

Ars Magica

Parma Fabula™



Ars Magica™ Storyguide Screen



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Chapter I

Fabulous Treasures

This chapter concerns the wondrous and fabulous things that many characters desire and seek. While many characters in Mythic Europe have little use for coin that has no value in and of itself, other objects are quite widely desired. This section offers guidelines for creating mythic treasures and offers dozens of examples you can use as inspiration or include as they are in your own saga.

Making Treasures Mythical

Most fantasy role-players have participated in games where wealth is measured in coins and magic is measured in modifiers. But in Mythic Europe, coin is largely irrelevant (but is certainly becoming more important as time passes) and magic is legendary. It only makes sense that the treasures found in Mythic Europe should reflect the wealth of the background.

When creating treasures, ask yourself what makes each item special. If you can only quantify your creation in terms of hard numbers, you are probably not thinking mythically. For example, if you say that the stores of a powerful count contain 15,000 silver coins, you're not thinking mythically. If, on the other hand, you decide that the count's wealth fills seven large chests which overflow with

gold, silver, gems, and jewelry whose origins span the world, you are on the right track.

The same holds true for magical artifacts. If you introduce a quest for a magical sword whose power lies in its +10 bonus to damage, you have become hung up on mechanics. On the other hand, if the weapon in question gleams like the sun and throws off fire that destroys opponents, you are thinking mythically.

Of course, there is no reason not to quantify—simply be aware that **Ars Magica** characters will be impressed with and inspired by descriptions of mythical effects rather than with statistics and numbers. Characters in **Ars Magica** cannot recognize and categorize items in terms of game statistics like damage bonuses and accuracy modifiers. Rather, you should begin with mythic flavor and insert rules behind it, out of view of the characters in the game world.

Types of Treasure

Magical artifacts are highly sought after by nobles and magi. Most role-players are also aware of the value of magical items. But remember that artisans and craftsmen also create mundane objects of art and quality throughout Mythic Europe. Some are better than others, but all serve as status symbols for those who possess them. Objects of quality, if they are

functional objects, also usually offer advantages over more pedestrian versions.

Do not neglect these sorts of items. A high quality sword that is not magical may be more valuable to a swordsman than a poorly-balanced one with a magical gem in its pommel. Likewise, a magus of Flambeau would covet an ancient book relating the secrets of the Art of Ignem over most other magical trinkets. Nobles desire items that reflect their station, and so many collect artistic masterworks rather than items that might be more practical.

Spell Guidelines for Enchantment

Although it is important to think mythically when designing magical weaponry, *Ars Magica* is a game with statistics. After generating the mythical, you must have a way to quantify it. The spell guide-



lines in *Ars Magica* provide one way to do this—you could create a staff that shoots *Balls of Abysmal Flame*, for example. The guidelines that follow quantify the ways that the Arts work within the game system to modify the statistics of weapons and armor. In effect, they are spell guidelines like the others listed in the *Spells* chapter of the *Ars Magica* rulebook. These guidelines, however, are meant to be used in conjunction with the rules for instilling effects into magical items that begin on page 82 of the fourth edition rulebook.

General Rules

When multiple effects are instilled in a single item, the effects described must work cooperatively. Therefore, when more than one of the effects described below are instilled into a single item, they combine to form a single effect (provided they share the same Form and Technique) whose magnitude is the total of all magnitudes required by the effects. Note also that the levels listed here are the basic effect levels, before modifiers (like those for effect frequency) are added in.

Magic Resistance and Enchanted Weapons

Magic resistance, such as that provided by the *Parma Magica*, offers a special problem when used against enchanted weapons. Magic resistance protects against spell effects that directly attack the target, and against spell effects that magically create a medium which attacks the target (see “*Spells That Can Be Magically Resisted*” in *ArM4*, page 72).

Because of this definition, it is important to know exactly how a given effect operates. Each effect described below affects a weapon, projectile, shield, or piece of armor, making it more damaging, more accurate, or less weighty. The effects themselves do not attack any target, nor do they create a medium that attacks. Therefore, *Parma Magica* and other forms of magic resistance do not affect weapons enchanted with these effects.

On the other hand, it is quite possible to instill effects that do attack directly, or that create a medium which attacks. A sword that explodes in a *Ball of Abysmal Flame* (CrIlg 35) every time it lands a blow, for example, creates a medium that damages a target. Thus, the target of such an effect would be allowed to use his Magic Resistance against the Ball as normal.

Enchantment Guidelines

Enchanting Melee Weapons

Rego Terram can be used to produce the following effects:

- Increase the Damage of a weapon by +1 per magnitude of effect. If the weapon's Damage is increased beyond 50% of the base damage bonus (for example, a weapon whose base damage is +4 is increased to more than +6), the weapon will eventually break since it is not designed to withstand the additional stress placed on it. This problem can be solved by using Muto Terram to toughen the weapon, requiring an effect of least half of the damage-increasing effect's magnitude. See "Increase a Weapon's Toughness," below.
- Increase the accuracy (that is, the Attack bonus) of a weapon by +1 per magnitude of effect. Doing so requires an Intéllego requisite if the bonus is more than +1.
- Increase the Defense of a weapon by +1 per magnitude of effect. Doing so requires an Intéllego requisite if the bonus is more than +1.
- Reduce the Strength required to use a weapon by 1 per magnitude of effect.
- Reduce a weapon's load by 0.5 per magnitude of effect (to a minimum of 0, of course).

Muto Terram can be used to produce the following effects:

- Increase Damage by +1 per magnitude of effect. This is limited to an increase of +6 for edged weapons and an increase of +3 for pointed weapons, and is further limited to a doubling of the weapon's base Damage bonus. For example, a

dagger cannot be given a Damage bonus greater than +6, because that is double its normal +3. Blunt weapons gain nothing from this effect.

- Increase a weapon's toughness. Each two magnitudes of effect increase the number of botches required to break the weapon. A weapon enchanted with a 10th level effect requires a double botch to break, a weapon enchanted with a 20th level effect requires a triple botch to break, and so on.

Note: All of these Terram effects should be Herbam effects if the weapon being enchanted is made entirely from wood. If a given weapon is made from a combination of wood and some other substance, use your judgment to decide if one is clearly more appropriate than the other or if the second should be a requisite.

Enchanting Missile Weapons

Rego Herbam can produce the following effects.

- Increase the Damage bonus of a projectile by +1 per magnitude of spell effect.
- Increase the accuracy (that is, the Attack bonus) of a projectile by +1 per magnitude of spell effect. This requires an Intéllego requisite if the bonus is more than +1.
- Increase the Damage bonus of a bow, crossbow, or sling by +1 per magnitude of spell effect.
- Increase that accuracy (that is, the Attack bonus) of a bow, crossbow, or sling by +1 per magnitude of spell effect. The maximum possible modifier is +1.
- Reduce the Strength required to use a missile weapon by 1 per magnitude of effect.

Note: Other Technique/Form combinations might be more appropriate than Rego Herbam depending on the item being enchanted. For example, it might be better to use Rego Terram for a sling stone. As always, the storyguide is the final arbiter.

Enchanting Armor

- Rego Terram (or Rego Animál for leather) reduces the load by 1 per magnitude of effect. Since armor restricts movement as well as weighing a lot,

Example of Weapon Enchantment

Grismentho of Tremere wants to outfit his shield grog with some improved arms and armor so they will both be safer in combat. He decides to create a shield with more defensive capability than the mundane tower shields available from the covenant stores, and to create a short sword that is more effective than usual for defense.

Grismentho's player (remember, Grismentho himself knows nothing of game statistics) decides to instill a +3 bonus to Defense in the shield, and to strengthen it so that three botches are required to break it. The increased Defense will be a third magnitude Rego Herbam effect requiring an Intéllego requisite, and the strengthening will be a fourth magnitude Muto Herbam effect. Both will be of constant use, which further modifies their levels by +5, producing levels 20 and 25, respectively. These effects are instilled as described in the

Laboratory chapter of the **Ars Magica** rulebook; see "Enchanted Devices" on page 82. All normal rules for form and material, preparation, and effect investment apply.

Moving on to the short sword, Grismentho's player decides that he wants to increase the Attack by +2, increase the Defense by +4, and reduce the load by .5 to zero. Increasing the attack requires a Rego Terram effect (Intéllego requisite) of level 10, increasing the Defense requires a Rego Terram effect (Intéllego requisite) of level 20, and reducing the load requires a Rego Terram effect of level 5. Since all of these effects are to be instilled in the same item, and since they are all Rego Terram effects, they combine to form a single effect of level 35. The Intéllego requisite from the Attack and Defense modifications carries over. The combined effect will be of constant use, bringing the level to 40. Grismentho decides that he doesn't want just anyone picking this sword up and using it, so he restricts its use to himself and the grog he is making it for. This adds another three levels. The final effect to be instilled is Rego Terram (Intéllego) 43.

magic cannot reduce the loads beyond these minimums:

Cuirass (any)	-1
Hauberk (any)	-2
Full armor (any)	-3

- Muto Terram (or Muto Animál for leather) increases Soak by +1 per magnitude of effect.

Enchanting Shields

- Rego Herbam can increase Defense by +1 per magnitude of effect. This requires an Intéllego requisite if the bonus is more than +1.
- Rego Herbam can reduce the Load of a shield by 1 per magnitude of effect.
- Muto Herbam can strengthen a shield. Every two magnitudes of strengthening increases the number of botches required to break the shield as described under toughening weapons.

Note: Most shields are wooden, but Rego Terram should be used for metal shields and Rego Animál used for leather shields. The storyguide should make a judgement about which Arts (with or without requisites) are appropriate when a combination of materials compose a given shield.

Enemy-Specific Enchantments

Any of the enchantments described in this section can be enemy-specific. That is, the bonus only applies when the item is used against a certain type of opponent. This sort of enchantment is quite common in tales of the middle ages.

In order to create enemy-specific enchantments, simply double the bonus given against general targets. For example, a sword could be given a +3 bonus to Attack with a third magnitude effect. Therefore, it could be given a +6 bonus to attack giants with a third magnitude effect. (Note that such a sword would not give any magical bonus to attack creatures

other than giants.) Making a weapon enemy-specific adds an appropriate requisite: Corpus for giants, Vim for demons, Animál for dragons, and so on.

The storyguide is the arbiter of exactly what constitutes a type of target. Specific types (cats, dragons, magi, or cattle, for example) are allowable, but artificially wide groupings (like humans or faeries) should be disallowed.

Catalog of the Fabulous

Three sections follow. The first contains magical artifacts from across the width and breadth of Mythic Europe and beyond. The next section, “Items of Beauty and Quality” presents items that have no inherent magical powers, but are nevertheless treasured above most other mundane things. Finally, a selection of scholarly texts is presented—a selection of great value to those who read and study.

Some are more detailed than others, providing a greater or lesser opportunity to tailor the artifact in question to your saga. In any case, the items described below should serve as examples that will help you think about the role of treasures.

Magical Artifacts

Amber Amulet

These magical amulets look like large teardrops of amber set in gold. There are dozens of them floating around Mythic Europe, but no one knows who is making them—possibly a magus outside the Order of Hermes, as Hermetic investigation reveals that the effects of an Amber Amulet are not Hermetic. No doubt the Quaesitores would be interested to find out where these amulets originate.

If worn, an Amber Amulet grants the wearer a bonus of 1 to any roll for resisting the effects of any Hermetic spell. This bonus applies to both magical resistance rolls and natural resistance rolls. The effect should be investigated as if it were level 25.





The Ankh of Sakkara

This is a fabulous jewel looted by robbers from the tomb of an Egyptian pharaoh. An ankh is a cross with a looped top, which carries a special meaning in Egypt. In part, it is the symbol of a king's divine right to rule.

In addition to being quite valuable, the Ankh of Sakkara has a number of magical powers. First, anyone holding or wearing the Ankh receives the benefits of the spell *Aura of Rightful Authority* (ReMe 20)—the Ankh actually makes the character more kingly. An investigation roll at level 35 is required to find this power, as the enchantment is pre-Hermetic in origin.

Second, when the individual holding the Ankh issues orders, treat his Communication as if it were one point higher than it is. Although the wielder will notice no difference, those he speaks to will more clearly understand than they might otherwise. An investigation roll at level 35 is required to discover the details regarding this power.

Bones of Evil Fate

These chicken bones may be thrown down to predict the future. Unfortunately, they usually tell of evil news, which has a tendency to come true. Anyone with a score of one or more in Enigmatic Wisdom, Occult Lore, Magic Theory, Legend Lore, or Divination can understand the Bones of Evil Fate. Others can use the bones and suffer the effects, they just can't read the predictions.

When the bones are thrown down, the storyguide rolls a simple die; if a 1-8 is the result, it is a harmful prediction. If the roll is a 9 or 10, then it is a positive reading. The storyguide must determine exactly what result the bones foretell, but maladies such as Death, Misfortune, Sadness, Injustice, Illness, and Poverty are recommended. Note that the Bones only affect the diviner if he did the reading for his own benefit. If it was for someone else, that person suffers the effects. The storyguide determines the actual manifestation of the prediction, whether it is negative or positive.

Finally, it seems that the Bones of Evil Fate cannot be scattered. If individual bones are lost, they always seem to find their way back to the rest. Investigating the Bones with Hermetic magic is futile.

The Cassock of Merlin

This robe grants two very useful effects that can greatly increase the power of a magus. It is supposedly the property of Merlin himself, though this is doubtful, as the powers it bestows are clearly Hermetic in origin. The cloth of the robe is old and black, with wear showing at the sleeves. Tarnished silver embroidery shows at the sleeves and collar.

The Cassock of Merlin allows a magus casting any *Intéllego* or *Rego* spell to enhance that spell with *The Sorcerer's Fork* (MuVi Gen) and/or *Wizard's Boost* (MuVi Gen). These effects will work on any appropriate spell that is of eighth magnitude or lower. If a higher level spell is begun, and the powers of the Cassock are invoked, the robes grow warm, and get hotter as the spell progresses. If the casting magus does not cease casting before the spell is fin-

ished, the robes burst into magical flame, doing +25 points of damage initially, and +10 points for three more rounds before the garment is permanently destroyed.

An investigation roll of at least 60 is required to discover the *Wizard's Boost* effect, and a 30 is required to find the *Sorcerer's Fork* effect. An investigation roll of 35 or greater will reveal the disastrous side effect of casting too high.

The Coat of Many Colors

This ornate robe looks like something a royal courtier might wear—it is a masterwork of crimson and gold, with dragons and suns worked into the embroidery. The Coat has a number of powers, all improving the ability of the wearer to rule others. Unfortunately, it also has a subtle curse. The Coat's origin is unknown. It is likely that whoever made it wanted to be able to dispose of the wearer if the need arose.

Anyone wearing the Coat of Many Colors constantly benefits from effects of *Aura of the Ennobled Presence* (MuIm 10, investigate effect at level 15). Furthermore, the wearer may cast *Aura of Rightful Authority* (ReMe 20, investigate effect at level 20) once per day by designating a target (which can be the wearer) and speaking the words “Obey this man as you would obey me.”

The Coat is cursed in that the wearer is vulnerable to betrayal—his Presence is lowered by 2 for the purpose of holding the loyalty of long-term retainers, especially those with strong wills. Furthermore, anyone who realizes he has been dominated by the power of the Coat will come to hate the wearer. Finally, anyone striking the wearer from behind gains a +9 bonus to his attack. Discovering these curses requires investigation of a 30th level effect.

Colmac's Brush

This item was the loving work of a magus who enjoyed painting. The brush itself has a bone handle and black bristles made of the hair of an unknown beast.

Anyone who begins painting with the brush discovers that he has found an amazing skill at the art. If he devotes himself to painting, he can create masterful paintings at the rate of one per week. If he paints only in his spare time, paintings are produced at the rate of one per season.

The catch is that Colmac was slightly mad. His brother was beheaded when Colmac was a child, so no matter what the subject of a given painting is, or how carefully it is painted, a severed head is always found somewhere in the piece. As a result, many collectors refuse to buy paintings made with this brush.

The magical effects of the brush are investigated as single effect, which is level 25 for those purposes.

The Coronet of Bonisagus

This golden circlet is obviously a master's craft, inlaid with electrum traceries and studded with tiny diamonds. It is rumored that this item was created by Bonisagus himself, but there is little evidence supporting this claim. In any case, it is likely that the Primus of House Bonisagus would be interested in seeing or gaining possession of the Coronet.

When worn, this circlet makes the wearer persuasive. Although innate skill at persuasion is required of the wearer, he will find that those he speaks with are more convinced of the logic of his statements than they might otherwise be. This manifests itself in a +3 to any rolls requiring persuasion, but the bonus only applies when the target begins with at least indifference to the idea. For purposes of investigation, this power is of the fourth magnitude.

Wearing the Coronet of Bonisagus also affords the wearer a +2 increase in his Defense score. For purposes of investigation, this power is of the third magnitude.

Cup of the Pearl's Touch

This golden cup has the power of the spell *Touch of the Pearls* (InAq 5, investigate effect at level 15). The interior of the cup is mother of pearl, and any poison beverage poured into the cup will turn this

material black. It is possible that this item belongs to a set of similar cups with the same ability.

Dragonfang

Dragonfang is a magical bone knife supposedly made from a dragon's tooth. Legend has it that this tooth was stolen out of the mouth of its original owner by the most proficient thief in Italy, and that the wielder of Dragonfang is destined to eventually confront and slay that dragon with its own tooth.

Dragonfang has the following characteristics: Initiative +2, Attack +2, Defense +3, and Damage +6. All other statistics are as for a knife. In addition, Dragonfang is able to strike at weak spots on an opponent's armor. Armor worn by any target of Dragonfang only provides half its normal Protection, rounded down. For example, a half suit of heavy leather, normally giving a Protection of +3, is only a +1 against Dragonfang. Full chain mail is reduced from +12 to +6, and so on.

Finally, anyone struck by Dragonfang receives a special curse—until the next full moon, he or she suffers from the *Phantom Gift* (CrVi 15)—animals and common people react to the person as if he were a magus. This final power is investigated at level 25.

The Executioners' Hood

This black mask was worn by a succession of more than a dozen executioners, each of whom beheaded more than 100 people, and each of whom in turn sold his soul to the devil. As a consequence, the hood is imbued with infernal power.

Anyone facing the wearer who is bound, restrained, or cannot effectively fight back for some other reason suffers the effects of *Visions of the Infernal Terrors* (MuIm 30, investigate effect at level 40). Anyone attacking the wearer does so at a penalty of -3 to his Initiative and Attack scores.

Obviously, anyone connected with the Church would be pleased to see this foul item destroyed.

Faeries' Whetstone

This whetstone has the power of the spell *Edge of the Razor* (MuTe 5, investigate effect at level 5). If an edged weapon is sharpened with this stone at the break of dawn, it receives a +2 bonus to Damage until natural wear and tear dulls it.

Because of its faerie nature (which can be detected by anyone with the Virtue Faerie Sight) this whetstone has a tendency to be stolen. Anyone with a Personality Trait involving thievery must make a Stamina stress roll of 9+ to avoid pocketing the whetstone, regardless of whether he knows of its power and use.

Frejya's Girdle

This plain-looking leather belt is designed in a ladies' style, and has the power to transform the wearer into a salmon up to three times a day. This effect works the same way that the spell *Shape of the Woodland Prowler* (MuCo 25) does, save that no pelt is required. This power is investigated at level 27.

There is a legendary curse associated with the Girdle, however. Any time the salmon form is assumed, the storyguide rolls a stress die. If the result is 15+, the belt slips off while the wearer is deep under water; drowning may result if the wearer is not a skilled swimmer. In any case, the Girdle is never found again.

Gavin's Knucklebones

This distinctive pair of magical die is possessed of special powers that can help turn a skilled gambler into a very rich man.

First of all, every fifth roll of the dice is good—that is, the roll is exactly what the dicer wants at that moment. Unfortunately, every seventh roll is bad—the roll is the worst one possible in that situation. While this disadvantage might seem to make the die useless, the losses caused by the seventh roll can be negated by a skilled gambler who knows the pattern.

There are two other problems with the Knucklebones: first, they are very distinctive, being large, shiny, and black, with crimson pips. A few expert gamblers in some cities have heard stories of such dice and have caught on. They avoid playing with anyone using black and red dice. The other ill effect is that when the dice are rolled for the thirty-fifth time in one sitting (35 being a multiple of both 5 and 7), the dice glow bright red, making their magical nature obvious. Violence usually ensues.

Although investigation reveals that Gavin's Knucklebones are magical, no amount of laboratory investigation reveals the pattern of their rolls. The only useful technique is to roll the dice over and over, and to observe the pattern.

Heartwood Paddle

This paddle has magic of a simple but useful sort—it propels any small water craft along at a faster than normal rate. While the paddler does his work, the water itself helps push the boat along with an effect equal to the spell *Push of the Gentle Wave* (ReAq 15, investigate effect at level 25). As long as he paddles, the paddler never gets tired.

The Hex of No Hope

This evil charm appears as a black bone-beaded necklace which supports a wooden pendant shaped like a feather. If the Hex of No Hope is concealed within someone's house or chambers, it curses the victim. As long as the Hex remains, the victim loses one Body level each week due to extreme fatigue and ill-defined pains. If all Body levels are lost in this way, the afflicted character dies. Body levels lost in this way do not recover as normal, unless the victim spends at least three days and nights away from his home. Even if body levels are recovered while away, however, the damage begins again once the victim returns home.

The only way to make the effect cease is to remove the Hex from the premises (or move permanently away). If someone actually puts the Hex on, he loses one point of Stamina for a year and a day.

The Hex can be investigated as a single level 30 effect.

The Mask of Sakkara

This fabulous golden mask was looted from a pyramid in Egypt long ago. The mask has the power similar to the spell *Disguise of the Transformed Image* (MuIm 15, investigate effect at level 25). However, it only creates the image of a noble Egyptian, and always the same one. It is a kingly face, shaved bald, with a long, oily black beard bound up in ribbons. The eyes are glittering black, and the teeth are slightly yellow. This magical effect is rarely useful (since it attracts a lot of attention in Mythic Europe) but the mask itself is quite beautiful and costly.

Originally, this mask was used by a succession of pharaohs who capitalized on an ancestor's godlike reputation and ruled in his name with the help of the mask.

The Oft Misspent Coin of Grismenitho

This coin appears to be a regular silver coin. The coin has some nicks and gouges in it, but with edges and imprints that are still clearly readable. On the front side, it shows a portrait of a kingly-looking fig-



ure. Although many will claim to recognize the profile as that of some notable local monarch the actual face is that of the coin's creator, Grismentho of Tremere. This effect is magical (MuIm[In] 5, investigate at level 10). The reverse of the coin bears symbols relating to the Art of Mentem.

More importantly, anyone who is offered the coin will accept it in exchange for anything that he has the power to give. Although at the time the seller will be perfectly happy with the trade, depending on his Intelligence (a simple roll + Intelligence of 6+) he may later become disillusioned and bitter, if he was swindled. If the roll does not succeed, he remains perfectly content with the arrangement, even if others later point out his folly. Of course, the coin's new owner is free to use the coin in the same way, provided he realizes its power. This ability should be investigated at level 25.

Grismentho would rely on his grogs to steal this coin back after he used it (after all, it took a fair bit of work to make), but it was eventually lost in Rome after going through several pairs of hands in a single afternoon. As it has a way of traveling quickly, it could wind up anywhere.

Picts' Warpaint

This blue clay-like substance is imbued with special herbs and magical effects that can invoke a berserker frenzy in anyone painted with it. Developed by the Picts, this paint is like the spell *Endurance of the Berserkers* (ReCo 15) in that it grants the wearer immunity to the effects of fear, fatigue and wounds for 1 hour. If dealt a killing blow, the recipient immediately dies.

Salve of the Restored Body

Legends tell of a senile old hermit who lives in a deep wood, creating powerful magical medicines and selling them for a pittance. Finding the hermit, on the other hand, might only be possible after difficult travels and dangerous adventures.

This salve looks like ordinary white ointment, smelling of herbs. If slathered on a wound, it has the

effect of the spell *The Surgeon's Healing Touch* (CrCo 20), of instant duration. A jar of this salve typically contains 1-10 doses.

The Sphere of the Sea

The Sphere of the Sea is a small sphere, one and a half inches in diameter, made of colorless crystal and water. The upper half of the sphere is of crystal, carved with elaborate and finely detailed scenes of human figures riding and fighting serpentine sea-creatures. The lower half is of water. No matter how the sphere is turned, the lower half is always



water, and the upper half crystal, although rotating it does bring different parts of the carved decoration into view. The water in the lower half is not confined by any visible barrier, and it is possible to put a finger into it. If the sphere is placed on a surface, it rests on the water.

When found, the sphere is inside a cage of fine silver wire, with a chain attached to allow it to be worn. This, however, was added to the sphere long after it was made, and has no part in its magical abilities.

The sphere is intensely magical, showing up as at least fifteenth magnitude to *Intéllego Vim* spells. Investigation in the laboratory reveals nothing unless the investigator's Lab total is seventy five or higher. If it is, he will learn that the sphere is non-Hermetic, and that the effects described below are merely side effects. He will not be able to determine the primary effect, however.

A magus carrying or wearing the sphere gets +10 to all magic totals involving *Aquam*. Anyone carrying it, whether magus or not, will know the direction to the nearest sea, and will not drown in salt water. This does not grant any other protection, or the ability to swim, so he may still be eaten by sharks, or die of thirst before he can reach land.

Any mundane fire coming within a few feet of the Sphere dies out, and it gives a +10 to magic resistance against magical fires (which is cumulative with any other magic resistance). Finally, a magus wearing the Sphere suffers a -10 penalty to all magic totals involving *Ignem*.

Obviously, this is a powerful item, and the storyguide should think carefully about the hidden nature of the sphere before introducing it to his saga.

Starhammer

This legendary weapon was forged from a fallen star, and is essentially a simple two-handed hammer—except that it weighs twice as much as iron. Consequently, the Starhammer is harder to wield than most normal weapons, but is much deadlier when it actually makes contact. The hammer has the

following characteristics: Initiative 0, Attack +1, Defense 0, Damage +14, Minimum Strength +2, Load -2.5.

Legend also has it that no natural material can withstand the Starhammer. Anything that it strikes will eventually fall, though it may take up to a day to make a hole in something as resilient as a city wall. Whether this legend is true is unknown—in any case, few objects would be able to withstand its blows even if no magic assisted it.

Whetstone of Unnatural Sharpening

Knowing that her protective custos depend on their weapons just as she depends on her Gift, *Enhatrix of Verditius* created this whetstone to simplify the job of looking after the weapons of her covenant.

This Whetstone has two effects. The first, a *Perdo Terram 5* effect which should be investigated at level 15, is triggered by stroking the whetstone along a blade as you would a normal whetstone. The blade receives +2 bonus to damage, which is abraded by normal use. The second, a *Muto Terram 10* effect investigated at level 20, is also triggered by stroking the whetstone along the blade. This action cleans the blade, leaving it highly polished.

Items of Beauty and Quality

The Black Viper

The Black Viper is a huge, opaque, black gem the size of a closed fist. Though it is hard as a diamond, no one has been able to determine what sort of gem it is, for no stone like it has ever been seen. Even magical means of investigation have not been useful. There has been debate about whether this is due to the fact that the gem is imbued with anti-magic, or whether its investigators were incompetent.

According to legend, the Black Viper was cut using a strand of a god's hair; another tale tells of condensed viper poison. Though stories abound

describing the ill luck that follows the Black Viper, it possesses no curses or magical powers—it is merely a fabulously valuable gem.

Blood-Edge

Blood-Edge is a fine longsword, forged in hundreds of layers by a master craftsman from the East. The guard takes the form of an eagle with outspread wings, and fine black lizard-skin covers the hilt.

Engraved in the blade is the sword's Latin name: *Lamina Cruenta* (Blood-Edge). While the sword does not have any special powers, its fine construction affords it the characteristics Initiative +3, Attack +3, Defense +6, Damage +7, Minimum Strength 0.

The Gray Slayer

Although nondescript, the sword known as the Gray Slayer is feared by those who know of its reputation for driving its wielder to feats of incredible bloodshed. Although there is no magical basis for this reputation, research does bear it out.

It looks like an ordinary longsword, possibly of Viking manufacture. The blade is gray steel, the cross-hilt is plain, and the hilt is hardwood covered with sharkskin. While not a pretty weapon, it is effective. The blade is exceptionally sharp, as reflected in its characteristics. The sword has Initiative +4, Attack +5, Defense +7, and Damage +10.

The Omega of Charlemagne

The Omega is about one foot in height from top to bottom, and is made of gilded silver plates over a wooden frame. It is the shape of a Greek capital omega (Ω). The plates themselves are decorated with embossing, and at the center of the top of the Omega there is a large crystal set into the frame. This crystal is in two parts, and a fragment of wood is visible, held between them.

The Omega was originally given by Charlemagne to the monastery at Conques, in southwestern France. It formed part of a set, with a similar Alpha, and a very large cross, from the arms

of which the Alpha and Omega were to be hung. In the chaos of the 9th century, the cross and Omega were stolen, although the Alpha remains in the abbey.

The Omega contains a splinter of the True Cross, on which Christ was crucified, in the crystal at the top. As a result, it is a powerful holy relic, and grants four Faith points to any faithful Christian touching it. Any magus touching it must subtract four from all magic totals, and the room it occupies gains a level 2 Dominion aura. This aura will persist after the Omega is removed for as long as the Omega was kept there, after which time it will fade unless maintained in some way (that is, if the Omega were kept in a room for a year, the Dominion aura would persist for a year after the Omega was removed, unless that room was actually consecrated or similar).

The monastery at Conques would like the reliquary back, and any covenant giving it to them voluntarily will earn their favor. If they learn that it is held somewhere else, they will use any legal means available to force its return.

The Zweihänder

This two handed executioner's sword was forged by a master. Not only does it have a strong blade and keen edge, it has a hollow blade filled with mercury. When the sword is swung, the mercury shifts to the business end and adds cutting power. Although this makes wielding the sword extremely difficult for someone who is not practiced in its use, it can become effective after practice.

The Zweihänder has a blued steel blade with a squared end; its handle is hardwood wrapped with black leather. The weapon is not magical, but has the following exceptional characteristics: Initiative +5, Attack +6, Defense +3, Damage +11, Minimum Strength +1. These characteristics only apply to someone who has spent at least a day practicing with the blade. Others use it with these characteristics: Initiative +2, Attack +2, Defense 0, Damage +5, Minimum Strength +1.

Tomes of Wisdom

Each book in this section has a value based on what it would cost to include that title in a covenant library. For more information, see “*Hermetic Books*” on page 210 of the Covenants chapter of ArM4. For reference, these are the formulæ for calculating the values of books.

Hermetic Books	Value
Summa	2 x (Level + Quality)
Liber Quaestionum	Target + Quality
Tractatus	3 x Quality
Mundane Books	Value
Summa	2 x [(3 x Level) + Quality]
Liber Quaestionum	(3 x Target) + Quality
Tractatus	3 x Quality

The Book of the Flashing Steel

Written in Greek by a master warrior, this tome contains a lifetime’s accumulation of maneuvers, attacks, parries, and the like—quite useful to warriors. It is a large and heavy book with a red-painted wooden cover and iron hardware.

On the few first pages are the names of more than a hundred warriors who have read the book, including some of the most notable swordsmen of recent generations. The book takes about three months to read and absorb. After finishing, a similar amount of practice time is required. After that time, the reader is able to make use of his new knowledge.

A character who previously lacked the skill Single Weapon gains it at level 3. A character who had the skill gains experience as if he had spent an entire year practicing (see ArM4, page 187). In either case, the character gains the Single Weapon specialization “longsword,” which replaces any specialization he had previously. A character may only read this book once with benefit.

Obviously, this book does not conform to the standard book rules. Nevertheless, it costs a flat 20 points to include this book in a covenant library.

Codex Grandior

The *Codex Grandior* (KOH-deks GRAHN-dee-ohr: ‘bigger book’) is a very large single book, of around 1000 leaves, containing the complete text of the Bible, in Latin. This is not the normal Vulgate text, but the *uetus translatio* (WEH-tuhs trahn-SLAH-tee-oh: ‘old translation’), which was made before Jerome’s work, and is both less accurate and harder to read.

The text of the Bible is only sparingly decorated, as the holy words should speak for themselves, but the book opens with a series of images. First, on two opposing pages, there is a picture of the Tabernacle, as described in Exodus. Following this, also over two pages, is a picture of Solomon’s Temple, showing the exterior of the temple itself, and the walls of the three courts surrounding it. After a couple of blank pages, there is a portrait of Cassiodorus, sitting writing, surrounded by the tools of the scribe, with an open cupboard behind him which contains nine volumes. This is followed by a prologue, in which Cassiodorus speaks of the glories of Holy Scripture, and encourages Christians to study it. Finally, there are three divisions of the Bible into books, each list headed by a roundel depicting one member of the Trinity: a human face for the Father, a lamb for the Son, and a dove for the Holy Ghost.

The *Codex Grandior* was written under the direction of Cassiodorus at Vivarium, some time in the late 6th century. Cassiodorus was a late Roman senator, and an important Christian. At the end of his life, he withdrew to a monastery which he had founded at Vivarium, and there he wrote several works of Biblical commentary, as well as his *Institutiones*, a text on Christian education.

By the late 7th century it was at the monastery of Jarrow, where Bede knew it well, and it influenced the design of the *Codex Amiatinus*, a large and ornate Bible presented to the Pope. Jarrow was sacked by the Vikings in the late 8th century, and the *Codex* disappeared.

Its association with Cassiodorus and Bede makes it valuable to the Church, and its plans of the Temple and Tabernacle may conceal mystical secrets.

Theoretically, the Bible is an inexhaustible source of information on Theology. In game terms, this version might be considered a summa on Theology with a level of 20 (or more) and a Quality of 5, but the storyguide may wish to dispense with statistics in this special case. If those statistics are applied, this book has a point value of 130.

Codex of the Winds

This heavy volume is divided into three parts: a liber quaestionum, a lab text, and a new spell. All are related to the art of Auram, which was the specialty of the elementalist Calixtus Ex Miscellanea. Calixtus created the original codex as a parting gift for his apprentice, Bensozia, to bring to whatever covenant she would make her home. For this reason, the book does not require the usual translation necessary to decipher a wizard's private magical writings.

The liber quaestionum section has a Quality of 12 and a target level of 5 (and thus, it is a 17 point Hermetic text). Most copies of the book are incomplete, and contain only this first and largest portion of the text.

The lab text describes the creation of a magical dust that, tossed in the air away from the user, replicates the effect of *Broom of the Winds* (ReAu 15). This dust is manufactured like a potion (see ArM4, pages 88-89). When Calixtus assembled the Codex for Bensozia his Magic Theory was far beyond hers, so he translated an old lab text from when he was a



young magus and his Magic Theory was just 3. See ArM4, page 91, for information on the use of another wizard's lab text.

Finally, the original book contains *Purse of the Captured Breeze*, a simple spell created by Calixtus to help in the casting of other Auram magics.

The Confessions of Theophilus the Apostate

In early seventh century Byzantium, Theophilus was a notorious priest-turned-diabolist. Legend says that, with the guidance of a sinister Jewish magician, he renounced his faith in God and made a pact with the devil in exchange for magical powers. This unholy tome purports to be a distillation of all the dark knowledge of Theophilus the Apostate. Whether or not Theophilus penned the original, it is undoubtedly wicked. It is said that the book is written on human skin and bound with metal reshaped from defiled church fixtures. The evil of the book is detectable by the Sense Holiness and Unholiness talent; in an infernal aura, it is reported to glow.

Purse of the Captured Breeze (ReAu 3)

R: Reach, D: Momentary, T: Small

Purse of the Captured Breeze ensnares a small sample of air within reach of the magus (such as the breath exhaled by a fantastic beast, a gust from a great storm, or even the essence of a dying air elemental) and seals it within a purse, pouch, bag, vial, or other small container that can be immediately sealed. When the container is opened, the air escapes. This spell is most useful in preparation for other incantations that use bits of captured air as foci.

The *Confessions* is a level 6 Summa in Occult Lore. Its Quality, however, is not a set number. Rather, the book's contents are so perilous that a stress die is used instead of a defined Quality number in calculating a Study Total. A botch means the reader *loses* experience points (the number determined by a roll of a simple die) in Magic Theory or Theology; or, if the reader has neither of those Knowledges (or has been reduced already to a score of less than 1), he acquires the flaw Tainted with Evil (see ArM4, page 48). Other possible flaws (if the former is already possessed, or on account of repeated or multiple botches) are Terrors (page 49), Sense of Doom (page 50), and Plagued by Demon (page 50). In the worst imaginable case a foolish reader may become plagued by multiple demons. This book has a point value of 48.

The original book is written in Greek. An inferior Latin translation (a normal summa of level 4, Quality 3) was found in the libraries of several Tytalus magi exterminated in the 10th century; all copies were burned. The book has been banned by the Quaesitores; possession by a magus would likely be grounds for expulsion from the Order and declaration a Wizard's March. Similarly, the Church and secular authorities would not look kindly upon the owner of a copy. Ironically, the only credible report of the Greek original was in the library of Pope Sylvester II. It was spotted there by a young cleric who would later become a Jerbiton magus.

On the Silent Symbols

On the Silent Symbols is an ancient treatise on Hermetic theory, copied many times over and disseminated throughout the tribunals and covenants of the Order. Tradition says that Criamon the Founder wrote the book, though many Hermetic scholars dispute that claim. This is the least of disputes about the book; the greatest disputes have been between Criamon and Bonisagi about just what the book says in the first place.

The book is a gloss of the work of the neoplatonist Iamblichus (c. 3rd century), whose seminal work, *On the Mysteries of Egypt*, discussed theurgy or "higher magic" of the land of the Nile. Much of

Iamblichus' book is copied into the commentary, although how much varies from one hand-made copy to another. According to Iamblichus, theurgy is based on the manipulation of "silent symbols," known entirely to the gods but imperfectly known by humans. Criamon explains the writings of Iamblichus and relates them to the underpinnings of Hermetic theory, in the process revealing many insights into the nature of magical forces and their manipulation.

A number of passages, particularly those dealing with the immanent qualities of the symbols and the allegory of the magus/theurgist as a magical symbol incarnate evolving toward perfection, are notoriously inscrutable and convoluted. In many cases even their grammar is nearly incomprehensible as well. Most readers ignore these passages altogether, and there is no consensus on exactly what the author is trying to say. Magi of Criamon regard the obscure passages as the most important. To them, the indeterminate meanings and mysterious allusions are essential to the occult meaning of the work—to read the book is not simply to acquire knowledge, but to experience a mysterious transformation.

On the Silent Symbols is a tractatus worth 33 points. It has two scores—as though it were two different books, depending upon the reader. To a reader lacking Enigmatic Wisdom, it amounts to a straightforward tractatus on Magic Theory, with a Quality of 5; the obscure passages are just so much wasted verbiage. Someone with an Enigmatic Wisdom score of at least 1, however, will see the book in a different way; this reader will gather insights from the obscure passages. To such a reader, it is a tractatus about Enigmatic Wisdom, with a Quality of 6. In this case, the book cannot be read as a Magic Theory tractatus, because the Enigmatic Reader's understanding of the entire work is dominated by the "deeper" discussion.

Characters who have no Enigmatic Wisdom score to begin with cannot treat the book as a tractatus in that knowledge. However, a reader who returns to the book after acquiring Enigmatic Wisdom can read it again, as though it were a completely new book, and benefit from its insights.

Chapter II

Library

The contents of this chapter describe a collection of texts that a covenant with no positive or negative points invested in the Library characteristic might have. It includes sections on arcane texts (450 points worth), mundane texts (300 points worth) and spells (1500 levels worth). See page 210 of ArM4 for more information on how these points and levels correspond to covenant characteristics.

The descriptions of books follow this format:

Book Description Format

- 1 ——— *Motion Swift and Sure*
- 2 ————— by Julius of House Ex Miscellanea
- 3 ————— Corpus (tractatus, quality 7) *Seven-League Stride*, 21 points
- 4 ————— This text is notable for its painstaking and occasionally gruesome discussion of the risks of traveling in this fashion, although it does give suggestions for minimizing them.

-
- 1: Book Title
 - 2: Author
 - 3: Statistics [subject (type of book, level or target, quality) spell if Hermetic tractatus, point value]
 - 4: Notes

Arcane Texts

Summae

On the Revealing of Secrets

by Trutina of House Guernicus

Intéllego (summa, level 20, quality 10), 60 points

This summa is one of the finest Intéllego texts known to the Order. It has been written on good parchment and carefully bound. A full page illustration of the author, sitting in her sanctum surrounded by the tools of both magic and justice, adorns the first page. This is a copy, rather than the original text, and there are signs that some sections have been edited. As Trutina's views seem more conventional here than in her tractatus on the Schism War, this may be the result of political censorship. A number of marginal comments, in another hand, have been scraped off the parchment, leaving only faint traces. At least one is a reference to "the original," but no more detail than that can be made out by eye.

Phantasms and Masks

by Diddianus of House Criamon

Imáginem (summa, level 17, quality 6), 46 points

A note on the first page of this book states that the text was once concealed by the illusion of a level 12 *summa*, less well written, and that the current text was revealed when the illusion was dispelled. It also states that the current text is genuine, but gives no indication of how this is known. The note is unsigned.

Reason over the Passions

by Philippus of House Tremere

Mentem (*summa*, level 13, quality 9), 44 points

Conflagrations, Fires and Flames

by Crispin of House Flambeau

Ignem (*summa*, level 13, quality 4), 34 points

The words of this text have been scorched onto wooden boards, which are bundled together in a leather sack. At places they are slightly smudged, which contributes to the text's lack of clarity. The boards are various shapes, but all are burnt around the edges, as they were recovered from a number of fires. The top of each board shows a crude picture of the fire from which it came—some of them clearly did not take place in the mundane world. There are references to specific fires in the text, as well, but it is not clear whether these references are to the fires shown on the boards, or to others.

Birth of Mastery

by Empedocles of House Tylalus

Rego (*summa*, level 7, quality 6), 26 points

Empedocles peppered his work with references to various contests that he won by the use of *Rego*. These accounts often contain enough detail to make the identification of the opponent and his weaknesses possible.

Libri Quaestionum

On Changes

by Ferris of House Merinita

Muto (*liber quaestionum*, target 0, quality 8), 8 points

On Transformations

by Ferris of House Merinita

Muto (*liber quaestionum*, target 3, quality 9), 12 points

One of the leaves of this book appears to be made of flexible silver, with writing in gold.

Endings

by Gernax of House Verditius

Perdo (*liber quaestionum*, target 0, quality 8), 8 points

Dissolution and Decay

by Gernax of House Verditius



Perdo (liber quaestionum, target 3, quality 10),
13 points

Any binding placed around these pages rots and falls off within a season. The pages are currently stored in a stone box, which is showing strong signs of weathering.

The Path of Rivers

by Scottus of House Mercere

Aquam (liber quaestionum, target 0, quality 8),
8 points

The Breath of Heaven

by Scottus of House Mercere

Auram (liber quaestionum, target 0, quality 8), 8
points

The Wrath of Aeolus

by Fellidius of House Tytalus

Auram (liber quaestionum, target 8, quality 8),
16 points

The questions in this text are all couched in terms of the behavior of ancient Greek deities, which makes the text harder to follow than it would be otherwise.

Matter of the Soul

by Julius of House Ex Miscellanea

Corpus (liber quaestionum, target 0, quality 8), 8
points

All of Julius' libri quaestionum on Corpus are notable for the fine anatomical illustrations found in them.

Humors and the Heart

by Julius of House Ex Miscellanea

Corpus (liber quaestionum, target 3, quality 9),
12 points

The Organs of the Senses

by Julius of House Ex Miscellanea

Corpus (liber quaestionum, target 6, quality 10),
16 points

This book originally had several blank leaves at the back. These have, since the book was bound, been written on, and are now covered with a crabbed hand. The scribe obviously had a lot of material to fit into the limited space, because the text uses a lot of abbreviations, many of which are personal and hard to follow. The small size of the text does not help the legibility, either. There are several references back to the body of the book, to pages that have been marked by this author, which suggests that the text has something to do with Corpus, and specifically with the head. It would, however, take a substantial investment of time to translate the scrawls, with no guarantee of a useful return.

Strength of Stone

by Gernax of House Verditius

Terram (liber quaestionum, target 0, quality 8), 8
points

This 'book' is carved on a series of over a hundred thin sheets of slate, two of which have broken, although all the pieces are present.

Essence of Magic

by Julius of House Ex Miscellanea

Vim (liber quaestionum, target 0, quality 8), 8
points

Gateway to the Enigma

by Waylan of House Criamon

Vim (liber quaestionum, target 10, quality 12),
22 points

This text was not actually made by Waylan, but is derived from the form in which he chose to pass on his knowledge. The Criamon magus made one hundred small cubes—each about a inch on a side—of many different materials. The faces of each are decorated with patterns. The cubes can be arranged in a

square, ten cubes on a side, and the larger pattern thusly formed gives information about the Hermetic Arts. The text of this liber quaestionum consists of written copies of one hundred such patterns, which together make up a liber quaestionum on Vim. The symbols used are standard Hermetic ones, so no special knowledge is needed to follow the book. There are vastly many alternative patterns, however, and Waylan may well have hidden other texts in the cubes.

Tractatus

Counsel from Silent Watchers

by Trutina of House Guernicus

Intéllego (tractatus, quality 9), *Calling the Council of the Trees*, 27 points

A number of marginal notes, apparently by a member of House Merinita, record the responses of various trees in a faerie forest to the approaches mentioned. One of the trees gave the magus some Herbam vis.

Motion Swift and Sure

by Julius of House Ex Miscellanea

Corpus (tractatus, quality 7), *Seven-League Stride*, 21 points

This text is notable for its painstaking and occasionally gruesome discussion of the risks of traveling in this fashion, although it does give suggestions for minimizing them.

The Gift of Integrity

by Mendax of House Merinita

Muto (tractatus, quality 4), *Earth that Breaks No More*, 12 points

There are many marginal notes in this text, in the same hand as the main text. These notes accuse the main text of lying and provide corrections. Sometimes the main text is right, sometimes the

note. Fortunately, knowledge of the spell enables a magus to tell which.

Testimony of the Sure Witness

by Trutina of House Guernicus

Intéllego (tractatus, quality 4), *Frosty Breath of the Spoken Lie*, 12 points

Magic Trapped in Matter

by Julius of House Ex Miscellanea

Vim (tractatus, quality 3), *Gather the Essence of the Beast*, 9 points

Greater Breath

by Scottus of House Mercere

Auram (tractatus, quality 3), *Charge of the Angry Winds*, 9 points

Pretty Lights

by Crispin of House Flambeau

Ignem (tractatus, quality 1), *Moonbeam*, 3 points

This book is incredibly opulent. The pages are dyed scarlet, and the writing is in gold leaf. Six full page miniatures illustrate different aspects of Ignem, and the binding is encrusted with gold and gems, as well as a portrait of Crispin on an ivory panel.

Mundane Texts

Summae

Periphyseon

by John Scottus Eriugena

Philosophiae (summa, level 5, quality 8), 46 points

A real book, written around 860.

Didascalicon

by Hugh of St. Victor

Artes Liberales (summa, level 3, quality 9), 36 points

A real book, written around 1130.

An Introduction to the Peripheral Code

by Trutina of House Guernicus

Hermetic Law (summa, level 4, quality 9), 42 points

This text, while accurate, is written from a strongly Transitionalist point of view. In particular, it emphasizes the inapplicability of the details of many ancient judgments.

Libri Quaestionum

Rules of Church and State

by Philo of House Jerbiton

Civil and Canon Law (liber quaestionum, target 0, quality 8), 8 points

Dialogue Concerning Hippocrates

by Julius of House Ex Miscellanea

Medicine (liber quaestionum, target 0, quality 8), 8 points

The Dead

by Julius of House Ex Miscellanea

Occult Lore (liber quaestionum, target 0, quality 8), 8 points

This text describes a dialogue between a magus and a summoned ghost, in the course of which the ghost summons several other representatives of the dead to illustrate points and inspire further questions. At these points, brief descriptions of the ghost's actions are given, and it is obvious that the

magic used is non-Hermetic. In addition, the ghost summons a spirit from Heaven, suggesting that its magic can break Hermetic limits. The ghost makes a number of comments about its background, which contain enough detail to suggest that Julius had a real person and a real non-Hermetic tradition in mind. These comments provide enough information to guide the beginnings of research aimed at finding that tradition and learning its secrets.

The Arrival of Damian

by Gernax of House Verditius

Hermes Lore (liber quaestionum, target 0, quality 8), 8 points

This text is written in the form of a dialogue between a master and his new apprentice.

The Giants' Council

by Cappelaunus, Minstrel

Legend Lore (liber quaestionum, target 0, quality 8), 8 points

This book purports to be a record of the proceedings of a council of giants, and marginal illustrations depict the council from various angles and distances. The background of mountains is consistently drawn, suggesting that the place could actually be found.

On the Catechism

by Brother John

Church Lore (liber quaestionum, target 0, quality 7), 7 points

The Sacred City

by Basil Theotokos

Jerusalem Lore (liber quaestionum, target 0, quality 8), 8 points

This book was translated from Greek by Peter Amadeus.

The Holy City

by Peter Amadeus

Rome Lore (liber quaestionum, target 0, quality 8), 8 points

The Consecrated City

by Avislanus

Islamic Lore (liber quaestionum, target 0, quality 8), 8 points

This book was translated from Arabic by Peter Amadeus, and the author's name was, as usual, garbled in transliteration.

*Tractatus**Scito teipsum*

by Peter Abelard

Philosophiae (tractatus, quality 10), 30 points

A real book, written around 1140.

Theologia Summi Boni

by Peter Abelard

Theology (tractatus, quality 6), 18 points

A real book, written around 1130.

On the Schism War

by Trutina of House Guernicus

Hermes Lore (tractatus, quality 6), 18 points

This text is remarkable for the sympathy it shows towards House Díedne. The illegitimacy of the condemnation is emphasized, as are the purely political motivations of Houses Tremere and Flambeau. The Quaesitores are depicted as having been manipulated through their rigid adherence to past precedent, and the damage wrought by the War is catalogued in great detail. House Díedne is condemned, both for the excessive secrecy that brought the War about, and for the ferocity with which they fought, rather than seeking a political solution. The whole book is

peppered with marginal comments. Most are in Latin, and fulminate about Trutina's obviously diabolical sympathies, while speculating about the lineage of her parents. Some, however, are in another language, and these mostly annotate the points at which atrocities committed by Díedne magi are described.

Liber Pontificalis

Church Lore (tractatus, quality 5), 15 points

A real book, compiled over several centuries by the Papal Curia, which contains lives of all the Popes.

The Journal of Robert of Mont Ste Geneviève, Diabolist

Occult Lore (tractatus, quality 3), 9 points

This journal is bound with and written on human skin, and displays an unwholesome delight in details of torture. It seems to be largely accurate, and that is the only reason it is retained.

The Tree of Temmar

by Ferris of House Merinita

Faerie Lore (tractatus, quality 3), 9 points

This tractatus includes a description of a warded faerie treasure, and next to this description another hand has written a couplet, with the notation 'Ward Breaker'. The tractatus does not tell you how to get to the treasure, however.

How to Break the Lunar Sphere

Enigmatic Wisdom (tractatus, quality 2), 6 points

This anonymous text gives insight into the mind of a Criamon, but seems to contain no useful magical hints.

Spell Books

Counsel from Silent Watchers

by Trutina of House Guernicus

Calling the Council of the Trees InHe 45

Moonbeam CrIg 1

A copy of *Moonbeam*, written in a cramped hand on a single sheet of scorched parchment, is kept loose in this volume.

Mastery over the Body

by Julius of House Ex Miscellanea

Endurance of the Berserkers ReCo 15

Lifting the Dangling Puppet ReCo 15

Seven-League Stride ReCo 35



The Body Transformed

by Julius of House Ex Miscellanea

Gift of the Bear's Fortitude MuCo 25

Shape of the Woodland Prowler MuCo 25

Cloak of Black Feathers MuCo 30

Each spell is accompanied by careful drawings of its effects on men and women of varying builds. These drawings are notable for their atypical naturalism.

The Body Revealed

by Julius of House Ex Miscellanea

Revealed Flaws of Mortal Flesh InCo 10

The Inexorable Search InCo 20

The Eye of the Sage InCo 30

The Body Broken and Remade

by Julius of House Ex Miscellanea

Gentle Touch of the Purified Body CrCo 15

Chirurgeon's Healing Touch CrCo 20

Invocation of Weariness PeCo 10

The Wound that Weeps PeCo 15

Someone—not the original scribe—has written a poem in this book, with one or two lines in the margins of each page. This poem seems, at first glance, to be written in very bad Latin, but a more careful reading shows that it is actually a mixture of Latin and words in another language, and that the Latin, at least, was written by someone familiar with the tongue. As about one third of the words are unknown, it is difficult to work out exactly what the poem says, but it seems to be a description of someone entering some structure, passing various doors and guardians. There is no indication of what or where the structure is, although the last lines of the poem suggest that there is something very worthwhile beyond all the barriers.

Revealing the Guilty

by Trutina of House Guernicus

Whispers through the Black Gate InCo 15

Eyes of the Past InIm 20

Frosty Breath of the Spoken Lie InMe 20

Posing the Silent Question InMe 20

Each spell is accompanied by very brief marginal notes about cases in which it was used. Identification of the cases is generally not possible, but some of the information given seems important.

Pathways

by Scottus of House Mercere

Parting the Waves ReAq 30

Intuition of the Forest InHe 10

Tracks of the Faerie Glow InTe 25

There are five 'maps' scattered through this book, showing routes between major cities or strange magical locations. One appears to show the route to a temple of Mercury from a magical stone circle, but it doesn't say where the stone circle is.

Mastery of the Mundanes

by Empedocles of House Tytalus

Aura of Ennobled Presence MuIm 10

Memory of the Distant Dream CrMe 20

Scent of Peaceful Slumber ReMe 15

Aura of Rightful Authority ReMe 20

Battling the Infernal

by James of House Jerbiton

Dust to Dust PeCo 15

Demon's Eternal Oblivion PeVi 30

Circular Ward Against Demons ReVi 30

This book is very common in the Order, despite rumors that James was ultimately corrupted. There are no stories of the spells ever failing.

Secrets of Silent Sentinels

by Kollimas of House Criamon

Voice of the Lake InAq 25
Whispering Winds InAu 15
Words of the Flickering Flame InIg 25
Stone Tell of the Mind that Sits InTe 30

Toybox

by Crispin of House Flambeau
Pilum of Fire CrIg 20
Arc of Fiery Ribbons CrIg 25

This is not a book: it really is a toybox. The box itself is a well-made chest, with bronze clasps going slightly green with age. A bronze plate on the lid bears the inscription “The Toybox of Crispin of Flambeau”. Inside, there are three wooden trays which lift out, stacked on top of another. Each tray contains holes into which toys fit. There are wooden animals, a set of balls and skittles, a top, and a small wooden shield. The texts of the spells are carved into the sides of the toys. There are also three empty spaces: the whip for the top is missing, as are two wooden swords. There are indications, in records of Crispin’s life, that these may have been enchanted devices, not further spell texts.

Safety and Defense

by Gaius of House Bonisagus
Wall of Living Wood CrHe 25
Ward Against Heat and Flames ReIg 25
Aegis of the Hearth ReVi 30

This book is notable for its heavy leather binding, which covers the edges of the pages when the book is closed. The straps and clasps which hold it shut are also remarkably sturdy.

Diana’s Blessings

by Hincmar of House Bjornaer
Vision of the Marauding Beast InAn 15
Hunter’s Sense InAn 30
Sailor’s Foretaste of the Morrow InAu 25

Mute Servants

by Dardanus of House Tremere
Steed of Vengeance MuAn 30
The Gentle Beast ReAn 20
The Unseen Porter ReTe 10

Magic Controlled

by Julius of House Ex Miscellanea
Waiting Spell ReVi 30
Watching Ward ReVi 30

New Covenants

by Remigius of House Verditius
Conjuring the Mystic Tower CrTe 35
Wizard’s Communion MuVi 10

This text is quite common in the Order. The intent is that new magi who plan to form a covenant learn the *Wizard’s Communion*, and then cast *Conjuring the Mystic Tower* from the text to create the physical structure of their covenant.

Distant Truths

by Trutina of House Guernicus
Eyes of the Flame InIg 35
Summoning the Distant Image InIm 25
Enchantment of the Scrying Pool InAq 30

Masks and Faces

by Diddianus of House Criamon
Sight of the True Form InCo 30
Phantasmal Animal CrIm 20
Phantasm of the Human Form CrIm 25

Storm Force

by Scottus of House Mercere
Charge of the Angry Winds CrAu 15
Clouds of Rain and Thunder CrAu 25

The final part of this text is badly damaged by water, and the pages are practically unreadable. There does seem to be a further spell there, but the two described above are the only legible ones.

Seekings

by Scottus of House Mercere

Call of the Rushing Waters InAq 15

Shriek of the Impending Shafts InHe 15

Thoughts within Babble InMe 25

Stone Made, Changed, and Passed

by Gernax of House Verditius

The Crystal Dart MuTe 10

Earth that Breaks No More MuTe 20

Stone to Falling Dust PeTe 25

Magic Revealed

by Julius of House Ex Miscellanea

Scales of the Magical Weight InVi 5

Sense the Nature of Vis InVi 5

Sense of the Lingering Magic InVi 30

Sight of the Active Magics InVi 40

This large book appears to be slightly magical, but so far investigations have not revealed the nature of this magic.

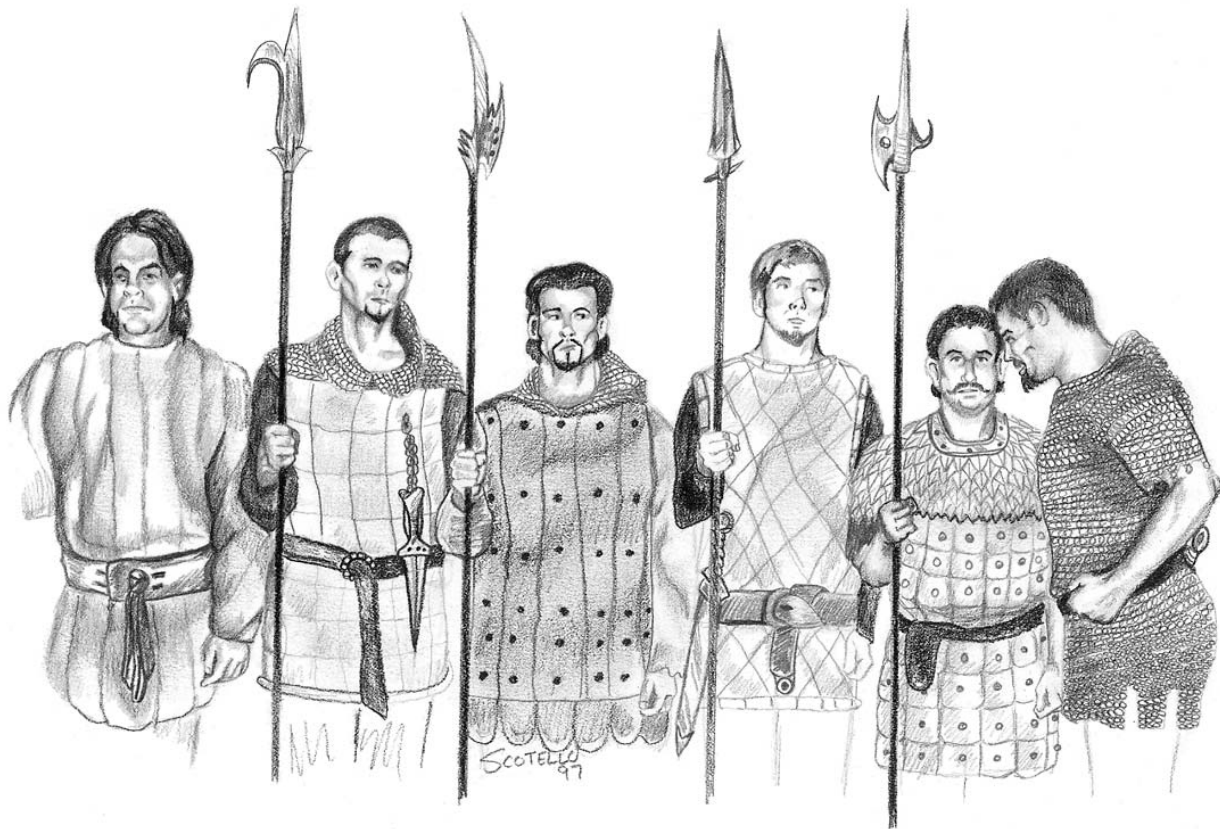
Album Arcane

Gather the Essence of the Beast MuVi 15

Wings of the Soaring Wind ReAu 20

Wind of Mundane Silence PeVi 25

Each spell in this volume is written on a separate gather of parchment, and these have been roughly stitched into the binding. Space remains for two further gathers, and there are signs that one has been removed at some point.



Chapter III

Mercenary Grog

By 1220, the armies of Mythic Europe employed a large contingent of mercenaries. In fact, many of the infantrymen that comprised the bulk of the army of the Fifth Crusade were not the penitent and faithful, but mercenaries seeking baser goals. The Bretons were well known as mercenaries in the late 11th century, and Richard employed Italian crossbowmen on the Third Crusade in the late 12th century. In the 13th century the Low Countries and Aragon become known for their mercenaries.

An **Ars Magica** covenant can take advantage of the growing supply of mercenaries in Mythic Europe. The defense of a covenant presents less overt danger than travel to distant lands to face hostile forces, so such assignments would be sought after by mercenaries. Groups of mercenaries can make excellent additions to the covenant's turb of grogs.

Following is an example band of mercenaries from Aragon. Similar mercenaries traveled great distances to serve in the crusades, so you could easily justify placing them far from their native land. As mentioned, these characters could easily be incorporated into a player character covenant. Alternatively, you could use them as non-player characters—perhaps the guard of a visiting magus from another covenant. In any case, all of the grogs below were created using the rules for grog creation in the fourth edition rulebook. Ability specialties have been intentionally left out to allow adaption to specific uses.

All of the mercenaries are armed with the long spear that characterizes their function as infantry.

Groups such as these (in larger numbers) were often employed in the Crusades to shield the cavalry as it regrouped behind them between charges. The short sword is a secondary weapon, used if fighting should take them to close quarters. The mercenaries are armored in chain hauberks for pitched battles but favor lighter leather armors when their duty involves travelling. (The combat totals reflect the Load and Protection of the chain hauberk.)



Domingo

Characteristics:

Int	0	Per	-1
Pre	0	Com	+1
Str	0	Sta	+2
Dex	+1	Qik	+2

Size: 0 **Confidence:** 3 **Age:** 25

Personality Traits: Overconfident +3,
Outspoken +3, Brash +1, Brave +1

Virtues and Flaws: Standard Grog +0, Clear
Thinker +1, Good Armaments +1,
Overconfident -2

Abilities: Aragon Lore 2, Awareness 3,
Brawling 3, Carouse 3, Charm 1, Leadership
2, Longshaft Weapon 4, Single Weapon 3,
Speak Own Language 5, Swim 3

Soak: 8

Encumbrance: -4

Background: Domingo is a tall and burly man who fancies himself the leader of the mercenary band. In truth, he ends up leading only because he talks loudly and can appeal to the others' sense of right and wrong. If the band should ever revolt against their employers, Domingo would lead that revolt.

Attacks

	Init	Atk	Dfn	Dam	Fat
Long Spear	+7	+7	+3	+6	+2
Short Sword	+5	+2	+4	+3	+1

Fatigue Levels

Fresh	<input checked="" type="checkbox"/>	0	Unhurt	<input checked="" type="checkbox"/>	0
Winded	<input type="checkbox"/>	0	Hurt	<input type="checkbox"/>	0
Weary	<input type="checkbox"/>	-1	Light Wounds	<input type="checkbox"/>	-1
Tired	<input type="checkbox"/>	-3	Medium Wounds	<input type="checkbox"/>	-3
Dazed	<input type="checkbox"/>	-5	Heavy Wounds	<input type="checkbox"/>	-5
Unconscious	<input type="checkbox"/>	n/a	Incapacitated	<input type="checkbox"/>	n/a

Body Levels

Lorenzo

Characteristics:

Int	-1	Per	+1
Pre	-1	Com	0
Str	+2	Sta	+2
Dex	+1	Qik	+1

Size: 0 **Confidence:** 3 **Age:** 22

Personality Traits: Brave +2, Spiteful +2,
Angry +1

Virtues and Flaws: Standard Grog +0, Good
Armaments +1, Rapid Convalescence +1,
Poor Memory (places) -1, Hatred (of the
Count of Toulouse) -1

Abilities: Aragon Lore 4, Awareness 3,
Brawling 3, Carouse 2, Longshaft Weapon 3,
Sing 2, Single Weapon 3, Speak Own
Language 4, Swim 2, Wagoneering 2

Soak: 8

Encumbrance: -2

Background: When the kingdom of Aragon sent troops to aid its northern neighbor during the Albigenian Crusade, Lorenzo's father was part of the peasant levy. He died there and Lorenzo has since blamed (perhaps wrongly) the Count of Toulouse for his father's death. He will argue against taking jobs with the count or any of his kin.

Attacks

	Init	Atk	Dfn	Dam	Fat
Long Spear	+7	+8	+3	+8	+3
Short Sword	+6	+4	+5	+5	+3

Fatigue Levels

Fresh	<input checked="" type="checkbox"/>	0	Unhurt	<input checked="" type="checkbox"/>	0
Winded	<input type="checkbox"/>	0	Hurt	<input type="checkbox"/>	0
Weary	<input type="checkbox"/>	-1	Light Wounds	<input type="checkbox"/>	-1
Tired	<input type="checkbox"/>	-3	Medium Wounds	<input type="checkbox"/>	-3
Dazed	<input type="checkbox"/>	-5	Heavy Wounds	<input type="checkbox"/>	-5
Unconscious	<input type="checkbox"/>	n/a	Incapacitated	<input type="checkbox"/>	n/a

Body Levels

Juan the Arms

Characteristics:

Int	0	Per	0
Pre	0	Com	-1
Str	+4	Sta	+1
Dex	0	Qik	+1

Size: 0 **Confidence:** 3 **Age:** 22

Personality Traits: Friendly +2, Brave +1, Compulsive +1

Virtues and Flaws: Standard Grog +0, Good Armaments +1, Great Strength +2, Compulsion (lifting heavy things) -1, Deep Sleeper -1, Magic Susceptibility -1

Abilities: Aragon Lore 2, Athletics 3, Brawling 5, Carouse 3, Longshaft Weapon 4, Single Weapon 3, Speak Own Language 4

Soak: 7

Encumbrance: 0

Background: Gifted with mighty thews, Juan has earned the nickname “the arms.” He is constantly testing his own strength by lifting the heaviest thing in sight—his own companions if nothing else. He is otherwise a pleasant and jovial man.

Attacks

	Init	Atk	Dfn	Dam	Fat
Long Spear	+10	+10	+6	+10	+5
Short Sword	+8	+5	+7	+7	+4

Fatigue Levels

Fresh	☑	0
Winded	○	0
Weary	○	-1
Tired	○	-3
Dazed	○	-5
Unconscious	○	n/a

Body Levels

Unhurt	☑	0
Hurt	○	0
Light Wounds	○	-1
Medium Wounds	○	-3
Heavy Wounds	○	-5
Incapacitated	○	n/a

Andrés

Characteristics:

Int	0	Per	-1
Pre	+2	Com	+1
Str	+1	Sta	+1
Dex	+1	Qik	+1

Size: 0 **Confidence:** 3 **Age:** 24

Personality Traits: Brave +2, Cheerful +1, Honest -1

Reputation: Womanizer 2 (local area)

Virtues and Flaws: Standard Grog +0, Good Armaments +1, Long Winded +1, Bad Reputation -1, Compulsion (sex) -1

Abilities: Aragon Lore 2, Awareness 3, Brawling 2, Carouse 3, Charm 4, Guile 3, Longshaft Weapon 4, Single Weapon 3, Speak Own Language 4

Soak: 7

Encumbrance: -3

Background: With a winning smile and tales of battles in far-off lands, Andrés wins the hearts of young women. Their fathers do not often appreciate his advances; his glib tongue and fleet feet have rescued him more than once.

Attacks

	Init	Atk	Dfn	Dam	Fat
Long Spear	+7	+8	+3	+7	+5
Short Sword	+5	+3	+4	+4	+4

Fatigue Levels

Fresh	☑	0
Winded	○	0
Weary	○	-1
Tired	○	-3
Dazed	○	-5
Unconscious	○	n/a

Body Levels

Unhurt	☑	0
Hurt	○	0
Light Wounds	○	-1
Medium Wounds	○	-3
Heavy Wounds	○	-5
Incapacitated	○	n/a

Basilio

Characteristics:

Int	0	Per	+1
Pre	+2	Com	0
Str	0	Sta	+1
Dex	+1	Qik	+1

Size: 0 **Confidence:** 3 **Age:** 19

Personality Traits: Brave +1, Humble +1,
Just +2

Virtues and Flaws: Standard Grog +0, Good
Armaments +1, Delusion (lost son of the
king) -1

Abilities: Aragon Lore 2, Awareness 3,
Brawling 2, Carouse 2, Longshaft Weapon 4,
Single Weapon 3, Speak Own Language 4,
Storytelling 3, Swim 2

Soak: 7

Encumbrance: -4

Background: Throughout his childhood, Basilio's mother and aunts called him "little prince." Somehow this grew in his mind until he now believes he is the long-lost son of the king and that his father will come to claim him one day. Until then, he does his best to learn the arts of rulership in the guise of a simple mercenary.

Attacks

	Init	Atk	Dfn	Dam	Fat
Long Spear	+6	+7	+2	+6	+1
Short Sword	+4	+2	+3	+3	+0

Fatigue Levels

Fresh	☑	0	Unhurt	☑	0
Winded	○	0	Hurt	○	0
Weary	○	-1	Light Wounds	○	-1
Tired	○	-3	Medium Wounds	○	-3
Dazed	○	-5	Heavy Wounds	○	-5
Unconscious	○	n/a	Incapacitated	○	n/a

Body Levels

Diego

Characteristics:

Int	+1	Per	+1
Pre	0	Com	-1
Str	+2	Sta	+1
Dex	+1	Qik	+1

Size: 0 **Confidence:** 3 **Age:** 20

Personality Traits: Obsessive +3, Brave +2,
Boastful +1

Virtues and Flaws: Standard Grog +0, Good
Armaments +1, Knack with Longshaft
Weapon +2, Common Fear (fire) -2,
Obsessed (with being the best spearman) -1

Abilities: Awareness 3, Brawling 2, Carouse 2,
Climb 3, Hunt 2, Longshaft Weapon 5,
Single Weapon 3, Speak Own Language 4

Soak: 7

Encumbrance: -2

Background: Diego can be a bit frightening in his single-mindedness. Nearly all of his actions are gauged by whether or not they improve his ability with the spear that is his trade. He is proud of his accomplishments and will occasionally boast of his exploits. Only the haunting memory of a house fire as a child keeps him from acting and fighting at peak efficiency.

Attacks

	Init	Atk	Dfn	Dam	Fat
Long Spear	+11	+12	+7	+8	+6
Short Sword	+6	+4	+5	+5	+2

Fatigue Levels

Fresh	☑	0	Unhurt	☑	0
Winded	○	0	Hurt	○	0
Weary	○	-1	Light Wounds	○	-1
Tired	○	-3	Medium Wounds	○	-3
Dazed	○	-5	Heavy Wounds	○	-5
Unconscious	○	n/a	Incapacitated	○	n/a

Body Levels

Francisco

Characteristics:

Int	0	Per	+2
Pre	+1	Com	-1
Str	0	Sta	+2
Dex	0	Qik	+1

Size: 0 **Confidence:** 3 **Age:** 22

Personality Traits: Protective of animals +2, Brave +1, Retiring +1

Virtues and Flaws: Standard Grog +0, Good Armaments +1, Animal Ken +1, Social Handicap (smells of animals) -1, Uncommon Fear (enclosed spaces) -1

Abilities: Animal Handling 2, Animal Ken 3, Awareness 3, Brawling 2, Carouse 2, Craft (Rope) 1, Hunt 2, Longshaft Weapon 3, Ride 2, Single Weapon 3, Speak Own Language 4, Wagoneering 3

Soak: 8

Encumbrance: -4

Background: Francisco is an uncharacteristically quiet grog; he spends most of his time with animals rather than people. He finds them more peaceful, calming and predictable. Still stalwart in battle, he is a welcome addition to the band.

Attacks

	Init	Atk	Dfn	Dam	Fat
Long Spear	+5	+5	+1	+6	+1
Short Sword	+4	+1	+3	+3	+1

Fatigue Levels

Fresh	☑	0
Winded	○	0
Weary	○	-1
Tired	○	-3
Dazed	○	-5
Unconscious	○	n/a

Body Levels

Unhurt	☑	0
Hurt	○	0
Light Wounds	○	-1
Medium Wounds	○	-3
Heavy Wounds	○	-5
Incapacitated	○	n/a

Julio

Characteristics:

Int	+1	Per	0
Pre	+2	Com	0
Str	+1	Sta	+1
Dex	0	Qik	+1

Size: 0 **Confidence:** 3 **Age:** 19

Personality Traits: Brave +2, Pompous +2, Awkward +1,

Virtues and Flaws: Standard Grog +0, Good Armaments +1, Tough +1, Driving goal (earn knighthood) -1, Judged Unfairly -1

Abilities: Aragon Lore 3, Brawling 3, Carouse 2, Etiquette 2, Hunt 2, Longshaft Weapon 4, Ride 2, Single Weapon 3, Speak Own Language 4

Soak: 7

Encumbrance: -3

Background: Trouble always seems to find its way to Julio. Whenever the band has problems, Julio seems to be the center of controversy. The others tolerate him though he sometimes disdains their presence. While he hopes to become a knight someday, his propensity for difficulties will make that task arduous.

Attacks

	Init	Atk	Dfn	Dam	Fat
Long Spear	+7	+7	+3	+7	+2
Short Sword	+5	+2	+4	+4	+1

Fatigue Levels

Fresh	☑	0
Winded	○	0
Weary	○	-1
Tired	○	-3
Dazed	○	-5
Unconscious	○	n/a

Body Levels

Unhurt	☑	0
Hurt	○	0
Light Wounds	○	-1
Medium Wounds	○	-3
Heavy Wounds	○	-5
Incapacitated	○	n/a

Jaime

Characteristics:

Int	-2	Per	+1
Pre	0	Com	+1
Str	+2	Sta	+1
Dex	+2	Qik	+1

Size: 0 **Confidence:** 3 **Age:** 19

Personality Traits: Happy +2, Warmhearted +2, Brave +1,

Virtues and Flaws: Standard Grog +0, Good Armaments +1, Carefree +1, Deep Sleeper -1, Poor Memory (names) -1

Abilities: Awareness 3, Brawling 2, Carouse 3, Folk Ken 3, Longshaft Weapon 4, Single Weapon 3, Speak Own Language 4, Swim 2

Soak: 7

Encumbrance: -2

Background: While a simple man, Jaime is a pleasant and happy one. He never complains about his lot and always finds some pleasant way to pass the time. His laugh is infectious and he often leaves the group chuckling without knowing particularly why.

Attacks

	Init	Atk	Dfn	Dam	Fat
Long Spear	+8	+10	+4	+8	+3
Short Sword	+6	+5	+5	+5	+2

Fatigue Levels

Fresh	<input checked="" type="checkbox"/>	0	Unhurt	<input checked="" type="checkbox"/>	0
Winded	<input type="checkbox"/>	0	Hurt	<input type="checkbox"/>	0
Weary	<input type="checkbox"/>	-1	Light Wounds	<input type="checkbox"/>	-1
Tired	<input type="checkbox"/>	-3	Medium Wounds	<input type="checkbox"/>	-3
Dazed	<input type="checkbox"/>	-5	Heavy Wounds	<input type="checkbox"/>	-5
Unconscious	<input type="checkbox"/>	n/a	Incapacitated	<input type="checkbox"/>	n/a

Body Levels

Juan the Leech

Characteristics:

Int	+2	Per	+1
Pre	-2	Com	0
Str	+1	Sta	+1
Dex	+2	Qik	+1

Size: 0 **Confidence:** 2 **Age:** 24

Personality Traits: Morose +2, Brave +1, Grumpy +1

Virtues and Flaws: Standard Grog +0, Good Armaments +1, Knack with Chirurgy +2, Terrors (heights) -2, Low Self-Esteem -1

Abilities: Awareness 3, Brawling 3, Carouse 3, Chirurgy 4, Folk Ken 2, Legend Lore 2, Longshaft Weapon 4, Single Weapon 3, Speak Own Language 4

Soak: 7

Encumbrance: -3

Background: Juan is perhaps the most favored member of the mercenary band. If a member does not already owe his life to Juan's nimble fingers, he knows that he well might. For all that, Juan is convinced that he doesn't deserve their admiration. He is given to gloomily assessing the condition of his patients and often needs to be encouraged to continue to work on them.

Attacks

	Init	Atk	Dfn	Dam	Fat
Long Spear	+7	+9	+3	+7	+2
Short Sword	+5	+4	+4	+4	+1

Fatigue Levels

Fresh	<input checked="" type="checkbox"/>	0	Unhurt	<input checked="" type="checkbox"/>	0
Winded	<input type="checkbox"/>	0	Hurt	<input type="checkbox"/>	0
Weary	<input type="checkbox"/>	-1	Light Wounds	<input type="checkbox"/>	-1
Tired	<input type="checkbox"/>	-3	Medium Wounds	<input type="checkbox"/>	-3
Dazed	<input type="checkbox"/>	-5	Heavy Wounds	<input type="checkbox"/>	-5
Unconscious	<input type="checkbox"/>	n/a	Incapacitated	<input type="checkbox"/>	n/a

Body Levels

Wound Recovery Chart

Die Roll + Sta + Chirurgy

Wounds	0	1-2	3-5	6-8	9-11	12-14	15-17	18+
Light	X	14	10	7	6	5	4	3
Medium	X	60	40	21	18	16	14	12
Heavy	X	X	80	45	35	28	25	21

Incapacitated See "Recovery from Incapacitation" (ArM4, page 178)

Numbers indicate the number of days required to heal to the next lower level. If the result is an X, consult the Catastrophe Subchart.

Catastrophe Subchart

Roll a stress die + Sta + Chirurgy and consult the following chart.

Roll Result

- 0Death
- 1Coma. Further rolls to determine recovery are at -2, and the time rolled is doubled. You wake up when you drop to Light Wounds, at which point you must make two aging rolls.
- 2You gain the Flaw Enfeebled.
- 3-4You are permanently crippled. Amputation may be necessary. Represent this effect with a 3 point affliction (see "Aging" in ArM4, page 180).
- 5-6Your wounds fester. Lose a further Body level.
- 7-10Make an aging roll.
- 11-12Wounds don't heal correctly—gain 1 Decrepitude point.
- 13Nightmares and flashbacks torment you for some time to come. For the next (simple die - Brave Personality Trait) seasons, you must make a Stamina roll of 6+ to willingly place yourself in a situation where you might be injured.
- 14+Slow recovery. Recovery times on the Wound Recovery Chart are doubled.

Fatigue Chart

Fatigue Level	Penalty	Time to recover to next lower level
Fresh	0	n/a
Winded	0	.2 minutes
Weary	-1	.10 minutes
Tired	-3	.30 minutes
Dazed	-5	.60 minutes
Unconscious	n/a	.2 hours

Wound Penalties

Wound Level	Penalty
Unhurt	0
Hurt	0
Light Wounds	-1
Medium Wounds	-3
Heavy Wounds	-5
Incapacitated	n/a

Laboratory Activities Table

Activity	Formula (ArM4 page)
Basic Lab Total	Int + Magic Theory + Tech + Form (80)
Maximum Vis Per Season	Magic Theory + Vim (77)
To Learn a Spell	Lab Total must exceed spell's level. The spell is learned in one season. You may get a bonus for knowing a similar spell, or for knowing a lower level version of a general spell. (80)
To Invent a Spell	One point accumulates per season for every point by which your Lab Total + aura exceeds the spell's level. The spell is invented when your point total exceeds spell's level. You may get a bonus for knowing a similar spell. (80)
Copying Own Spells from Shorthand	Scribe Latin x 20 levels per season (82)
Copying Legible Spells	Scribe Latin x 60 levels per season (82)
Copy from the Shorthand of Others	Deciphering another magus' style requires a simple Int + Scribe Latin roll of 6+. If the spell was intentionally obscured by the author, add the author's Int to the ease factor. Translating the spell (which can only be done after the spell has been deciphered) requires a stress roll + Lab Total that exceeds the spell's level. Deciphering and translating one copy of a single spell takes one season. (82)
Obscuring Spells	Scribe Latin x 20 levels per season (82)
Extracting Vis from a Magical Aura	[Creo + Vim + Magic Theory + (3 x Aura)]/10 pawns of Vim vis per season (82)
Investigating Enchantments	When you spend a season investigating an item, roll a stress die + Intéllego Vim Lab Total + aura. If this total exceeds the level of the smallest effect in the item, it is discovered. Repeat this procedure (in the same season) for the next highest level effect, and so on, until a roll fails. At that point, the season is over. (91)
Multiple Laboratory Activities	All activities must be of the same type (like learning spells or brewing potions) and of the same Technique/Form combination. Sum the levels of all activities performed, and apply the Lab Total to that sum. (94)
Laboratory Assistants	An assistant adds his Magic Theory + Int to your Lab Total for the season if you are performing some lab activity that requires Magic Theory. An assistant adds +1 to your studying roll if you are studying from vis. The assistant may also add any appropriate Virtue, like Inventive Genius, in either case. A magus may supervise a number of assistants equal to his Leadership score, with a minimum of one. (94)
Distractions	Up to ten days may be missed in a season without penalty. Each additional day over ten reduces any Lab Total used that season by one. Every two days over ten subtracts one from the Quality of any source of study. (95)

Selected Weapon Statistics

	Init	Atk	Dfn	Dam	Str	Load	Spc	Range
Fist/Kick	+1	+0	+0	+0	n/a	0.0	0	Touch
Dagger	+2	+1	+2	+3	n/a	0.0	0	Touch
Shortspear	+5	+1	+2	+3	-1	-0.5	1	Reach
Mace	+3	+2	+3	+5	-1	-0.5	1	Reach
Axe	+3	+1	+2	+6	+0	-0.5	1	Reach
Shortsword	+4	+2	+3	+3	-2	-0.5	1	Reach
Longsword	+3	+1	+4	+4	-1	-0.5	1	Reach
Buckler*	-1	+2	+2	+0	-1	-0.5	1	Reach
Round Shield*	-1	+1	+3	+0	+0	-0.5	1	Reach
Kite Shield*	-1	+1	+4	+0	+0	-1.0	1	Reach
Tower Shield*	-3	-1	+6	+0	+1	-2.0	1	Reach

*Add Init, Atk, Dfn, Dam, and Load values to values of Single Weapon.

Quarterstaff	+6	+4	+6	+3	+0	-1.0	3	Reach
Grechtsword	+6	+4	+4	+8	+1	-1.0	2	Reach
Polearm	+6	+3	+5	+9	+1	-1.5	3	Reach
Spear/Lance	+5	+6	+1	+6	-1	-1.0	3	Close
Pike	+6	+4	+1	+6	+0	-1.5	4	Close
Rock	+4	+0	n/a	+2	n/a	0.0	0	Near
Sling	+2	+2	n/a	+3	n/a	0.0	1	Middle
Throwing Knife	+1	+1	n/a	+3	n/a	0.0	0	Near
Throwing Axe	+1	+1	+0	+4	-1	-0.5	1	Near
Javelin	+0	+2	+0	+6	-1	-1.0	2	Near
Short Bow	+0	+0	n/a	+4	-1	-0.5	1	Far
Long Bow	-1	+1	n/a	+10	+1	-0.5	1	Far
Light Crossbow	-6	+2	n/a	+10	-2	-0.5	1	Far
Heavy Crossbow	-10	+2	n/a	+12	-2**	-1.0	1	Far

** With +2 Str Min and gloves, crossbow can be drawn by hand and Init increased by 4.

Armor Table

Armor Material	Hauberk		Half		Full	
	Prot	Load	Prot	Load	Prot	Load
Quilted/Fur	1	-0.5	1	-0.5	2	-1.0
Heavy Leather	2	-1.0	3	-1.5	4	-2.0
Metal Reinf Leather	3	-1.5	5	-2.5	6	-3.0
Leather Scale	4	-2.0	6	-3.0	8	-4.0
Steel Scale Mail	5	-2.5	7	-3.5	10	-5.0
Chain Mail	6	-3.0	8	-4.0	12	-6.0
Lorica Segmentata	7	-3.5	9	-4.5	n/a	n/a

Combat Scores

Initiative (Init) = Qik + Weapon Skill + Weapon Initiative Bonus + Enc

Attack (Atk) = (Dex or Per) + Weapon Skill + Weapon Attack Bonus + Enc

Defense (Dfn) = Qik + Weapons Skill + Weapon Defense Bonus – Size + Enc

Damage (Dam) = (Str + Size) or (Nothing) + Weapon Damage Bonus

Soak = Sta + Size + Armor Protection

Combat Fatigue (Fat) = Sta + Weapon Skill + Enc

Encumbrance (Enc) = Str + Load

Missile Fire Table

Target Condition	Ease Factor Adjustment
Target in Touch or Reach Range	No firing possible
Target in Close or Near Range	+3
Target in Middle Range	0
Target in Far Range	+6
Target is Obscured (darkness or cover)	+3
Target is unmoving or walking carefully	0
Target is hustling	+3
Target is sprinting	+6
Target is size 0	0
Target is small	+ (absolute value of Size)
Target is large	– Size
Target is dodging or defending	Defender's Defense
Shooter aims	–3
Target has a shield	+ Dfn value of shield

Melee Modifiers Table

Situation	Modifier to Attack and Defense Totals
Engaged at one range inside a weapon's listed range	–6
Engaged at two ranges inside a weapon's listed range	–12
Using a single weapon held in off-hand*	–3
High ground (including mounted vs. unmounted)	+3
Attacking from surprise**	No Defense***
Charging	+3
Set for Charge	+3

*Or Weapon and Shield held backwards.
 **That is, defender engaged without his knowledge.
 ***That is, defender may not add his Defense score to his die roll.

Brawling Maneuvers Table

Maneuver: Damage Replacement (Soak Replacement)

Attack: For each Wound level replaced, opponent loses 1 Fatigue level (Regular Soak)

Throws: If at least 2 Wound levels are replaced, you unbalance and topple your opponent while remaining standing yourself. Opponent lands at Close range. (Dex + Size)

Tackling: If at least 1 Wound level is replaced, you knock your opponent down while going down yourself. The two of you land at Touch range. (Dex + Size)

Wrestling for an Item: If at least 2 Wound levels are replaced, you grab the item from your opponent, or knock it to the ground (at your option). (Str)

Immobilizing: For each Wound level replaced, you have your opponent held, putting him at a cumulative –3 to Attack and Defense until he breaks free. (Str + Enc)

Breaking Free: If at least 1 Wound level is replaced, you free yourself from your opponent's hold, winding up at Reach range. (Str + Enc)

Generic Ease Factor Chart

Difficulty of Task	Target Number
Very Easy	3
Average	6
Difficult	9
Very Tough	12
Extremely Difficult	15

Combat Sequence

1. Movement
2. First Missile
3. Melee
4. Second Missile
5. Magic
6. Fatigue

Combat Ranges

Range	Distance
Touch	Up to 1 pace
Reach	1-2 paces
Close	2-4 paces
Near	4-15 paces
Middle	15-50 paces
Far	50-200 paces

Initiative Modifiers Table

Action	Modifier to Initiative Total
Character on horseback	+ Ride skill and high ground
Character routing	+6
Character charging	+3
Character holding high ground	+3

Dice

Simple Die: Used when there is little chance of spectacular success or failure. Read a 0 as 10.

Quality Die: Used when incredible success is possible, but incredible failure is not. If a 1 comes up, roll again and double the results, unless the second roll is a 1—then roll again and quadruple, and so on. Read a 0 as 10.

Stress Die: Used in stressful situations, or when incredible success and failure are possible. If a 1 comes up, roll again and double the results, unless the second roll is a 1—then roll again and quadruple, and so on. If a 0 is rolled, roll a number of botch dice assigned by the storyguide based on the difficulty of the task. Each 0 rolled on the botch dice makes the botch that much worse.

Using Abilities You Don't Have

Talents: Roll a stress die and add the appropriate Characteristic. Roll three additional botch dice if you botch.

Skills: Roll a stress die, subtract three, and add the appropriate Characteristic. Roll three additional botch dice if you botch.

Knowledges: You may not normally attempt to use a Knowledge that you don't know. The storyguide may choose to make an exception for casual Knowledges.

Distraction Table

Situation	Ease Factor
Walking	6+
Running	12+
Dodging	15+
Jostled	9+
Sudden noise or flash of light	9+
Knocked Down	12+
Damaged	15+

Realm Interaction Table

Power Used

Aura Type	Magic	Divine	Faerie	Infernal
Magic	+ aura	- aura	+ (1/2 aura)	- aura
Divine	- aura	+ aura	- (2 x aura)	- (3 x aura)
Faerie	+ (1/2 aura)	- (2 x aura)	+ aura	- (aura)
Infernal	- aura	- (2 x aura)	- (2 x aura)	+ aura

For example, a magus (affiliated with the realm of magic through the virtue of possessing the Gift) casts a spontaneous spell in a town which has a divine aura of 3. He will be forced to subtract 3 from his roll. If that magi were to cast the same spell in an area with a faerie aura of 4, he would add 2 to his roll.

Spell Targeting Table

The basic ease factor for spell targeting is a 3+. Modifiers to this ease factor are listed below. For example, a hustling target at far range requires a 9+ to hit.

Target	Ease Factor Modifier
Standing still or moving carefully	0
Hustling	+3
Sprinting	+6
In plain view	0
Obscured (darkness or cover)	+3
Near range	0
Far range	+3
Sight range	+6
Large target	- (target's Size)
Small target	+ (opposite of target's Size)

Fast-Cast Defenses

Attack	Required Fast-Cast Total
Spell	Half penetration total
One known mundane attack	10
Up to three known mundane attacks	15
All known mundane attacks	20
All mundane attacks	25

Words and Gestures

Voice	Modifier
Booming	+1
Firm	0
Soft	-5
None	-10
Gesture	Modifier
Vigorous	+1
Bold	0
Subtle	-2
None	-5

Travel Chart

Travel	Foot	Horse	Wagon
Easy	25/1	30/1	15
Light	20/2	25/1	10
Medium	15/2	20/1	8
Hard	10/3	12/2	3
Very Hard	5/3	3/2	—
Terrible	2/3	1/2	—

The number before the slash is the number of miles traveled in an day; the number after is the number of fatigue levels lost.

Magical Activities Table

Task	Roll	Target
Cast a Spontaneous Spell	Die + Int + Tech + Form + Enc (Divide total by 2 if spending fatigue, by 5 if not) (You must roll a stress die if fatiguing)	Spell Level of desired effect (Lesser roll may produce lesser effect)
Cast a Formulaic Spell	Die + Sta + Tech + Form + Enc	Spell Level (no fatigue loss) Spell Level-10 (lose 1 fatigue level)
Cast a Ritual Spell	Die + Sta + Tech + Form + Enc + Concentration	Spell Level (lose 1 fatigue level) Spell Level-10 (lose 2 fatigue levels)
Penetration	Spellcasting Total + Penetration	Target's Magic Resistance (or Might)
Targeting	Die + Per + Finesse + Spell Modifier	Refer to Spell Targeting Table
Magic Resistance	Stress Die + (Parma Magica x 5) + Form	—
Concentration Roll	Stress Die + Int + Concentration Ability	Refer to Distraction Table
Fast-Cast Speed	Stress Die + Qik + Finesse + Enc	Opponent's Fast-Cast Speed Total, Opponent's Initiative Total, or Storyguide assigned Ease Factor
Multiple Casting	Stress Die + Finesse + Int - # of Spells	9+
Casting While Maintaining Another Spell	Int + Concentration (+3 if both spells are same)	15+
Certámen (Contest)	Stress Die + Int + Certámen + Tech + Form	Opponent's Contest Score
Certámen (Damage)	Stress Die + Int + Certámen + Contest Difference	Opponent's Stress Die + Sta + Certámen

Standard Ranges, Durations, and Targets

Ranges (from low to high)

- **Personal** (caster only)
- **Touch/Eye** (caster is touching/has eye contact with the target)
- **Reach** (roughly two paces)
- **Near** (roughly 15 paces)
- **Far** (roughly 100 paces)
- **Sight** (anything in sight)
- **Arcane Connection**

Durations (from low to high)

- **Momentary** (a moment)
- **Concentration/Diameter** (as the caster concentrates/roughly two minutes)
- **Sun** (until the sunrise or sunset)
- **Moon/Ring** (until new and full moon pass/until ring is broken or target moves out of ring)
- **Season** (until next solstice or equinox)
- **Year** (until fourth solstice or equinox)
- **Permanent/Instant** (lasts forever, but remains magical/effect persists as a mundane thing)

Targets (from low to high)

- **Small** (holdable in both hands)
- **Individual** (single discrete thing)
- **Group/Room** (no more than 12 discrete things/contents of an enclosed area)
- **Circle/Structure** (everything in circle/a structure and those things in it)
- **Boundary** (all within a natural or man-made boundary)
- **Sight** (all within sight)