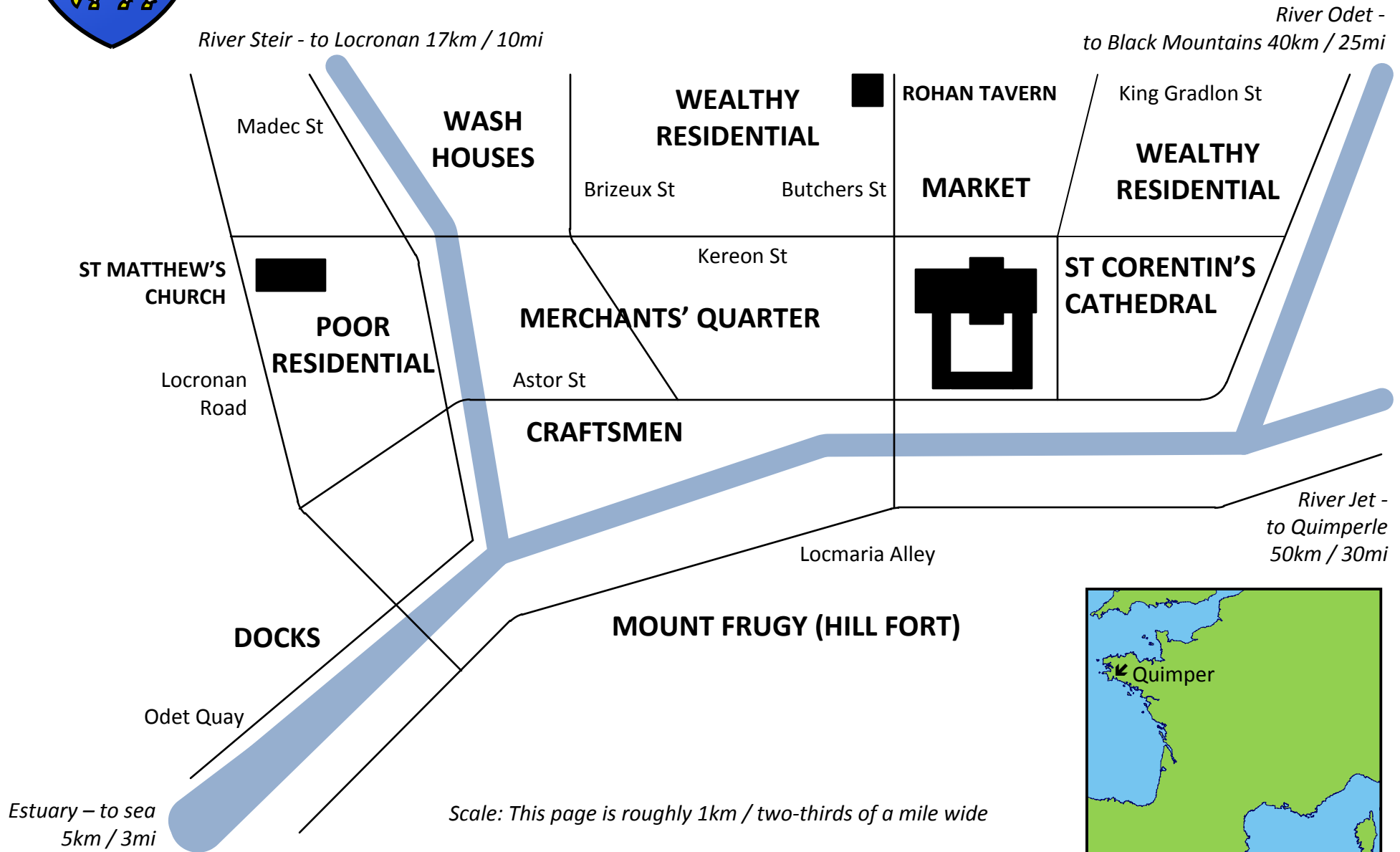
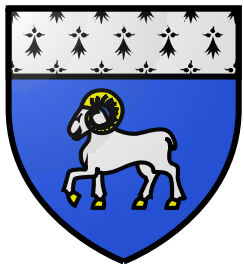


Mythic Quimper

Ars Magica Grand Tribunal

Cheltenham 2012





Mythic Quimper

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The coat of arms of Quimper shows the Fleur de Lys of Brittany atop a ram (goat) with golden horns. The ram symbolises the nearby Black Mountains. In some depictions a deer is shown instead of a ram.



The river Stier, one of many tributaries of the mighty river Odet running through the city



Kereon Street, looking west

Other well-known nearby landmarks:

The Black Mountains – home of the Covenant of Cournouaille, this foreboding range is supposed to be a source of vis – and gold!

Locronan – pilgrimage site and shrine to Irish Bishop, later Saint, Ronan (C6th?), allegedly a werewolf or a miracle-worker, depending on who you believe.

Quimperle – abbey (notable for basilica) and small river port.

Please note – all action takes place within Quimper on one day.
If you leave the city, you leave the game.

“Qui” in French is pronounced as the word “Key” in English / Gaelic.
Thus “Kemper”, “Kemperle” in Breton spelling.

St Corentin was a friar-hermit who became the first Bishop of Quimper. He allegedly survived by eating a miraculous fish from the river Odet. After eating it, he threw it back into the river, and it grew back ready to be eaten again the next day.



Kereon Street, looking east towards the Cathedral