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Chapter 1

Welcome to Triamore

To Sicero of Tremere, magus of the Covenant of Blackthorn of the Tribunal of Stonehenge, from Goliard his mater, of Blackthorn of the Stonehenge Tribunal, in the Norman city of Verdun — my most sincere greetings,

I have for you news of great merit and consequence concerning your future. It has come to me in my correspondence with certain Magi of this and the Rhine Tribunal that at the covenant of Triamore, located not far from this place, there is a dearth of Magi to carry on that covenant's efforts and duties. As this covenant is commanded by a Maga of esteem within our house, and as I have corresponded with her concerning the situation Triamore faces (that is, that in recent years three of five Magi there have passed into their Twilight leaving no successors), and as we have discussed the lack of position for you at Blackthorn, I have therefore informed Daria of Triamore that you will set forth immediately, to join that covenant and bolster the continued existence of that gathering of Magi.

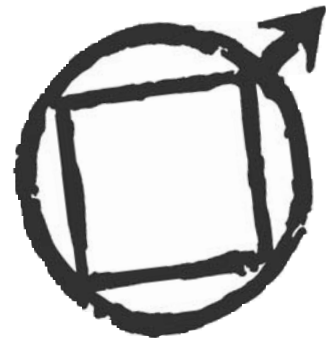
Of this covenant I can tell you this: That it is located within the lands of the Holy Roman Empire, on the skirts of that temporal power, and that it enjoys some standing with Frederick II. That it makes its home in a great castle, and holds a manor of land as might a temporal lord or abbot, with a village of peasants under its hand. That its Princeps is a Maga called Daria, who serves also as Lady over this landed holding, and that there is also there another magus

of the House of Jerbiton. That this covenant is regarded by its neighbors as peaceable, though its connections to the Empire and the mundane interactions with those lords and peasants about it have caused some concern in years past, and that it is known to contain a library of noteworthy content and breadth. That it enjoys little influence within its tribunal in its current state of weakness, but could one day become a center of great power within the Order.

Set forth at once, taking what supplies are rightfully yours, and your man with you. Travel to the port of Bruges in Flanders. From there make your way to Brussels in the Duchy of Brabant, and from there south. The covenant is in a place called Bois de Hailot.

I look forward to hearing of your successful journey and installment within this covenant. Prosper there for the benefit of your betters, your House and your Order. Until we meet again, perhaps in Tribunal, I remain your mater,

Goliard of Tremere



A Journey to Triamore

Thus was the young magus Sicero of Tremere introduced to the covenant of Triamore, an introduction that your player characters might also experience. Triamore is a covenant of magi in the Mythic Europe that is the basis of the **Ars Magica Fourth Edition** roleplaying game; as this book progresses Sicero will be further introduced to Triamore. Come along and learn of this place with him.

What is This Book?

It is 1220. The dark ages are over, and Europe is a thriving, growing society. Expanses of true wilderness are slowly shrinking, and the Norman adage, “No land without a Lord,” has become law in all the great kingdoms and duchies of western Europe. In many regions, the days when a covenant of magi, engrossed as they chose to be in their arcane and mysterious studies, could rely on mere remoteness to shield them against the temporal interests of lords, merchants, and churchmen are passing if not well over. In the populated reaches of northwestern Europe, a covenant must be prepared to interact with — indeed to be a part of — the social fabric of mundane society.

Triamore is one such covenant, a landed manor in the duchy of Brabant. Bordering the French duchy of Blois but firmly within the lands of the Holy Roman Empire, Triamore holds thirty square miles of farmland and forest, rules over 600 peasants and the village of Bois de Hailot, and serves a French count in a German duchy, all less than fifty miles from the prosperous trade cities of Flanders. In a region where

isolation is virtually impossible, Triamore survives not by turning its back on — but rather by becoming a part of — the society that surrounds it.

Triamore — this book — is an **Ars Magica Fourth Edition** sourcebook covering this unique covenant, its manorial holdings, and the surrounding region. It’s more than a narrow treatment of these topics, though. It’s a treatise on the society, politics, and manorial life that surround every covenant, explaining how Triamore, Bois de Hailot, and Brabant are similar to, or differ from, every covenant, village, county, or duchy across Mythic Europe. More than that, *Triamore* presents a complete overview of a living, thriving covenant, ready for occupation as-is by a group of player characters, for use as a detailed non-player character covenant, or merely as an example of what a well-developed covenant can be in an **Ars Magica** campaign, filled with ideas that may be scavenged for your own saga. For any storyguide or player seeking a focused look at day-to-day life in a covenant and in rural medieval society, *Triamore* is a complete and detailed study.

The Importance of the Covenant

A covenant is a group of magi that have taken to living and working together for the advantages and safety that such cooperation affords. It is also a place: the building or locale that the magi make their home. The role of the covenant is central to an **Ars Magica** saga; in a sense the covenant is a character unto itself, an enduring character that precedes and outlives most others. The covenant is not just the building in which player characters pursue their studies, and from which they issue forth on their intrigues and adventures; it is their home. It is home to their best friends

