see the stranger's face clearly. Estefania spoke to her. I heard these words: "Take this girl, and let the pearls come to my covenant from now on." I heard Agnès say nothing. I could not hear any answer from the woman in the river.

I did not see what passed between them after that. My boat was moving with the current, and I had to attend to it; when I looked back, the bank was no longer in my sight. I cannot say whether the woman accepted Estefania's offer, or what either of them did afterward. I write only what I saw and heard.

A boatman of Sant Pere de la Riba

THE MIDSUMMER HARVEST

A one-night Ars Magica adventure in the Tribunal of Iberia

On Midsummer Eve in Sant Pere de la Riba, villagers are beginning to forget their own names—and the water pearls beneath the old mill have become the focus of a dispute. The mill itself has passed to an upstream abbey, while a rival maga challenges your covenant's claim to the seasonal source. Before dawn, you must discover what is happening, protect a community bound to your covenant by generations of harvest, and decide how to answer competing claims of faith, property, and magical right. Seek answers in the village, at the mill, or along the river. Investigate, bargain, and choose whose interests your covenant will defend as the night runs short.

