

Alana Naighan the Magister



⌘ **Ways:** Combativeness: 4. Creativity: 3. Empathy: 2. Reason: 5. Conviction: 1.

⌘ **Skills:** Close Combat: 3. Craft: 2. Erudition: 5 (Politics: 6). Magience: 5 (Artifact Use: 9, Flux Extraction: 6, Flux Knowledge: 8, Flux Refining: 6, Medicine: 12, +2 bonus). Perception: 4. Relation: 5 (Charm: 6, Diplomacy: 7, Persuasion: 7, +1 bonus). Performance: 4 (+1 bonus). Science: 5 (+2 bonus). Stealth: 5.

⌘ **Advantages:** Brilliant, Charismatic.

⌘ **Disadvantages:** Enemies (Magientists and politicians), Trauma.

⌘ **Sanity:** Mental Resistance: 6. Hardening: 2. Orientation: Instinctive. Trauma: 5 (Paranoia). Character Traits: Unmovable, Immoral.

⌘ **Combat:** Attack: 7. Defense: 12. Speed: 6. Potential: 2.

⌘ **Health:** 19.

⌘ **Stamina:** 10.

⌘ **Survival Points:** 3.

At the beginning of the Focus, Alana Naighan is a young Primus of thirty years, very involved in the political life of Reizh. The scenario will be the opportunity to follow her exceptional ascension to the head of the Vitalist school, her attainment of the status of Magister, and her access to the Council of Baldh-Ruoch, which is unheard of at her age.

Alana Naighan supports the idea of a Magience that is accessible to everyone and promotes its popularization. On a political level, she has declared herself to be a follower of the humanist, progressive trend that campaigns for an increase of the prerogatives of Baldh-Ruoch's Assembly of Representatives, following the model of the Continental Parliament. She keeps a moderate stance and is quick to remind everyone of her loyalty to the king. Lady Alana—as she has been dubbed—has a whiff of scandal about her, and some hold it that her humanist involvement is but a facade for boundless ambition. Others say that she has acquaintances with the revolutionary movements and that her ambitions go far beyond the position of Magister at the Council...



The Clock. In this scene, Alana, who has recently reached the status of Primus, will meet the Lead, who wishes to enter the Magientist university. She will listen to what they have to say and will admonish her followers for making fun of this young Talkéride from the mountains. In the course of the conversation, Alana Naighan will get to the following subjects whenever the player deems it suitable:

❖ Alana will ask the Lead about their motivations to become a Magientist. If they mention having lost a family member, Alana will appear moved.

❖ Alana reminds everyone that the Magientist university is open to everyone, no matter their social class. To whoever thinks this only applies to Reizhites, Alana replies that it would be good for Magience to develop beyond the boundaries of the kingdom. After all, a determined Talkéride from a remote village can be a better student than an upper-class Baldh-Ruoch child forced into this path by their family.

❖ Impressed by the story of this young Talkéride, Alana decides to support their candidature by writing a letter of recommendation for them.



The public hospital project. This Focus will include a session at the Assembly of Representatives. Alana Naighan is now a Magister and today, she is presenting her public hospital project to the audience. This scene echoes the one described on page 43 of Book 1 – Universe, in which Alana defends her project before the King’s advisers. Alana’s player can use this scene to get an idea of how to portray Alana and what arguments to bring forward. Here are the main ones:

- ❖ The capital suffers from overpopulation, and the narrow, dirty alleyways favor the spreading of disease.
- ❖ “It is our good king’s duty to protect the destitute against mundane illnesses, which have been curable by Magientist techniques for a long time now, but which continue to decimate the population of working class districts.”
- ❖ The opening of the hospital will be associated with the erection of a new Flux refinery in the north of Baldh-Ruoch in order to power some of the health care institutions and ensure that enough Tonics can be produced.
- ❖ During the back-and-forth with the Assembly, if an opportunity comes up, Alana will not hesitate to mention the example of the Lead, whom she helped get accepted into the university, to prove the authenticity of her humanist convictions: the benefits of Magience should be accessible to everyone.



Primus Eliaz



- ⊕ **Ways:** Combativeness: 3. Creativity: 1. Empathy: 3. Reason: 4. Conviction: 4.
- ⊕ **Skills:** Close Combat: 3. Erudition: 5. Magience: 5 (Artifact Use: 6, Medicine: 10). Natural Environment: 2. Perception: 2. Relation: 5 (Command: 6, Diplomacy: 6). Science: 5. Travel: 3.
- ⊕ **Advantages:** Nimble.
- ⊕ **Disadvantages:** Aftermath (childhood disease: -1 Health, -1 Stamina).
- ⊕ **Sanity:** Mental Resistance: 9. Orientation: Rational. Trauma: 4 (Melancholy). Character Traits: Disciplined, Overcautious.
- ⊕ **Combat:** Attack: 6. Defense: 13. Speed: 6. Potential: 1.
- ⊕ **Stamina:** 8.
- ⊕ **Survival points:** 3.

A devoted, competent Magientist, Eliaz leads the medical outpost based in the new town of Promise, located on the mountainous front where a violent guerrilla war targeting Magientist facilities has been going on for months. He is rather humanist in his perception of Magience. He cares little about the social origins of his pupils and only judges them based on their qualities and dedication.



Medical emergency. Following a violent raid by the Unruly of Candlewood, the Primus decides to send the Lead and Tòmas to the front lines, along with a few assistants and an escort of a dozen soldiers. Eliaz entrusts the two Inceptus with several doses of Tonic, which will suffice to save those in critical condition.



A difficult decision. Promise is struck by another attack and the medical outpost is overwhelmed by the influx of wounded combatants. Above all, it lacks medicine. The only way to save additional lives would be to perform emergency blood extractions on the living, resulting in the most concentrated, high quality, and easily refined organic Flux available.



With his back to the wall, Primus Eliaz summons the Lead and asks them and other Magientists to start drawing massive amounts of blood from the living prisoners to produce organic Flux in order to make Tonics. The PC understands that the quantity of blood required will obviously kill the prisoners. There is an urgent need for Tonics, and without the miraculous medicine, many of the wounded will die. If the PC refuses to follow such orders, Eliaz will warn the PC about disobeying a superior and will argue that the Magientist Code of Ethics does not apply during wartime. Although he will not show it, having to resort to such extreme methods upsets him greatly. If the Lead refuses to comply, Eliaz will not write a report mentioning the Lead's insubordination and will actually commend them in private for the strength of their convictions and their respect of Magientist ethics.



Mordàn the Varigal



⌘ **Ways:** Combative: 5. Creativity: 1. Empathy: 4. Reason: 2. Conviction: 3.

⌘ **Skills:** Close Combat: 5 (Bludgeoning Weapons: 7). Erudition: 3. Feats: 5. Magience: 5 (+1 bonus). Natural Environment: 5 (Survival: 7). Perception: 4. Relation: 4. Science: 3. Shooting and Throwing: 5 (Bows: 7). Stealth: 4. Travel: 5 (Cartography: 7, Orientation: 9, Riding: 7, Side Roads: 8, Signs: 8).

⌘ **Advantages:** Well-read (Magience).

⌘ **Sanity:** Mental Resistance: 8. Orientation: Instinctive. Trauma: 6 (Mysticism). Character Traits: Receptive, Ascetic.

⌘ **Combat:** Attack: 10 (Bludgeoning Weapons: 12, Bows: 12). Defense: 14. Speed: 9. Potential: 1.

⌘ **Health:** 19.

⌘ **Stamina:** 7.

⌘ **Survival Points:** 3.

Mordàn is a seasoned Varigal. On his way to Baldh-Ruoch after an expedition that led him to Tulg-Naomh, he passes through Dearg. He will be the one to spark the Lead's interest in Magience and will agree to take the PC to the Reizhite capital. Mordàn is rather kind and protective. He feels empathy and pity for the PC. Even though he remains respectful of traditional rites, his travels have convinced him that Magientist science is a boon for mankind, and he finds it a waste that some populations cannot benefit from it.



A simple conversation. The Lead has just lost their sister and is brooding at the inn. Mordàn knows about what happened: the young girl was taken by influenza. The Varigal cannot help but think that she is yet one more person who could have been saved with appropriate health care. Two important things will come up during the conversation:

❖ Mordàn cannot help bringing up Magience. There are practitioners of this science in Reizh, beyond the mountains of Taol-Kaer, and they would have been able to cure such a mild infection.

❖ Mordàn will mention to the Lead that he is bound for Baldh-Ruoch, Reizh's capital city. There, people can be cured in hospitals.

During their journey toward Reizh, Mordàn will tell the Lead much about Reizh and Magience. So as to know what to say, the player portraying this Support is advised to brush up on the appropriate chapters of Book 1 – Universe ("Magience" and "Reizh") and to keep the book at hand if needed.



The Clock. When they reach Baldh-Ruoch, Mordàn will take the Lead to an upper-class inn where he has a deal with the owner, Premel. In exchange for the tale of his latest journey and the freshest news of the peninsula, Premel gives Mordàn room and board. Here is what Mordàn will tell the Lead:

❖ For their first night in Baldh-Ruoch, Mordàn and the Lead will go to the Clock, an upper-crust establishment owned by Premel, an old friend of his. Moreover, Magientists sometimes spend some time there, which might be an opportunity for the Lead to meet one and, who knows, maybe even secure a recommendation for the university? The Magientist school may be open to everyone in theory, but without a letter of recommendation, getting admitted would be a very long shot.

❖ Inside the inn, Mordàn will identify one of the clients as Alana Naighan, a new Primus of the Vitalist school who is aiming for the position of Magister. The Varigal will encourage the Lead to go and talk to her; this is their chance to get into the university!

Primus Yasen



- ⌘ **Ways:** Combativeness: 3. Creativity: 1. Empathy: 2. Reason: 5. Conviction: 4.
- ⌘ **Skills:** Close Combat: 2. Erudition: 5 (Magientist Principles: 7). Magience: 5 (Artifact Use: 7, Flux Knowledge: 9, Medicine: 10). Perception: 4. Relation: 5 (Command: 7, Faction Knowledge (Magientists): 6). Science: 5 (Botany: 6). Travel: 2.
- ⌘ **Advantages:** Allies (colleagues), Strong Mind.
- ⌘ **Disadvantages:** Sickly (opposite of Good Health).
- ⌘ **Sanity:** Mental Resistance: 10. Orientation: Rational. Trauma: 5 (Obsession). Character Traits: Serious, Intolerant.
- ⌘ **Combat:** Attack: 5. Defense: 12. Speed: 5. Potential: 1.
- ⌘ **Stamina:** 8 (-1 against diseases and poisons).
- ⌘ **Survival points:** 3.

Yasen leads the Vitalist department of the university of Baldh-Ruoch in which the Lead takes classes. He is an efficient, experienced physician and the director of a small, private clinic in the upper districts of the Reizhite capital.

Yasen is a stern, conservative man. He believes that only the elite deserve access to the mysteries of Magience, and he has a very poor opinion of pupils from foreign lands and low classes. He does not understand how a country bumpkin like the Lead got the support of Alana Naighan. Through the years, Yasen will develop some measure of respect for the Lead, acknowledging the Inceptus as a hard worker capable of self-sacrifice that some others would do well to emulate.




First steps in the university. Yasen summons the Lead so that they may introduce themselves and be told about the university's policies.

- ⌘ Primus Yasen is holding Alana Naighan's letter of recommendation. Though he tries to put up a neutral front, he can't help but turn up his nose at the Lead.
- ⌘ Considering the Lead's lack of means, they will be given board and lodging inside the university in exchange for menial tasks such as cooking food or cleaning the laboratories.
- ⌘ The Magientist curriculum extends over seven years with an exam at the end of every year. Only the best can hope to last all seven years and ultimately obtain their diploma. The rest become "assistants" which, according to the Primus, would already be something of an achievement for the Lead.
- ⌘ Misbehavior is punished with a reprimand. Whoever receives three reprimands is permanently banned from the order. Serious cases may lead the disciplinary board to directly enact a permanent ban.



Convocation from the Primus. Every Magientist must spend one of their seven years of training in the field. Primus Yasen tells the Lead about their assignment and scolds them about a brawl they have been involved in.

- ⌘ Primus Yasen reminds the Lead that violence is unbecoming a student of the university of Baldh-Ruoch and that any other disturbance of this kind will have them summoned before the disciplinary board.

 Yasen advises the Lead to be wary of individuals like their friend Tòmas Mac Tehen, known for advocating dissident political ideas that will soon lead them to prison, if not worse. He urges them not to get embroiled in political matters and to focus on their vocation as a physician instead.

The Lead will be assigned to a medical outpost located in the Mòr Roimh mountains, not far from Candlewood. A Flux refinery has been built there, supplying the capital and its health care institutions in particular. However, barbarian clans have been regularly attacking these infrastructures. Battalions from the royal army and Magientist militia have been dispatched to protect the workers. For several months, the barbarians have been using guerrilla tactics, resulting in many people getting injured and sent to the medical outpost. Said outpost is led by Eliaz, a Vitalist Primus who will be the Lead's superior for the upcoming year.



A matter of priority. The Lead is assigned to Yasen's clinic. One evening, a sick young girl is hurriedly brought in by her penniless parents. Yasen tells the Lead to take care of her, making it clear that the family will not be asked for payment, presenting a more humane aspect to the seemingly cold-hearted Primus. However, as the Lead is preparing to operate, one of Yasen's assistants comes to fetch them; a local noble who funds the clinic has just arrived in critical condition and requires the attention of the whole medical team. If the Lead refuses to abandon the girl, Yasen's assistant will not belabor the point, as this is an emergency and his patient must be tended to right away. However, Yasen will not fail to send a report to the disciplinary board about his assistant's misconduct. Whatever decision the Lead takes, and even if they decide to help Yasen, there is nothing that can be done for the dying noble. If the Lead disobeyed the Primus's orders, Yasen will hold the Lead and Tòmas responsible for the nobleman's death and will tell them they will have to explain themselves before the disciplinary board. Disobeying one's superior and indirectly causing the death of a patient can lead to heavy sanctions, and might even result in expulsion from the university.



Ronan Kaereg the Politician



- ⊗ **Ways:** Combativeness: 3. Creativity: 1. Empathy: 2. Reason: 5. Conviction: 4.
- ⊗ **Skills:** Close Combat: 2. Erudition: 5 (History: 6, Politics: 8). Magience: 3 (+1 bonus). Perception: 3. Relation: 5 (Diplomacy: 6, Etiquette (politics): 6, Persuasion: 8). Performance: 5. Science: 3 (+1 bonus). Travel: 2.
- ⊗ **Advantages:** Smart.
- ⊗ **Disadvantages:** Enemy (politician).
- ⊗ **Sanity:** Mental Resistance: 9. Orientation: Rational. Trauma: 6 (Paranoia). Character Traits: Persevering, Overcautious.
- ⊗ **Combat:** Attack: 5. Defense: 12. Speed: 5. Potential: 1.
- ⊗ **Stamina:** 8.
- ⊗ **Survival points:** 3.

Kaereg is an influential politician, one of the spearheads of the progressivist trend, who will obtain a seat as royal advisor in 906. A man said to be a master in the art of compromise, moderate in his aims, he plays the part of mediator between the royal authorities and the demands of the Assembly of Representatives.

Kaereg dreams of a parliamentary monarchy where the king would keep his role, but he remains very careful in how he defends his ideas. He proves much more defensive and combative toward the Magientists, who every day encroach a little more into the circles of power. In his opinion, they have no reason to be part of the political landscape, and their overwhelming presence in the Assembly reveals their true intent. Even though he is aware of the benefits of this science, Kaereg has no qualms about making use of the fear that Magientists inspire and is quick to blame them. He is convinced that Magientist lodges could unsettle the kingdom, spurring on the revolutionary movements before finally taking control of them.

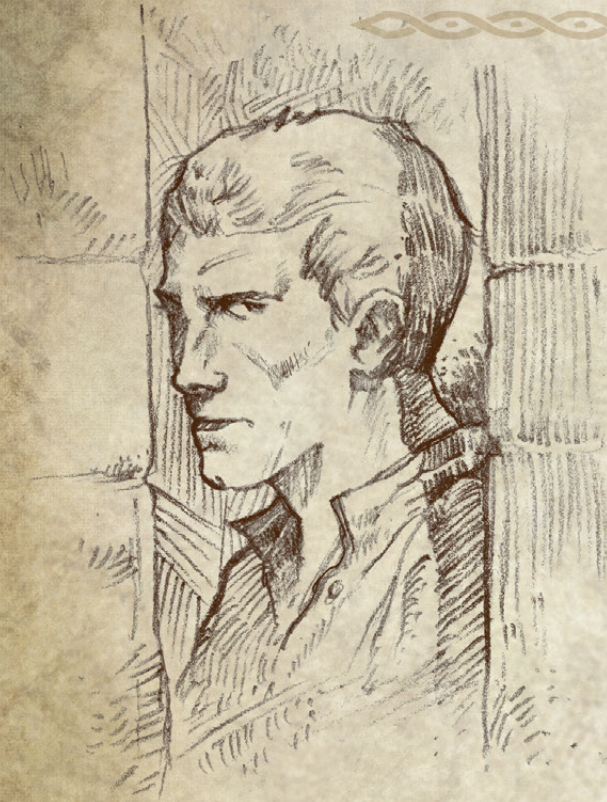


A spirited speaker. The Lead will be seated close to Kaereg inside the Assembly's amphitheater where Alana Naighan is about to promote her public hospital project. The politician will prove rather kindly and will encourage the Inceptus, praising the young Talkéride who has come from afar in search of knowledge. He knows that the PC entered the university thanks to Alana Naighan, and he will warn them about the manipulative Magister. According to Kaereg, there is nothing she does without some scheme in mind.

When Alana Naighan comes forward and speaks about her project, Kaereg fiercely opposes her. Her arguments can be found on page 43 of Book 1 – Universe. This excerpt not only provides insight into Alana's viewpoint, but also Kaereg's. He will attack her and her project on the basis of the following points:

- ⊗ He argues that Alana's project is nothing but a pretext to have a new refinery built at the crown's expense and with dubious motives. If she cares about the people, she should work on shutting down the factory that has been poisoning the suburbs of the capital.
- ⊗ To him, Alana's sole purpose is to draw more profits into the coffers of the Magientists, so that they can finance questionable projects. Kaereg asks what all this money is used for and demands that the university's accounts be made public.
- ⊗ Should Alana take the Lead as an example of her open-mindedness and good faith, Kaereg denounces this as a political stratagem whose sole purpose is to "exploit Talkéride misery in order to sell a sob story to the illustrious members of the Assembly!"

Tòmas Mac Tehen the Inceptus



- ⊕ **Ways:** Combativeness: 2. Creativity: 3. Empathy: 1. Reason: 5. Conviction: 4.
- ⊕ **Skills:** Close Combat: 2. Erudition: 5 (Magientist Principles: 6). Magience: 5 (Artifact Use: 6). Occultism: 1. Performance: 2. Relation: 5. Science: 4. Shooting and Throwing: 1. Travel: 1.
- ⊕ **Advantages:** Financial Ease (20 azure Daols).
- ⊕ **Disadvantages:** Frail (opposite of Sturdy).
- ⊕ **Sanity:** Mental Resistance: 9. Orientation: Rational. Trauma: 4 (Obsession). Character Traits: Focused, Individualistic.
- ⊕ **Combat:** Attack: 4. Defense: 11. Speed: 3. Potential: 2.
- ⊕ **Stamina:** 9.
- ⊕ **Survival points:** 3.

Tòmas is an important Character of this Focus, and he will be involved in most of the scenes. A young Inceptus from a family of nobles but with progressivist, revolutionary ideas, he will develop a friendship with the Lead. To him, the PC is the living example of his principles: equal opportunity should be offered to everyone, whatever their social origins.

Tòmas is an idealistic young man. He is frank and cheerful, and fascinated with the Continent and the idea of a government where men would be equals and the people would hold the power. He is aware that such extremist ideas would earn him the death penalty, and thus keeps them to himself. Passionate about political matters, he is an outspoken supporter of the ideas of Ronan Kaereg, which has earned him the enmity of a good part of his family. Secretly, he is part of a small revolutionary group that dreams of the fall of the monarchy in Reizh.



Meeting Tòmas. When the Lead gets into the university, they are isolated. Inceptus Tòmas Mac Tehen will be the first person to initiate meaningful conversation with them, asking them where they are from.

✦ Tòmas will prove considerate and welcoming, offering to show his new friend around the city during their off days.

✦ He will tell the Lead that the Magientist university is elitist: despite the claims of equal opportunity, most of the pupils are nobles or burghers. The Lead is lucky to have been backed by Alana Naighan. Tòmas is critical of the behaviors of other Inceptus who reject their fellow aspiring Magientists on the basis of their origins.



The secret meeting. Little by little, as the friendship between Tòmas and the Lead grows stronger, the young aristocrat will tell the PC about his revolutionary ideas and the existence of a small group he is part of.

✦ Through the Focus, Tòmas may mention things like, “I have to tell you about something one day...” or, “We could do better!” The idea is to attract the Lead’s curiosity. The Player portraying Tòmas should wait for the most opportune moment to invite the Lead to join them, preferably toward the end of the Focus.

✦ Tòmas will invite the Lead to attend one of the revolutionaries’ secret gatherings and join their ranks. This is a very significant and dangerous revelation, as anyone who is found guilty of embracing such convictions faces the death penalty, something Tòmas will not hide.

✦ For Tòmas, undertaking such an underground political struggle is a necessity for the sake of a new order. For example, how could Magientist medicine be accessible to everyone in a society where all men are not equal? The world must change.

Acts and Scenes of Modhannan: A Better World

Act 1: Ideological turmoil

Scene 1: The burial

Ionna, the Lead's sister, has died from an illness despite the Demorthèn's efforts. She is buried in accordance with the ancient customs. In their mind, the Lead is starting to doubt the traditional teachings, which were powerless to save their sister.

Scene 2: Mordàn's tale

The Lead meets Mordàn for the first time. The Varigal tells them about the kingdom of Reizh, Magience, and the possibilities it opens up, particularly in the field of medicine. Faced with this revelation, the Lead will decide to accompany Mordàn to Reizh in order to study at the Magientist university of Baldh-Ruoch.

Act 2: The university of Baldh-Ruoch

Scene 1: The letter of recommendation

The Lead reaches and discovers the Reizhite capital. They meet Primus Alana Naighan, who will support their candidacy and allow them to enter the university.

Scene 2: Welcome to the university

The Lead enters the prestigious university where they meet Primus Yasen and get acquainted with another Inceptus, Tòmas, who will be their friend.

Scene 3: The Magientist teachings

With this Scene, the Leader can describe the Lead's first years of classes, in the course of which they learn the basics of Magientist science. If, like Finn—the Arc of Ethics' template Character—the PC has a phobia of insects, it can be explained by the experiments they performed and attended.

Scene 4: Summoned by the Primus

Following a brawl with other students, the Lead is called into the office of Primus Yasen. Yasen admonishes them and lets them know that they and Tòmas will be going to the region of Candlewood for their year of training in the field. The area has become a war zone, with the locals fighting the Flux seekers.

Act 3: The Unruly of Candlewood

Scene 1: The medical outpost

Tòmas and the Lead are part of a convoy bound for Candlewood. They learn more about the region and their mission.

Scene 2: A murderous raid

A convoy on its way to the mines has suffered a guerrilla attack, and the two friends are sent to provide relief. There, they will be faced with a dilemma: stay to save as many wounded as possible, or immediately fall back with the survivors? Back in Promise, they will witness the sad reality of the conflict when they see Flux being extracted from the corpses of the Reizhite workers.

Scene 3: Flux from prisoners

This time, Promise is attacked. Eventually, the locals are driven away and have to leave their wounded behind. Faced with a lack of Tonics, the Lead's superior decides to draw organic Flux from the prisoners, a fatal process. Once more, the Lead must deal with an ethical dilemma.

Act 4: Baldh-Ruoch's Political Scene

Scene 1: Tragedy at the Assembly

Back in Baldh-Ruoch for their final years of classes, the Lead and Tòmas attend a session of the Assembly of Representatives. This will show them the various ideological trends and political tensions in the kingdom. As they exit the building, they will witness an assassination attempt on an important politician, Ronan Kaereg, whom they will get an opportunity to save. If they succeed, he will not forget about them.

Optional scene: Secret meeting between revolutionaries

If the Lead has nurtured close bonds with Tòmas, he will tell them about his revolutionary convictions and will invite them to attend one of the secret gatherings of his group. If the Lead accepts, they will get to meet members of this political trend and learn more about it. However, in the middle of the meeting, royal troops raid the location and arrest everyone they catch. The Lead and Tòmas will narrowly escape.

Scene 2: The sick child

In their last year of training, the Lead and Tòmas will work at the Bleuzenn Clinic where they will assist Primus Yassen. One evening, the friends must choose between saving a deathly ill child or a notable of the city, to whom the Primus has decided to give exclusive priority. Whatever they decide, the noble will die. If they have gone against Yassen's instructions, they will be blamed for the death of the noble, which can result in heavy sanctions (See the Optional Scene: The disciplinary board, p. 140).

Scene 3: Flux traffic

The Lead and Tòmas are invited for dinner by a wealthy Inceptus named Privela, who tells them about a serious matter concerning the trafficking of organic Flux in the very heart of Baldh-Ruoch. Many personalities of the city are involved, including Primus Yassen. Once more, the Lead faces an ethical dilemma, this time with very high stakes: they will have to make a decision that may have dire consequences for the city's Vitalists.





REIZH

Yasen
Primus

Ronan
Kaereq
politician

BALDH-RUOCH

Alana
Naighan
Magister



Tòmas Mac Tehen
Inceptus

Mordàn
Varigal

MORDH-ROIMH

Eliaz
Primus

PROMISE

Candlewood



MELWAN



Political forces in Reizh

Baldh-Ruoch's
Magientist university

Magister Alana
Naighan

Primus

Yasen

Eliaz

Inceptus

Lead

Tòmas Mac Tehen



Privela

Baldh-Ruoch's
middle class

Ronan Kaereq

opposes
Magientists



 Favorable disposition
 Strained relationship